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# **AdafruitCursorControl Library Documentation**

*Release 1.0*

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Mouse cursor for interaction with CircuitPython UI elements such as [buttons](#).



# CHAPTER 1

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## Dependencies

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This driver depends on:

- [Adafruit CircuitPython](#)

Please ensure all dependencies are available on the CircuitPython filesystem. This is easily achieved by downloading the [Adafruit library and driver bundle](#).





## CHAPTER 2

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### Installing from PyPI

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On supported GNU/Linux systems like the Raspberry Pi, you can install the driver locally [from PyPI](#). To install for current user:

```
pip3 install adafruit-circuitpython-cursorcontrol
```

To install system-wide (this may be required in some cases):

```
sudo pip3 install adafruit-circuitpython-cursorcontrol
```

To install in a virtual environment in your current project:

```
mkdir project-name && cd project-name
python3 -m venv .env
source .env/bin/activate
pip3 install adafruit-circuitpython-cursorcontrol
```



## CHAPTER 3

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### Usage Example

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See examples in examples/ folder.



## CHAPTER 4

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### Contributing

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Contributions are welcome! Please read our [Code of Conduct](#) before contributing to help this project stay welcoming.



## CHAPTER 5

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### Documentation

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For information on building library documentation, please check out [this guide](#).





## 6.1 Simple test

Ensure your device works with this simple test.

Listing 1: examples/cursorcontrol\_simpletest.py

```
1 import time
2 import board
3 import displayio
4 from adafruit_cursorcontrol.cursorcontrol import Cursor
5 from adafruit_cursorcontrol.cursorcontrol_cursormanager import CursorManager
6
7 # Create the display
8 display = board.DISPLAY
9
10 # Create the display context
11 splash = displayio.Group(max_size=5)
12
13 # initialize the mouse cursor object
14 mouse_cursor = Cursor(display, display_group=splash)
15
16 # initialize the cursormanager
17 cursor = CursorManager(mouse_cursor)
18
19 # show displayio group
20 display.show(splash)
21
22 while True:
23     cursor.update()
24     if cursor.is_clicked:
25         if mouse_cursor.hidden:
26             mouse_cursor.show()
27         else:
```

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```
28     mouse_cursor.hide()  
29     time.sleep(0.01)
```

## 6.2 API

## CHAPTER 7

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### Indices and tables

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- `genindex`
- `modindex`
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## A

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