

Code:

```
#include <Keyboard.h>
#include <Mouse.h>
#define PEDAL1_PIN 2
#define PEDAL2_PIN 3
const int mouseButtonR = 4;
const int mouseButtonL = 5;
static void Pedal1Down(void) {
  Keyboard.press(KEY_PAGE_DOWN);
}
static void Pedal2Down(void) {
  Keyboard.press(KEY_PAGE_UP);
}
bool click_state_left = false;
bool click_state_right = false;

void setup(void)
{
  Serial.begin(9600);
  Keyboard.begin();
  // Set pin to input
  pinMode(PEDAL1_PIN, INPUT);
  // Enable pullup resistor
  digitalWrite(PEDAL1_PIN, HIGH);
  // Set pin to input
  pinMode(PEDAL2_PIN, INPUT);
  // Enable pullup resistor
  digitalWrite(PEDAL2_PIN, HIGH);
  // Initialiser les entrées des boutons
  pinMode(mouseButtonR, INPUT);
  pinMode(mouseButtonL, INPUT);
  Mouse.begin();
}

void loop(void)
{
  static uint8_t pedal1StateLast = 0;
```

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static uint8_t pedal2StateLast = 0;
uint8_t pedalState;
pedalState = digitalRead(PEDAL1_PIN);
if (pedalState != pedal1StateLast)
{ pedal1StateLast = pedalState;
  //Serial.println("scroll haut");
  if (pedalState == 0) {
    Pedal1Down(); delay(100);
    Keyboard.releaseAll();
  }
}
pedalState = digitalRead(PEDAL2_PIN);
if (pedalState != pedal2StateLast) {
  pedal2StateLast = pedalState;
  //Serial.println("scroll bas");
  if (pedalState == 0) {
    Pedal2Down(); delay(100);
    Keyboard.releaseAll();
  }
}
delay(50);

//lire les boutons
int rightclickState = digitalRead(mouseButtonR);
int leftclickState = digitalRead(mouseButtonL);
if (rightclickState == HIGH && !click_state_right) {
  // if the mouse is not pressed, press it
  click_state_right = true;
  if (!Mouse.isPressed(MOUSE_RIGHT)) {
    Mouse.press(MOUSE_RIGHT);
    //Serial.println("clic droit");
  }
}

//else the mouse button is not pressed
//else { // if the mouse is pressed, release it
if (Mouse.isPressed(MOUSE_RIGHT)) {
  Mouse.release(MOUSE_RIGHT);
}
if (leftclickState == HIGH && !click_state_left) {
  // if the mouse is not pressed, press it
  click_state_left = true;
  //(leftclickState == HIGH) { // if the mouse is not pressed, press it:

```

```
if (!Mouse.isPressed(MOUSE_LEFT)) {  
  //Serial.println("clic gauche");  
  Mouse.press(MOUSE_LEFT);  
}  
}  
  
// else the mouse button is not pressed:  
//else { // if the mouse is pressed, release it:  
if (Mouse.isPressed(MOUSE_LEFT)) {  
  Mouse.release(MOUSE_LEFT);  
}  
  
// Reset previous states  
if (rightclickState == LOW && click_state_right ) click_state_right = false;  
if (leftclickState == LOW && click_state_left ) click_state_left = false;  
}
```