

Forum:[Hack Forums](#)

Thread: [Need help running alduino badusb scripts](#)

GameOfScripts - May 5, 2017, 3:29 pm

so pasted [this](#) script into my arduino rubber ducky software. But i keep getting error messages like:

'Keyboard' not found. Does your sketch include the line '#include <Keyboard.h>'?

and:

sketch_may05a:35: error: 'KEY_RETURN' was not declared in this scope

wtf help me HF?

THC - May 5, 2017, 3:45 pm

I think this would do better here: [IoT, Embedded Systems, Electronics, Gadgets, and DIY](#)

Corruption - May 5, 2017, 4:54 pm

Keyboard.h (and Mouse.h) only works on devices that use the ATmega32u4 processor, like the Leonardo or Micro. See: <https://www.arduino.cc/en/Reference/MouseKeyboard>. Keyboard.h is built into the IDE. It is not a library you install so it might be your processor, but I would suggest removing it and seeing what happens.

Spoiler ([Click to View](#)) Not 100% on this though

GameOfScripts - May 6, 2017, 3:46 am

(May 5, 2017 04:54 PM)Corruption Wrote: [\[CITE\]](#) Keyboard.h (and Mouse.h) only works on devices that use the ATmega32u4 processor, like the Leonardo or Micro. See: <https://www.arduino.cc/en/Reference/MouseKeyboard>. Keyboard.h is built into the IDE. It is not a library you install so it might be your processor, but I would suggest removing it and seeing what happens.

Spoiler ([Click to View](#)) Not 100% on this though
thanks