

Forum:[Hack Forums](#)

Thread: [Send Input Simulate Mouse Click to Focus Window](#)

Astate - October 21, 2020, 2:22 am

Hi All Insomniac ! ?

Send Input Simulate Mouse Click to Focus !.

Pinvoke structs:

```
Code public const int INPUT_MOUSE = 0;
public const int INPUT_KEYBOARD = 1;
public const int INPUT_HARDWARE = 2;
```

[Flags]

```
public enum MOUSEEVENTF : uint
{
    MOUSEEVENTF_ABSOLUTE = 0x8000,
    MOUSEEVENTF_LEFTDOWN = 0x0002,
    MOUSEEVENTF_LEFTUP = 0x0004,
    MOUSEEVENTF_MIDDLEDOWN = 0x0020,
    MOUSEEVENTF_MIDDLEUP = 0x0040,
    MOUSEEVENTF_MOVE = 0x0001,
    MOUSEEVENTF_RIGHTDOWN = 0x0008,
    MOUSEEVENTF_RIGHTUP = 0x0010,
    MOUSEEVENTF_XDOWN = 0x0080,
    MOUSEEVENTF_XUP = 0x0100,
    MOUSEEVENTF_WHEEL = 0x0800,
    MOUSEEVENTF_HWHEEL = 0x01000,
}
```

[StructLayout(LayoutKind.Sequential)]

```
internal struct MOUSEINPUT
{
    internal int dx;
    internal int dy;
    internal int mouseData;
    internal MOUSEEVENTF dwFlags;
    internal uint time;
    internal UIntPtr dwExtraInfo;
}
```

[StructLayout(LayoutKind.Sequential)]

```
public struct KEYBDINPUT
{
    public ushort wVk;
    public ushort wScan;
    public uint dwFlags;
    public uint time;
    public IntPtr dwExtraInfo;
}
```

```
[StructLayout(LayoutKind.Sequential)]
public struct HARDWAREINPUT
{
    uint uMsg;
    ushort wParamL;
    ushort wParamH;
}
```

```
[StructLayout(LayoutKind.Explicit)]
public struct INPUT
{
    [FieldOffset(0)]
    public int type;
    [FieldOffset(4)] /*
    public MOUSEINPUT mi;
    [FieldOffset(4)] /*
    public KEYBDINPUT ki;
    [FieldOffset(4)] /*
    public HARDWAREINPUT hi;
}Code
```

```
Code [DllImport("user32.dll")]
internal static extern uint SendInput(uint nInputs, [MarshalAs(UnmanagedType.LPArray), In]
INPUT[] pInputs, int cbSize);
```

```
[DllImport("user32.dll")]
public static extern IntPtr SetFocus(IntPtr hWnd);
```

```
Process proc = Process.GetProcessesByName("ac_client")[0];
```

```
uint hwnd = (uint)proc.MainWindowHandle.ToInt32();
```

```
INPUT[] mInput = new INPUT[1];
mInput[0].type = INPUT_MOUSE;
mInput[0].mi.dwFlags = MOUSEEVENTF.MOUSEEVENTF_LEFTDOWN;
```

```
SetFocus(proc.MainWindowHandle);
```

```
SendInput(hwnd, mInput, System.Runtime.InteropServices.Marshal.SizeOf(mInput[0]));
```

saltycracker - October 21, 2020, 4:43 am

I wonder if you could send a mouse click to a certain position on the GUI screen.

gurlhackerclub - October 27, 2020, 8:15 pm

(Oct 21, 2020 04:43 AM)saltycracker Wrote: [\[CITE\]](#) I wonder if you could send a mouse click to a certain position on the GUI screen.

Casualgamer has good videos on mouse click events.

<https://www.youtube.com/watch?v=j4VFo4acorQ>