A Wireless Mouse Design and Implementation Based on J2ME

Yuhe Song
College of Instrumentation & Electrical Engineering, Jilin University, Changchun 130022, China
songyh11@mails.jlu.edu.cn.

Changying Liu
College of Instrumentation & Electrical Engineering, Jilin University, Changchun 130022, China

Tianhao Wang
State Key Laboratory of Automobile Simulation and Control, Jilin University, Changchun 130025, China

Xin Zhang
College of Communication Engineering, Jilin University, Changchun 130012, China

Lingling Zheng
State Key Laboratory of Automobile Simulation and Control, Jilin University, Changchun 130022, China

Abstract—J2ME is a Java technology specification which was advanced by The United States of America SUN company. It was used to develop Java applications which run on small equipments, consumer electronic equipment, Internet mobile equipment, embedded equipment. Hereby, this paper will introduce a J2ME-Based program of wireless mouse; the program mainly uses Bluetooth technology and J2ME programming technology to achieve.

Keywords—J2ME; Bluetooth; Wireless mouse

I. INTRODUCTION

With the development of the 3G, the popularity of mobile phones has reached an unprecedented level; it is no longer a single communication device, but intelligent terminal which is the convergence of Internet and personal information processing, mobile office, entertainment, games and so on [6].

Accurate to say that Sun Company introduced J2ME language to reduce the threshold of embedded programming, and made J2ME to become the most popular programming platform for mobile.

This paper uses the platform and combines with Bluetooth technology to draw up wireless mouse control software for a cell phone.

After two parts of the software were installed in mobile phones and personal computers, The user can use the phone to control the computer mouse remotely and to achieve the functions that mouse up, down, left, right, left-click, right-click and control the speed of mouse’s movement by Bluetooth [1-5].

II. J2ME-STRUCTURE SYSTEM

The architecture of J2ME application consists of four parts: Operating System, Java Virtual Machine, CLDC/CDC and MIDP Application.

KVM (kilo virtual machine) is a part of the minimum run-time environment, it is included in the J2ME platform, applied to devices witch limited memory and CPU capacity. KVM is only an application for CLDC (Connected Limited Device Configuration); it is used to run Java software on mobile devices.

CLDC (Connected Limited Device Configuration) and CDC (Connected Device Configuration) are two configurations in J2ME currently. Profile is based on Configuration, together form a complete operating environment. It classifies its equipment horizontally, and subdivides market for specific areas; its contest includes class libraries and API for special purpose [9].

III. REALIZATION OF SOFTWARE

A. The core technology

The software achieves that the mobile phone communicate with PC through Bluetooth module. Firstly calculate the aspect ratio of the cell phone screen and computer screen, then capture and track the coordinates of the points of the computer screen. If you want to move right one pixel, then the coordinates plus one, the mouse which is written by the program correspond to the right in a pixel on the computer screen [6-9].
As a result, through J2ME network programming techniques, you can use the phone to control a computer mouse, and then achieve the function of wireless mouse.

**B. The flow chart of software**

The follow is the flow chart of software for the mobile terminal.

![Flow chart for the mobile terminal](image1)

Control module of the mobile terminal for mouse function is also achieved in REMOTE_DEVICE_SERVICE class; this class is mainly used to send mouse control information. When software for the computer terminal receives the corresponding information of mouse control, it will generate the appropriate action, such as mouse movements and mouse clicks.

List the mouse left-click on the code [1-5]:

```java
public void mouse_left_kick_down () {
    try {
        dos.writeChars("mouse_left_kick_down");
        dos.flush ();
    }
    catch (Exception e) {}   
    }
}
```

When the method of mouse_left_kick_down () is called, it sends the information that the left mouse button is pressed.

When the method of mouse_left_kick_up () is called, it sends the information that the left mouse button is released.

The follow is the flow chart of software for PC terminal [10].

![Flow chart for PC terminal](image2)

Control module of PC terminal for mouse function is also achieved in CLANYA_PC class. Next this paper has listed the part of program code of mouse_up, mouse_down and left mouse button pressed and released [12].

```java
void mouse_up (void) {
    //move mouse up one pixel
    POINT lpPoint;
    :: GetCursorPos (&lpPoint);
    :: SetCursorPos (lpPoint.x, lpPoint.y-1);
    return;
}
```

The feature of mouse control module is that making some mouse action under the system scheduling module received mouse control information in code comment.

**IV. RESULT OF SOFTWARE TESTING**

The wireless mouse software has been tested and can be a good move up and down, left-click right-click functions. These screenshots of debugging of simulator are Figure 5.
This paper mainly designs the display interface module. Opening the software first will display the starting screen, meanwhile querying the remote Bluetooth device in the background.

After 3 seconds, display the main interface.

The author repeatedly tested the software many times, it did not appear insensitive and no response, in line with the required functions, achieving the mouse control.

V. CONCLUSIONS

The software on the hardware requirements are not very high, only need a mobile phone which supports Java, a Bluetooth-enabled computers. So, the portability of the system is very strong.

With the development of mobile communication technology and the wide application of mobile device, the phone’s functions will also be more powerful, and the mobile phone software which is based on J2ME technology will also become a hot topic of many mobile phone developers.

The prospect of mobile software development is prosperity. Therefore, the applicable prospects of the system are considerable, especially in the original software on the basis of improvements to upgrade, you can add music player, video, man-machine dialogue and more features. Because time and effort is not enough, this article does not involve these parts, it is an inadequacy of this article.

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