```
int lme=248,code,jx=127,jy=127,jb=0,mx,my,mb,js=0,scanCodes[] ={0, /* (Nothing) */
177, /* Esc */ 49, /* 1 */ 50, /* 2 */ 51, /* 3 */ 52, /* 4 */ 53, /* 5 */ 54, /* 6 */ 55, /* 7 */  56, /* 8 */ 57, /* 9 */ 48, /* 0 */ 45, /* - (ß) */ 61, /* = (´) */ 178, /* Backspace */
179, /* Tab */ 113, /* q */ 119, /* w */ 101, /* e */ 114, /* r */ 116, /* t */ 121, /* y (z) */ 117, /* u */ 105, /* i */ 111, /* o */ 112, /* p */ 91, /* [ (ü) */ 93, /* ] (+) */ 176, /* Enter */
128, /* Control */ 97, /* a */ 115, /* s */ 100, /* d */ 102, /* f */ 103, /* g */ 104, /* h */ 106, /* j */ 107, /* k */ 108, /* l */ 59, /* ; (ö) */ 39, /* ' (ä) */ 92, /* # */
129, /* Lshift */ 134, /* ~ (Mapped to Alt GR) */ 122, /* z (y) */ 120, /* x */ 99, /* c */ 118, /* v */ 98, /* b */ 110, /* n */ 109, /* m */ 44, /* , */ 46, /* . */ 47, /* / (-) */ 133, /* Rshift */
55, /* (Not used) */ 130, /* Alternate */ 32, /* Space */ 193, /* CapsLock */
194, /* F1 */ 195, /* F2 */ 196, /* F3 */ 197, /* F4 */ 198, /* F5 */ 199, /* F6 */ 200, /* F7 */ 201, /* F8 */ 202, /* F9 */ 203, /* F10 */ 69, /* (Not used) */ 70, /* (Not used) */
210, /* Clr/Home */ 218, /* Up Arrow */ 73, /* (Not used) */ 222, /* N- */ 216, /* Left Arrow */ 76, /* (Not used) */ 215, /* Right Arrow */ 223, /* N+ */ 79, /* (Not used) */ 217, /* Down Arrow */ 81, /* (Not used) */ 209, /* Insert */ 212, /* Delete */
84, /* (Not used) */ 85, /* (Not used) */ 86, /* (Not used) */ 87, /* (Not used) */ 88, /* (Not used) */ 89, /* (Not used) */ 90, /* (Not used) */ 91, /* (Not used) */ 92, /* (Not used) */ 93, /* (Not used) */ 94, /* (Not used) */ 95, /* (Not used) */
236, /* , (<)  */ 214, /* Undo (Page down) */ 211, /* Help (Page up) */
204, /* N( (F11) */ 205, /* N) (F12) */ 220, /* N/ */ 221, /* N* */ 231, /* N7 */ 232, /* N8 */ 233, /* N9 */ 228, /* N4 */ 229, /* N5 */ 230, /* N6 */ 225, /* N1 */ 226, /* N2 */ 227, /* N3 */ 234, /* N0 */ 235, /* N. */ 224  /* NEnter */};
void setup() {Serial1.begin(7812.5);Serial.begin(9600);Serial1.write(128);Serial1.write(1);
         Joystick.move(0,0,0);Joystick.move(255,255,1);Joystick.move(jx,jy,0);}
void loop() {if (Serial1.available() > 0) {code=Serial1.read();
   if (code==255){while (Serial1.available()<1){};js=Serial1.read();Serial.print("Joystick: ");Serial.println(js);switch(js){
     case 5:jx=0,jy=0;break;case 1:jx=127,jy=0;break;case 9:jx=255,jy=0;break;
     case 4:jx=0,jy=127;break;case 0:jx=127,jy=127;break;case 8:jx=255,jy=127;break;
     case 6:jx=0,jy=255;break;case 2:jx=127,jy=255;break;case 10:jx=255,jy=255;break;}Joystick.move(jx,jy,jb);}
   if (code>247 && code<252){while (Serial1.available()<1){};mx=Serial1.read();while (Serial1.available()<1){};my=Serial1.read();}
   // Mouse Speedup Code
    if (mx>127){while(mx<213){Mouse.move(128,0,0);mx=mx+43;};mx=mx+mx+mx-510;}
    else if (mx>0){while(mx>43){Mouse.move(127,0,0);mx=mx-43;};mx=mx+mx+mx-2;}
    if (my>127){while(my<213){Mouse.move(0,128,0);my=my+43;};my=my+my+my-510;}
    else if (my>0){while(my>43){Mouse.move(0,127,0);my=my-43;};my=my+my+my-2;}
   // Mouse Speedup Code End
   if (code>0 && code<115) Keyboard.press(scanCodes[code]);if (code>128 && code<243) Keyboard.release(scanCodes[code-128]);
   if (code>247 && code<252){mb=3+code-lme;lme=code;switch (mb){
    case 0: Mouse.release(MOUSE_LEFT);Mouse.release(MOUSE_RIGHT);jb=0;Joystick.move(jx,jy,jb);break;case 1: Mouse.release(MOUSE_LEFT);break;case 2: Mouse.release(MOUSE_RIGHT);jb=0;Joystick.move(jx,jy,jb);break;
    case 4: Mouse.press(MOUSE_RIGHT);jb=1;Joystick.move(jx,jy,jb);break;case 5: Mouse.press(MOUSE_LEFT);;break;case 6: Mouse.press(MOUSE_LEFT);Mouse.press(MOUSE_RIGHT);jb=1;Joystick.move(jx,jy,jb);break;}
     if (mx>0 || my>0) Mouse.move(mx,my,0);}}}
```