

# Send the cursor's position between client and server (Sockets UDP)

## Server

```
##Server
while(1)
{
$port=2040
$IPEndPoint=New-Object
System.Net.IPEndPoint([IPAddress]::Any,$port)

$UdpClient=New-Object System.Net.Sockets.UdpClient $port

#Receive position x,y
$positions=[Text.Encoding]::ASCII.GetString($UdpClient.Receive
([ref]$IPEndPoint))
$positions

#Set cursor's position
$x=[Int]$positions.Split(',')[0]
$y=[Int]$positions.Split(',')[1]+100
[System.Windows.Forms.Cursor]::Position=New-Object
System.Drawing.Point($x,$y)

$UdpClient.close()
}
```

## Client

```
##Client
$port=2040
$IPEndPoint=new-object
System.Net.IPEndPoint([IPAddress]::Loopback,$port)
```

```
#Position x,y
```

```
$x=([System.Windows.Forms.Cursor]::Position).x
```

```
$y=([System.Windows.Forms.Cursor]::Position).y
```

```
$positions=[Text.Encoding]::ASCII.GetBytes($x.ToString()+','+$y.ToString())
```

```
#Send position x,y
```

```
$UdpClient=New-Object System.Net.Sockets.UdpClient
```

```
$UdpClient.Send($positions,$positions.Length,$IPEndPoint)
```

```
$UdpClient.Close()
```

