Content of List Pointing Device Properties.ps1 (Site 1)

```
$strComputer = "."

$colltems = get-wmiobject -class "Win32_PointingDevice" -namespace "root\CIMV2" \
-computername \textit{strComputer}

foreach (\text{Sobjitem in Scolltems}) {
    write-host "Availability: " \text{Sobjitem.Availability}
    write-host "Availability: " \text{Sobjitem.Caption}
    write-host "Configuration Manager Error Code: " \text{Sobjitem.ConfigManagerErrorCode}
    write-host "Creation Class Name: " \text{Sobjitem.CeationClassName}
    write-host "Devicel D: " \text{Sobjitem.DevicelD}
    write-host "Devicel D: " \text{Sobjitem.DevicelD}
    write-host "Device Interface: " \text{Sobjitem.DevicelD}
    write-host "Device Interface: " \text{Sobjitem.DevicelD}
    write-host "Device Interface: " \text{Sobjitem.DevicelD}
    write-host "Error Cleared: " \text{Sobjitem.ErrorCleared}
    write-host "Error Description: " \text{Sobjitem.ErrorCleared}
    write-host "Error Description: " \text{Sobjitem.ErrorCleared}
    write-host "Interface Type: " \text{Sobjitem.Handedness}
    write-host "Int Fiel Name: " \text{Sobjitem.Handedness}
    write-host "Int Fiel Name: " \text{Sobjitem.InfSection}
    write-host "Int Section: " \text{Sobjitem.InfSection}
    write-host "Int Section: " \text{Sobjitem.InfSection}
    write-host "Manufacturer: " \text{Sobjitem.Manufacturer}
    write-host "Manufacturer: " \text{Sobjitem.Manufacturer}
    write-host "Name: " \text{Sobjitem.Name}
    write-host "Number Of Buttons: " \text{Sobjitem.NumberOfButtons}
    write-host "Number Of Buttons: " \text{Sobjitem.PNPDeviceID}
    write-host "Power Management Capabilities: " \text{Sobjitem.PowerManagementCapabilities}
    write-host "Power Management Supported write-host "Power Management Supported write-host "Resolution: " \text{Sobjitem.Supported}
    write-host "Satus: " \text{Sobjitem.SampleRate}
    write-host "Satus: " \text{Sobjitem.SampleRate}
    write-host "System Class Name: " \text{Sobjitem.SystemCreationClassName}
    write-host "System Creation Class Name: " \text{Sobjitem.SystemCreationClassName}
    write-
```