

GamePort

COLLABORATORS

	<i>TITLE :</i> GamePort		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	GamePort	1
1.1	GamePort	1
1.2	TMP:Modula-2/GamePort.def	1

Chapter 1

GamePort

1.1 GamePort

Konstanten

allocated	askCType	askTrigger
errSetCType	gamePortName	readEvent
setCType	setTrigger	

Typ-Deklarationen

Controller	GamePortTrigger	KeySet
Keys		

1.2 TMP:Modula-2/GamePort.def

```
DEFINITION MODULE GamePort; (*$ Implementation:=FALSE *)
(* 10-Mar-1992/cn *)

FROM ExecD IMPORT nonstd;

CONST
  gamePortName="gameport.device";

  readEvent=nonstd+0;
  askCType=nonstd+1;
  setCType=nonstd+2;
  askTrigger=nonstd+3;
  setTrigger=nonstd+4;

  errSetCType=1;

  allocated=-1;

TYPE
  Controller = (noController, mouse, relJoystick, absJoystick);

  Keys = (downKeys, upKeys, k2, k3, k4, k5, k6, k7, k8);
```

```
KeySet =SET OF  Keys ;

GamePortTrigger =RECORD
keys: KeySet ;
timeout: CARDINAL;
xDelta: CARDINAL;
yDelta: CARDINAL;
END;

END GamePort.noimp
```