

JoyPorts

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COLLABORATORS

	<i>TITLE :</i> JoyPorts		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

JoyPorts

1.1 JoyData Object Documenation

OBJECT DOCUMENTATION

Name: JOYDATA
Version: 0.9 Beta.
Date: December 1997
Author: Paul Manias
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1.2 Object: JoyData

OBJECT

Name: JoyData
Module: JoyPorts
Version: 1
Type: Simple

DESCRIPTION

The purpose of the JoyData object is to quickly obtain the status of any device that is plugged into the selected joyport.

ACTIONS

The JoyData object supports the following actions:

- Activate() [Routed to Query]
- Init() Initialises the object.
- * Query() Reads the joyport.

STRUCTURE

The JoyData object consists of the following public fields:

- Port Port number, 1/2/3/4.
- XChange Change in the X coordinate.
- YChange Change in the Y coordinate.
- ZChange Change in the Z coordinate.
- Buttons Contains button status flags.

1.3 Object: JoyData

FIELD

Name: Buttons
Type: LONG
Inheritance: Driven to 0 on initialisation.
On Change: Dynamic.
Status: Read/Write

DESCRIPTION

The Buttons field contains the current status of any buttons that are currently being held down on the given device. Currently available status bits are:

```
JB_FIRE1 = 0
JB_FIRE2 = 1
JB_FIRE3 = 2
JB_FIRE4 = 3
JB_FIRE5 = 4
JB_FIRE6 = 5
JB_FIRE7 = 6
JB_FIRE8 = 7
JB_LMB   = JB_FIRE1
JB_RMB   = JB_FIRE2
JB_MMB   = JB_FIRE2
```

1.4 Object: JoyData

FIELDS

Names: XChange, YChange, ZChange
Type: WORD
Inheritance: Driven to 0 on initialisation.
On Change: Dynamic.
Status: Read/Write

DESCRIPTION

These fields contain the changes in direction, since the last time that you took a reading from the given joyport. If you do not take any readings using Query() for longer than 2 seconds, then the timer will be reset and you will actually get a return of NULL in all these fields.

1.5 Object: JoyData

FIELD

Name: Port
Type: WORD
Default: User setting.
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

This field specifies the port that you will read from. Generally this will

only be set to 1 (the mouse port) or 2 (the 1st player joystick). Setting it to 2 or 3 (for 3rd and 4th players) will activate the preferred user setting, which could be the keyboard or extra joysticks plugged into the parallel port.

1.6 JoyData: Query()

ACTION

Name: Query()

Object: JoyData

Short: Reads the current status of a joyport.

DESCRIPTION

Reads the joyport and returns its status, regardless of what playing device is plugged in. This action updates the XChange, YChange, ZChange and Buttons fields.