

Keyboard

Paul Manias

COLLABORATORS

	TITLE : Keyboard		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Paul Manias	July 26, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Keyboard

1.1 Keyboard Object Documentation

OBJECT DOCUMENTATION

Name: KEYBOARD
Version: 0.9 Beta
Date: December 1997
Author: Paul Manias
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1.2 Object: Keyboard

OBJECT

Name: Keyboard
Module: Keyboard
Version: 1
Type: Simple

DESCRIPTION

The purpose of the Keyboard object is to provide a system interface between applications and the computer keyboard. The object bases itself around a system buffer that contains all keyboard inputs from the user. Updates to the system buffer are maintained by a hardware interrupt that reads key-codes and outputs their ANSI representations.

Currently you can read the key-codes using the Query() action. The keyboard object will soon allow you to Write() codes to the system buffer, allowing you to send codes to all other programs in the system.

ACTIONS

The Keyboard object supports the following actions:

- Free() Free the object.
- Get() Get a new keyboard structure.
- Init() Initialise a keyboard object.
- Query() Read all keys since last.

STRUCTURE

The Keyboard object consists of the following public fields:

Size The size of the buffer in bytes.
Buffer Pointer to your personal key buffer.
AmtRead Current amount of keys read.

1.3 Object: Keyboard

FIELD

Name: Size
Type: LONG
Default: 512 bytes.
On Change: Cannot change after initialisation.
Status: Read/IWrite

DESCRIPTION

This field defines the byte size of your key buffer. To illustrate, a setting of 256 would allow your Keyboard object to store a maximum of 256 key strokes.

SEE ALSO

Field: Buffer

1.4 Object: Keyboard

FIELDS

Names: Buffer
Type: BYTE *
Inheritance: Allocated on initialisation.
Status: Read Only.

DESCRIPTION

This field points to the buffer that contains the keystrokes for your Keyboard object. Its length matches that of the Keyboard->Size field.

SEE ALSO

Field: Size

1.5 Object: Keyboard

FIELD

Name: AmtRead
Type: WORD
Status: Read Only.

DESCRIPTION

Whenever you call the Query() function, this field will be updated to tell you the amount of keystrokes that were read into the Buffer. If no keys were pressed since the last time you called Query(), AmtRead will read as NULL.

NOTE

The amount of keys read will never exceed the number specified in the Size field.

SEE ALSO

Field: Buffer