



## **Help for JoyStk**

JoyStk is a Visual Basic custom control that sends joystick information to your VB program.

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## Properties

JoyStk supports the following custom properties:

Button1 and Button2

Buttons

Manufacturer

Period

PeriodMin and PeriodMax

Port

Product

Threshold

XMin, XMax, YMin, YMax, ZMin, and ZMax

XPos, YPos, and ZPos

## Buttons Property

### Description

Returns the number of buttons on the joystick.

### Usage

*[form.][label.]Buttons*

### Remarks

This returns the number of buttons on the joystick.

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## PeriodMin and PeriodMax Properties

### Description

Returns the minimum and maximum times between polling that this joystick supports.

### Usage

`[form.][[label.]]PeriodMin`

`[form.][[label.]]PeriodMax`

### Remarks

These properties specify the minimum and maximum times between polling that the joystick driver supports (see [Period](#)).

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## Period Property

### Description

Sets the polling interval for the joystick position.

### Usage

`[form.][label.]Period[= period%]`

### Remarks

This property determines polling rate (in milliseconds) of the joystick.

### Data Type

Integer

## Manufacturer Property

### Description

Returns the manufacturer's ID of the joystick.

### Usage

[*form.*][*label.*]Manufacturer

### Remarks

This represents the manufacturer of the driver. The values returned are:

<u>Value</u>	<u>Description</u>
1	Microsoft

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## Devices Property

### Description

Returns the number of joystick's supported by the current driver.

### Usage

`[form.][label.]Devices`

### Remarks

This property tells you how many joysticks are supported by the system.

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## ProductName Property

### Description

Returns the name of the product.

### Usage

`[form.][label.]ProductName`

### Remarks

This property specifies the product name of the joystick.

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

String



## Product Property

### Description

Returns the product ID of the joystick driver.

### Usage

[*form.*][*label.*]Product

### Remarks

This represents the product ID of the driver. The values returned are:

<u>Value</u>	<u>Description</u>
1	Microsoft MIDI Mapper
2	Microsoft Wave Mapper
3	Sound Blaster MIDI output port
4	Sound Blaster MIDI input port
5	Sound Blaster internal synthesizer
6	Sound Blaster waveform output port
7	Sound Blaster waveform input port
9	Ad Lib-compatible synthesizer
10	MPU401 MIDI output port
11	MPU401 MIDI input port
12	IBM Game Control Adapter

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## Port Property

### Description

Determines which joystick port to use.

### Usage

[*form.*][*label.*]Port

### Remarks

This property determines which joystick port to use. The allowable values are:

<u>Value</u>	<u>Description</u>
1	Joystick 1 or 3-D joystick
2	Joystick 2

This property is read-only at run-time only. It is only valid after the joystick has been enabled.

### Data Type

Integer

## Threshold Property

### Description

Determines the amount the joystick must move for a Move event to be fired.

### Usage

`[form.][label.]Threshold[= distance%]`

### Remarks

This property determines how much the joystick must be moved before a Move event is sent.

### Data Type

Integer

## **XMin, XMax, YMin, YMax, ZMin, and ZMax Properties**

### **Description**

Returns the full range of the joystick's position.

### **Usage**

*[form.][label.]XMin*

*[form.][label.]XMax*

*[form.][label.]YMin*

*[form.][label.]YMax*

*[form.][label.]ZMin*

*[form.][label.]ZMax*

### **Remarks**

These properties tell you what the full range of the joystick is. They are read-only at run-time only. They are only valid after the joystick has been enabled.

### **Data Type**

Integer

## XPos, YPos, and ZPos Properties

### Description

Returns the current position of the joystick.

### Usage

`[form.][label.]XPos`

`[form.][label.]YPos`

`[form.][label.]ZPos`

### Remarks

These properties tell you where the joystick was at the last time it was polled (see [Period](#)). They are read-only at run-time only. They are only valid after the joystick has been enabled.

### Data Type

Integer

## Button1 and Button2 Properties

### Description

Returns the current state of the joystick's buttons.

### Usage

`[form.][label.]Button1`

`[form.][label.]Button2`

### Remarks

These properties tell you which button(s) were pressed at the last time it was polled (see [Period](#)). They are read-only at run-time only. They are only valid after the joystick has been enabled.

### Data Type

Integer (boolean)

## Events

Events are not sent unless the Enabled property is set to True. JoyStk supports the following events:

ButtonDown

ButtonUp

Move

## ButtonDown Event

### Description

Occurs when the user pushes on the of the joystick's buttons.

### Syntax

```
Sub ctlname_ButtonDown( Button As Integer )
```

### Remarks

This event only occurs when a button is pressed. The joystick must be enabled for this event to happen. Button represents the button pressed.



## ButtonUp Event

### Description

Occurs when the user releases one of the joystick's buttons.

### Syntax

```
Sub ctlname_ButtonUp( Button As Integer )
```

### Remarks

This event only occurs when a button is released. The joystick must be enabled for this event to happen. Button represents the button released.

## Move Event

### Description

Occurs when the user moves the joystick.

### Syntax

```
Sub ctlname_Move( X As Integer, Y As Integer, Z As Integer )
```

### Remarks

This event only occurs when the joystick's position changes. The joystick must be enabled for this event to happen. X, Y, and Z represent the joystick's new position.

## About JoyStk

JoyStk was written by Zane Thomas. He can be reached on CompuServe at 72060,3327 or on Internet at 72060.3327@compuserve.com. His mailing address is:

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Technical support, inquiries, and general comments about this control should be sent to James Shields. His address on CompuServe is 71231,2066 His Internet address is mabry@halcyon.com. If you must send something via U.S. Mail, the address is:

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You can register this program by sending \$15 (\$17 for international orders) and your address. CompuServe members may register by sending \$10 and their account number (the registered version will be E-mailed to you). CompuServe members may also register this package by going to the SWREG forum. JOYSTK is registered there. JOYSTK's registration ID number is 1340.

Source code (which includes a registered copy) to this control is available for \$35 (\$40 for international orders). With source code you get a registered version of the control. If you are a CompuServe member, you may get the source code in the Software Registration forum (GO SWREG) for \$40. It's registration number is 1341.

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## **Getting Custom Controls Written**

If you or your organization would like to have custom controls written, contact either me or Zane Thomas (co-author of the Waite Group's VB How-To, 2nd Edition). Here's how we can be reached:

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