

gameport

COLLABORATORS

	<i>TITLE :</i> gameport		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	gameport	1
1.1	gameport.doc	1
1.2	gameport.device/GPD_ASKCTYPE	1
1.3	gameport.device/GPD_ASKTRIGGER	1
1.4	gameport.device/GPD_READEVENT	2
1.5	gameport.device/GPD_SETCTYPE	3
1.6	gameport.device/GPD_SETTRIGGER	3

Chapter 1

gameport

1.1 gameport.doc

```
GPD_ASKCTYPE          GPD_READEVENT      GPD_SETTRIGGER
GPD_ASKTRIGGER        GPD_SETCTYPE
```

1.2 gameport.device/GPD_ASKCTYPE

NAME

```
GPD_ASKCTYPE -- Acquire the current game port controller type
```

FUNCTION

This command identifies the type of controller at the game port, so that the signals at the port may be properly interpreted. The controller type has been set by a previous SetCTYPE.

This command always executes immediately.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	GPD_ASKCTYPE
io_Flags	IOB_QUICK set if quick I/O is possible
io_Length	at least 1
io_Data	the address of the byte variable for the result

1.3 gameport.device/GPD_ASKTRIGGER

NAME

```
GPD_ASKTRIGGER -- Inquire the conditions for a game port report
```

FUNCTION

This command inquires what conditions must be met by a game

port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are set by SetTrigger.

This command always executes immediately.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	GPD_ASKTRIGGER
io_Flags	IOB_QUICK set if quick I/O is possible
io_Length	sizeof(gamePortTrigger)
io_Data	a structure of type GamePortTrigger, which has the following elements
gpt_Keys	-
GPTB_DOWNKEYS	set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report
gpt_Timeout	-
a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)	
gpt_XDelta	-
a distance in x which, if exceeded, triggers a report	
gpt_YDelta	-
a distance in x which, if exceeded, triggers a report	

1.4 gameport.device/GPD_READEVENT

NAME

GPD_READEVENT -- Return the next game port event.

FUNCTION

Read game port events from the game port and put them in the data area of the iORequest. If there are no pending game port events, this command will not be satisfied, but if there are some events, but not as many as can fill IO_LENGTH, the request will be satisfied with those currently available.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	GPD_READEVENT
io_Flags	IOB_QUICK set if quick I/O is possible
io_Length	the size of the io_Data area in bytes: there are sizeof(inputEvent) bytes per input event.
io_Data	a buffer area to fill with input events. The fields of the input event are:
ie_NextEvent	links the events returned
ie_Class	

is IECLASS_RAWMOUSE
 ie_SubClass is 0 for the left, 1 for the right game port
 ie_Code contains any gameport button reports. No report is indicated by the value 0xff.
 ie_Qualifier only the relative and button bits are set
 ie_X, ie_Y the x and y values for this report, in either relative or absolute device dependent units.
 ie_TimeStamp the delta time since the last report, given not as a standard timestamp, but as the frame count in the TV_SECS field.

RESULTS

This function sets the error field in the `iORequest`, and fills the `iORequest` with the next game port events (but not partial events).

SEE ALSO

`gameport.device/SetCType`, `gameport.device/SetTrigger`

1.5 gameport.device/GPD_SETCTYPE

NAME

`GPD_SETCTYPE` -- Set the current game port controller type

FUNCTION

This command sets the type of device at the game port, so that the signals at the port may be properly interpreted. The port can also be turned off, so that no reports are generated.

This command always executes immediately.

IO REQUEST

`io_Message` `mn_ReplyPort` set if quick I/O is not possible
`io_Device` preset by the call to `OpenDevice`
`io_Unit` preset by the call to `OpenDevice`
`io_Command` `GPD_SETCTYPE`
`io_Flags` `IOB_QUICK` set if quick I/O is possible
`io_Length` 1
`io_Data` the address of the byte variable describing the controller type, as per the equates in the `gameport` include file

1.6 gameport.device/GPD_SETTRIGGER

NAME

`GPD_SETTRIGGER` -- Set the conditions for a game port report

FUNCTION

This command sets what conditions must be met by a game port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are inquired with AskTrigger.

This command always executes immediately.

IO REQUEST

io_Message	mn_ReplyPort set if quick I/O is not possible
io_Device	preset by the call to OpenDevice
io_Unit	preset by the call to OpenDevice
io_Command	GPD_SETTRIGGER
io_Flags	IOB_QUICK set if quick I/O is possible
io_Length	sizeof(gamePortTrigger)
io_Data	a structure of type GamePortTrigger, which has the following elements
gpt_Keys -	
	GPTB_DOWNKEYS set if button down transitions trigger a report, and GPTB_UPKEYS set if button up transitions trigger a report
gpt_Timeout -	
	a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)
gpt_XDelta -	
	a distance in x which, if exceeded, triggers a report
gpt_YDelta -	
	a distance in y which, if exceeded, triggers a report