Joypad

COLLABORATORS

	TITLE : Joypad		
ACTION	NAME	DATE	SIGNATURE
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Joypad

1.1 Joypad

```
PureBasic - Joypad library

  The PureBasic provide a full access to joypads plugged
  in the ports 0,1,2 or 3. It supports standard joysticks
  (1 buttons) and CD32 like joypads (7 buttons).
  The lowlevel.library is used to be OS friendly so be sure
  to include it in your final package as it's only part of
  Rom3.1. The lowlevel.library is provided in the extra
  drawer of the PureBasic package.

Commands summary:

  InitJoypad
  JoypadButtons
  JoypadMovement
  PressedRawKey

Example:

  Joypad example
```

1.2 initjoypad

```
   SYNTAX
Result.l = InitJoypad()

   FUNCTION
Init all the joypad environment for later  use. This command try to
open the lowlevel.library, so if it fails it's probably this library
which is not found. You must call this function before any other
commands of this library.
```

1.3 joypadmovement

```
   SYNTAX
Movement.w = JoypadMovemnt(Port)

   FUNCTION
Return the actual joypad movement (on axis X and Y) plugged in the
specified port. Here is the list for the returned value:

  0: No activity
  1: Up
  2: Up-Right
  3: Right
  4: Down-Right
  5: Down
  6: Down-Left
  7: Left
  8: Up-Left


Note about the ports:

  Port 0: On the Amiga. Used traditionnaly by the mouse
  Port 1: On the Amiga. Near the first port, used by a joystick
  Port 2: Need an external adaptater
  Port 3: Need an external adaptater
```

1.4 joypadbuttons

```
   SYNTAX
PressedButtons.l = JoypadButtons(Port)

   FUNCTION
Returns a long typed value with a mask of currently pressed buttons.
Any number of buttons can be pressed at the same time.

To know which button is actually pressed, you must use the following
constants (self-explanatory) which are declared in the AmigaOS_Small
resident file (loaded automatically at the start of PureBasic):

#PB_JOYPAD_BUTTON1
#PB_JOYPAD_BUTTON2
#PB_JOYPAD_BUTTON3
#PB_JOYPAD_BUTTON4
#PB_JOYPAD_BUTTON5
#PB_JOYPAD_BUTTON6
#PB_JOYPAD_BUTTON7

And you have to perform some tests like:

  If PressedButtons & #PB_JOYPAD_BUTTON1
    PrintN("Button 1 is pushed !")
    B1 = 1
  EndIf

  If PressedButtons & #PB_JOYPAD_BUTTON7
```

```
   PrintN("Button 7 is pushed !")
   B7 = 1
EndIf


If B1=1 And B7=1
   PrintN("Buttons 1 & 7 are pushed at the same time !")
EndIf
```

1.5 pressedrawkey

```
   SYNTAX
Key = PressedRawKey()

   STATEMENT
Return the raw code of the key which is actually pushed or NULL
if no key are pushed. Rawkey code are the same on any Amiga,
indepedantly of the used keyboard. Rawkey are not ASCII values.
```