

**in**

<b>COLLABORATORS</b>
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	TITLE :  in		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		March 28, 2025	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 ModuleInformation

```
ShowModule v1.10 (c) 1992 $#%!
now showing: "devices/gameport.m"
NOTE: don't use this output in your code, use the module instead.
```

```
(----) OBJECT gameporttrigger
(  0)   keys:INT
(  2)   timeout:INT
(  4)   xdelta:INT
(  6)   ydelta:INT
(----) ENDOBJECT      /* SIZEOF=8 */
```

```
CONST GPDERR_SETCTYPE=1,
      GPD_SETCTYPE=11,
      GPD_ASKCTYPE=10,
      GPD_READEVENT=9,
      GPCT_MOUSE=1,
      GPTF_UPKEYS=2,
      GPTB_UPKEYS=1,
      GPTF_DOWNKEYS=1,
      GPTB_DOWNKEYS=0,
      GPD_SETTRIGGER=13,
      GPD_ASKTRIGGER=12,
      GPCT_ABSJOYSTICK=3,
      GPCT_RELJOYSTICK=2,
      GPCT_NOCONTROLLER=0,
      GPCT_ALLOCATED=-1
```