

3.0JoyStickPalette - NEW (Not really that improved)

Below is a discription of this palette. I converted the code to work under 3.0. I also added color, and a simulated ball and stick to look more like a joy stick. Also, the well for the joy stick was made circular. The drawing routine assumes a perfectly square view. If you elongate the view, then you will have an elipse. Hope someone uses this. It was a nice experiment to practice with.

James Moosmann

moose@antilles.nosc.mil

(newbie NeXT programmer wanna-be)

703-786-0807 @ home

703-602-8080 @ work

Original ReadMe

A simple Joystick object, written to try out writing an IB pallette. Simply drag it into your application, and add JoyStick.[hm] to the project.

The only methods you need are - (float)getXVal:sender;
and - (float)getYVal:sender;.

The inspector sets up the range of the values returned, and the responsiveness of the stick (try it and see).

If you wanted to use this in a real game, then the drawing methods should probably be optimised.

The code may be used/modified for reasonable purposes - provided you mail me a copy of anything you develop.

Ian Stephenson
ian@ohm.york.ac.uk

P.S. This palette was written under NS2.0.
The palette does NOT work under 3.0 - however the object itself does.
\$