

## JK Joystick Control - Help

### What is JK Joystick Control?

JK Joystick Control is an OCX Control which can receive Joystick Data: X, Y position, Button states (up to 8 buttons), Rudder, Throttle and coolie hat position.

### How to register

### **Properties**

#### **Button1 - Button8:**

These are the button states of the joystick

True = pressed

False = not pressed

#### **Coolie**

Returns the actual coolie hat position:

0 = middle

1 = up

2 = upper-right

3 = right

4 = lower-right

5 = down

6 = lower-left

7 = left

8 = upper-left

#### **JoystickID**

Here you can set the port of the joystick, if there's no correctly connected joystick on a port, the control will return 0 in all values! You can test if there's a correctly connected joystick on a port using the "TestStick" function!

#### **Rudder**

Returns the actual rudder position

0 = Left

65536 = Right

#### **Throttle**

Returns the actual throttle position

0 = Up

65536 = Down

#### **X**

Returns the actual x axis position

0 = Left  
65536 = Right

**Y**

Returns the actual y axis position

0 = Up  
65536 = Down

### **Methods:**

#### **TestStick ID (Function)**

Tests if there's a correctly connected joystick on port ID. Returns:

True: there's a joystick on port ID

False: there's no joystick on port ID

#### **TStart**

Initializes the Control, if you don't do this it won't return any values

#### **TStop**

You can let the control stop receiving data from the joystick with this control. You should do this if the program doesn't need it because you'll have more free system resources!

### **Events:**

#### **CoolieChange**

This event fires if the coolie hat got a new position

#### **ButtonPressed(ID As Integer)**

This event fires if one of the joystick buttons is pressed! ID is the number of the button (1-8)

#### **ButtonReleased(ID As Integer)**

This event fires if one of the joystick buttons is released! ID is the number of the button (1-8)

#### **PosChange(NewX As Long, NewY As Long, NewThrottle As Long, NewRudder As Long)**

This event fires 100 times per second. It permanently reads new joystick data. The New Values are the actual position values!

**The registering of the JK Joystick Control costs \$8!**

**You must register online with your credit card!**

**The following credit cards are accepted:**

- Visa**
- Mastercard**
- American Express**
- Discover (Novus)**

**To register go to:**

**<https://www.regnow.com/softsell/nph-softsell.cgi?item=1506-2>**

**{button Register!!!,EF(`https://www.regnow.com/softsell/nph-softsell.cgi?item=1506-2`,`OPEN`,3)}**

**You may sell programmes using the full version of JK Joystick Control without paying a fee (you may not sell programs using the shareware version)!  
And there won't be the shareware dialog in the full version, of course!**

