

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 15 DM (German money, please!). That's about \$8!

You've got 2 choices to register a program:

1.

Send the corresponding money + enough portage (if necessary) to the following address:

**Jan Krumsiek
Leuthenstr. 4
31789 Hameln
Niedersachsen/Germany**

Please don't forget to give your eMail address and the program's name in the letter!

2.

Remit the corresponding money to the following banking-account:

**Volksbank Hameln/Germany
BLZ: 25490004
115 523 170
(Account owner: Jan Krumsiek)**

Please give your eMail address with the remittance and notify me per eMail.

You will get the full version of the control PER EMAIL! It has got 200 KB, so it shouldn't be a problem. If you don't receive the file correctly, you will get it again!

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!

Please don't forget to give your eMail address in the letter!

Thanx!

(Jan-K@bigfoot.com)

