

**gameport**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> gameport		
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# Chapter 1

## gameport

### 1.1 gameport.doc

```
GPD_ASKCTYPE  
GPD_ASKTRIGGER  
GPD_READEVENT  
GPD_SETCTYPE  
GPD_SETTRIGGER
```

### 1.2 gameport.device/GPD\_ASKCTYPE

NAME

GPD\_ASKCTYPE -- Acquire the current game port controller type

FUNCTION

This command identifies the type of controller at the game port, so that the signals at the port may be properly interpreted. The controller type has been set by a previous SetCType.

This command always executes immediately.

IO REQUEST

```
io_Message  mn_ReplyPort set if quick I/O is not possible  
io_Device   preset by the call to OpenDevice  
io_Unit     preset by the call to OpenDevice  
io_Command  GPD_ASKCTYPE  
io_Flags    IOB_QUICK set if quick I/O is possible  
io_Length   at least 1  
io_Data     the address of the byte variable for the  
            result
```

### 1.3 gameport.device/GPD\_ASKTRIGGER

NAME

GPD\_ASKTRIGGER -- Inquire the conditions for a game port report

FUNCTION

This command inquires what conditions must be met by a game port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are set by SetTrigger.

This command always executes immediately.

IO REQUEST

io\_Message mn\_ReplyPort set if quick I/O is not possible  
 io\_Device preset by the call to OpenDevice  
 io\_Unit preset by the call to OpenDevice  
 io\_Command GPD\_ASKTRIGGER  
 io\_Flags IOB\_QUICK set if quick I/O is possible  
 io\_Length sizeof(gamePortTrigger)  
 io\_Data a structure of type GamePortTrigger, which has the following elements  
   gpt\_Keys -  
     GPTB\_DOWNKEYS set if button down transitions trigger a report, and GPTB\_UPKEYS set if button up transitions trigger a report  
   gpt\_Timeout -  
     a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)  
   gpt\_XDelta -  
     a distance in x which, if exceeded, triggers a report  
   gpt\_YDelta -  
     a distance in y which, if exceeded, triggers a report

## 1.4 gameport.device/GPD\_READEVENT

NAME

GPD\_READEVENT -- Return the next game port event.

FUNCTION

Read game port events from the game port and put them in the data area of the ioRequest. If there are no pending game port events, this command will not be satisfied, but if there are some events, but not as many as can fill IO\_LENGTH, the request will be satisfied with those currently available.

IO REQUEST

io\_Message mn\_ReplyPort set if quick I/O is not possible  
 io\_Device preset by the call to OpenDevice  
 io\_Unit preset by the call to OpenDevice  
 io\_Command GPD\_READEVENT  
 io\_Flags IOB\_QUICK set if quick I/O is possible  
 io\_Length the size of the io\_Data area in bytes: there

are sizeof(inputEvent) bytes per input event.

io\_Data a buffer area to fill with input events. The fields of the input event are:

- ie\_NextEvent  
links the events returned
- ie\_Class  
is IECLASS\_RAWMOUSE
- ie\_SubClass  
is 0 for the left, 1 for the right game port
- ie\_Code  
contains any gameport button reports. No report is indicated by the value 0xff.
- ie\_Qualifier  
only the relative and button bits are set
- ie\_X, ie\_Y  
the x and y values for this report, in either relative or absolute device dependent units.
- ie\_TimeStamp  
the delta time since the last report, given not as a standard timestamp, but as the frame count in the TV\_SECS field.

#### RESULTS

This function sets the error field in the iORequest, and fills the iORequest with the next game port events (but not partial events).

#### SEE ALSO

gameport.device/GPD\_SETCTYPE, gameport.device/GPD\_SETTRIGGER

## 1.5 gameport.device/GPD\_SETCTYPE

#### NAME

GPD\_SETCTYPE -- Set the current game port controller type

#### FUNCTION

This command sets the type of device at the game port, so that the signals at the port may be properly interpreted. The port can also be turned off, so that no reports are generated.

This command always executes immediately.

#### IO REQUEST

- io\_Message mn\_ReplyPort set if quick I/O is not possible
- io\_Device preset by the call to OpenDevice
- io\_Unit preset by the call to OpenDevice
- io\_Command GPD\_SETCTYPE
- io\_Flags IOB\_QUICK set if quick I/O is possible
- io\_Length 1
- io\_Data the address of the byte variable describing the controller type, as per the equates in the gameport include file

## 1.6 gameport.device/GPD\_SETTRIGGER

NAME

GPD\_SETTRIGGER -- Set the conditions for a game port report

FUNCTION

This command sets what conditions must be met by a game port unit before a pending Read request will be satisfied. These conditions, called triggers, are independent -- that any one occurs is sufficient to queue a game port report to the Read queue. These conditions are inquired with AskTrigger.

This command always executes immediately.

IO REQUEST

io\_Message mn\_ReplyPort set if quick I/O is not possible  
io\_Device preset by the call to OpenDevice  
io\_Unit preset by the call to OpenDevice  
io\_Command GPD\_SETTRIGGER  
io\_Flags IOB\_QUICK set if quick I/O is possible  
io\_Length sizeof(gamePortTrigger)  
io\_Data a structure of type GamePortTrigger, which has the following elements  
gpt\_Keys -  
GPTB\_DOWNKEYS set if button down transitions trigger a report, and GPTB\_UPKEYS set if button up transitions trigger a report  
gpt\_Timeout -  
a time which, if exceeded, triggers a report; measured in vertical blank units (60/sec)  
gpt\_XDelta -  
a distance in x which, if exceeded, triggers a report  
gpt\_YDelta -  
a distance in y which, if exceeded, triggers a report