Help for JoyStk

JoyStk is a Visual Basic custom control that sends joystick information to your VB program.

[About/Copyright](#)

[Getting Custom Controls Written](#)

[Properties](#)

[Events](#)

Properties

JoyStk supports the following custom properties:

Button1 and Button2

Buttons

Manufacturer

Period

PeriodMin and PeriodMax

Port

Product

Threshold

XMin, XMax, YMin, YMax, ZMin, and ZMax

XPos, YPos, and ZPos

Buttons Property

Description

Returns the number of buttons on the joystick.

Usage

[*form*.][*label*.]Buttons

Remarks

This returns the number of buttons on the joystick.

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

PeriodMin and PeriodMax Properties

Description

Returns the minimum and maximum times between polling that this joystick supports.

Usage

[*form*.][*label*.]PeriodMin
[*form*.][*label*.]PeriodMax

Remarks

These properties specify the minimum and maximum times between polling that the joystick driver supports (see Period).

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

Period Property

Description

Sets the polling interval for the joystick position.

Usage

[*form*.][*label*.]Period[= *period%*]

Remarks

This property determines polling rate (in milliseconds) of the joystick.

Data Type

Integer

Manufacturer Property

Description

Returns the manufacturer's ID of the joystick.

Usage

[*form*.][*label*.]Manufacturer

Remarks

This represents the manufacturer of the driver.   The values returned are:

Value	Description
1	Microsoft

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

Devices Property

Description

Returns the number of joystick's supported by the current driver.

Usage

[*form*.][*label*.]Devices

Remarks

This property tells you how many joysticks are supported by the system.

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

ProductName Property

Description
Returns the name of the product.

Usage
[*form*.][*label*.]ProductName

Remarks
This property specifies the product name of the joystick.

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type
String

Product Property

Description

Returns the product ID of the joystick driver.

Usage

[*form*.][*label*.]Product

Remarks

This represents the product ID of the driver.   The values returned are:

Value	Description
1	Microsoft MIDI Mapper
2	Microsoft Wave Mapper
3	Sound Blaster MIDI output port
4	Sound Blaster MIDI input port
5	Sound Blaster internal synthesizer
6	Sound Blaster waveform output port
7	Sound Blaster waveform input port
9	Ad Lib-compatible synthesizer
10	MPU401 MIDI output port
11	MPU401 MIDI input port
12	IBM Game Control Adapter

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

Port Property

Description

Determines which joystick port to use.

Usage

[*form*.][*label*.]Port

Remarks

This property determines which joystick port to use.   The allowable values are:

Value	Description
1	Joystick 1 or 3-D joystick
2	Joystick 2

This property is read-only at run-time only.   It is only valid after the joystick has been enabled.

Data Type

Integer

Threshold Property

Description

Determines the amount the joystick must move for a <u>Move</u> event to be fired.

Usage

[*form*.][*label*.]Threshold[= *distance%*]

Remarks

This property determines how much the joystick must be moved before a <u>Move</u> event is sent.

Data Type

Integer

XMin, XMax, YMin, YMax, ZMin, and ZMax Properties

Description

Returns the full range of the joystick's position.

Usage

[*form*.][*label*.]XMin
[*form*.][*label*.]XMax
[*form*.][*label*.]YMin
[*form*.][*label*.]YMax
[*form*.][*label*.]ZMin
[*form*.][*label*.]ZMax

Remarks

These properties tell you what the full range of the joystick is.   They are read-only at run-
time only.   They are only valid after the joystick has been enabled.

Data Type

Integer

XPos, YPos, and ZPos Properties

Description

Returns the current position of the joystick.

Usage

[*form*.][*label*.]XPos
[*form*.][*label*.]YPos
[*form*.][*label*.]ZPos

Remarks

These properties tell you where the joystick was at the last time it was polled (see <u>Period</u>).
They are read-only at run-time only.   They are only valid after the joystick has been
enabled.

Data Type

Integer

Button1 and Button2 Properties

Description

Returns the current state of the joystick's buttons.

Usage

[*form*.][*label*.]Button1
[*form*.][*label*.]Button2

Remarks

These properties tell you which button(s) were pressed at the last time it was polled (see Period).   They are read-only at run-time only.   They are only valid after the joystick has been enabled.

Data Type

Integer (boolean)

Events

Events are not sent unless the Enabled property is set to True.   JoyStk supports the
following events:

ButtonDown

ButtonUp

Move

ButtonDown Event

Description

Occurs when the user pushes on the of the joystick's buttons.

Syntax

Sub *ctlname*_ButtonDown(Button As Integer)

Remarks

This event only occurs when a button is pressed.   The joystick must be enabled for this event to happen.   Button represents the button pressed.

ButtonUp Event

Description

Occurs when the user releases on the of the joystick's buttons.

Syntax

Sub *ctlname*_ButtonUp(Button As Integer)

Remarks

This event only occurs when a button is released.   The joystick must be enabled for this event to happen.   Button represents the button released.

Move Event

Description

Occurs when the user moves the joystick.

Syntax

Sub *ctlname*_Move(X As Integer, Y As Integer, Z As Integer)

Remarks

This event only occurs when the joystick's position changes.   The joystick must be enabled for this event to happen.   X, Y, and Z represent the joystick's new position.

About JoyStk

JoyStk was written by Zane Thomas.   He can be reached on CompuServe at 72060,3327 or on Internet at 72060.3327@compuserve.com.   His mailing address is:

Zane Thomas
P.O. Box 300
Indianola, WA   98342

Technical support, inquiries, and general comments about this control should be sent to James Shields.   His address on CompuServe is 71231,2066   His Internet address is mabry@halcyon.com.   If you must send something via U.S. Mail, the address is:

James Shields
Mabry Software
P.O. Box 31926
Seattle, WA   98103-1926

You can register this program by sending $15 ($17 for international orders) and your address.   CompuServe members may register by sending $10 and their account number (the registered version will be E-mailed to you).   CompuServe members may also register this package by going to the SWREG forum.   JOYSTK is registered there.   JOYSTK's registration ID number is 1340.

Source code (which includes a registered copy) to this control is available for $35 ($40 for international orders).   With source code you get a registered version of the control.   If you are a CompuServe member, you may get the source code in the Software Registration forum (GO SWREG) for $40.   It's registration number is 1341.

(C) Copyright 1993 by Zane Thomas and James Shields

Getting Custom Controls Written

If you or your organization would like to have custom controls written, contact either me or Zane Thomas (co-author of the Waite Group's VB How-To, 2nd Edition).   Here's how we can be reached:

James Shields
CompuServe: 71231,2066
US Mail: P.O. Box 31926; Seattle, WA 98103-1926

Zane Thomas:
CompuServe: 72060,3327
US Mail: P.O. Box 300; Indianola, WA   98342