gameport

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gameport

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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 x 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 x which, if exceeded, triggers a
      report
```