Subject: directInput dlm available (win32 only)
Posted by Rick Towler on Fri, 23 Aug 2002 22:50:34 GMT

For those who yearn to have access to their mouse wheels... For those who crave real keyboard input without using the hidden text box hack... You can now build the applications you have been dreaming of!

With my new directInput dlm you can:

Get *all* mouse data - including the z-axis (yes, the wheel)!
Add function key support, use accelerators, use every key on the keyboard!
Access game devices: 8 axes, 16 buttons and 4 POV hats!

O.K. Maybe that is a little over the top but come on, how many of you have wished for access to the mouse wheel? Yeah, I know you have... You can download a .zip file containing the dlms compiled for 5.4 and 5.5, along with some documentation and an example program from:

http://www.acoustics.washington.edu/~towler/index.html

This dlm is for win32 systems only, requires IDL 5.4 or 5.5 and DirectX 8 or better. It has been compiled and tested on win2k SP2/3 with the directX8.1 SDK and VC++ 6.

Enjoy!

-Rick