Subject: Re: Calling DirectInput from IDL
Posted by Rick Towler on Thu, 19 Feb 2004 00:15:34 GMT
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"IDLUser" wrote...

> I need to call direct input(force feedback) functionality from IDL for
> my application. I played with DLM little bit and I decide to call
> joystick functionality from IDL for practice first. I know that this
> will be a long way with my poor DLM experience to get the result I
> want. Anyway,I wrote the simple following code: getting direct input
> ID from IDL and returning it back to DLM for destroying direct input.
> But I have a compiling error as I run the file. How can I solve this
> problem? Am I in the right track? Any advice will be greatly
> appreciated.

I have written a direct input DLM that you may want to look at. You could
easily fold force feedback effects into it and you would get the keyboard
and mouse for free.

Compiled dlm and example program and docs are available here:

 http://www.acoustics.washington.edu/~towler/directInputDLM.h tml

Source is here:

 http://www.acoustics.washington.edu/~towler/programs/directI nputSource.zip

-Rick