Subject: Re: Input from 10 button Joy Stick
Posted by Rick Towler on Thu, 16 Jun 2005 16:12:46 GMT
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raval.chintan wrote:

> Sorry , i m replying you after a long time. Because i m bit busy this
> days with other work. By the way thank you for your suggestion. But i
> want a solution which is supported by all the plateform that are
> supported by the idl.
> So for that what do u suggest ?

Changing your design requirements. :(

A x-platform solution is not possible. You will need to develop and
test game device i/o interfaces for the other platforms that IDL
supports besides windows. OS X, linux, Solaris... You can probably
leave VMS out but I'm sure someone will complain ;)

Maybe there will be similarities between the unices but you still need
to ensure that the correct devices drivers are installed for each
platform and I have to wonder if joystick drivers are even available for
solaris.

good luck.

-Rick