airy.jiangwrote:

> I don't know wheather you have been played the first person angle
> games like Quake3 or Counter Strike.In this games ,we can use the
> mouse to control the rotating of the "head",we can move the mouse to
> the left represent the "head" rotating to the left even if move the
> mouse to the side of the screen it still can be useful.I recorded the
> start position and end position of the mouse moving,use the offset
> representing the radian that "head" need to rotate.But when I move the
> cursor to the side of the screen,I have no idea how to make a
> continuous rotating of the "head",because I can't use the offset of
> the cursor movement to represent the radian that "head" rotating in
> this situation.So I think if this situation happened,I can set the
> mouse to the center or the other side of the screen,then I can make a
> continuous one direction mouse moving which is representing the
> continuous rotating of the "head".In fact,there must be some other way
> to realize this effect.Like DirectX and OpenGL all have their own
> function to realize this effect.But I'm highly wished we can use the
> IDL to realize it.
> Hope I've interpreted it clearly.Please parden my poor english.That is
> also a hard work for me too.^_*

I guess you never got my DirectInput dlm to work? Is my code that bad?
  :(I've done all of this for you... You never did say what platform
you are on and maybe that is the problem. It should work for Win2k/XP
with DirectX 9. What version of IDL?

-Rick