
Subject: Re: Input from 10 button Joy Stick
Posted by [Ken Mankoff](#) on Thu, 09 Jun 2005 12:35:45 GMT
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On Thu, 9 Jun 2005 raval.chintan@gmail.com wrote:
> Is it possible to take input from the joy stick in IDL? If Yes
> then how can we do this?

Yes it is. I think the best place to start is here:
<http://www.acoustics.washington.edu/~towler/directInputDLM.html>

And I'm sure Rick will have a better reply once he gets around to reading your message.

I think that code is Windows only. Are you using OS X or Linux? If yes then I think you want to find the /dev device that the joystick is using and use the IDL SOCKET command to read it. However, I'm not sure if this is possible, or if you would be able to decode the device outputs...

-k.

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<http://spacebit.dyndns.org/>

Subject: Re: Input from 10 button Joy Stick
Posted by [Rick Towler](#) on Thu, 09 Jun 2005 17:17:10 GMT
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raval.chintan wrote:

> Is it possible to take input from the joy stick in IDL? If Yes then how
> can we do this?

Only 10 buttons? You must have a girly joystick :)

As Ken pointed out I have written a win32 only .dlm which allows you to get keyboard, mouse and *joystick* input from within IDL. It works great and the only downside is that the devices need to be polled for their status. Usually not an issue.

It's pretty straightforward. The little demo program is all you should need to get up and running. And although the website says it has been tested on 5.5-6.0 on Win2k, it really has been tested on 5.5-6.2 on Win2k and WinXP.

<http://www.acoustics.washington.edu/~towler/programs/directInputDLM.zip>

Enjoy!

-Rick

Subject: Re: Input from 10 button Joy Stick
Posted by [raval.chintan](#) on Thu, 16 Jun 2005 05:56:19 GMT
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Dear Rick,

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 ?

Thank You.
Chintan Raval
