
Subject: Input from 10 button Joy Stick
Posted by [raval.chintan](#) on Thu, 09 Jun 2005 12:20:19 GMT
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Dear All,

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

Regards.
Chintan Raval

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
