



Delta3D Version 2.4.0

dtInputPLIB::

Reference Manual

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Main Page

Delta3D is an Open Source engine which can be used for games, simulations, or other graphical applications.

The Delta3D framework exists as a number of modules, each sitting in its own library, enclosed within its own namespace. At the very core lies the dtCore library. This contains basic, low-level functionality which is mostly required for all 3D applications written in C++.

Around and alongside this sit other supporting libraries, such as dtUtil (containing reusable features which are useful for most applications), dtTerrain (for rendering terrain databases), dtGame, dtNet, etc.

Extensive online documentation is available from the Delta3D Docs section to help in using Delta3D.

The project's original reference guides generated by Doxygen from the source code may be viewed at the Delta3D API Documentation section.

To download source code, binaries, dependencies and sample datasets visit the Delta3D Downloads page.

For more about dependencies see the Delta3D Dependencies page.

The documentation you are looking at can be downloaded from www.3draum.ch.

Enjoy!

Directory Documentation

2.1 src/dtInputPLIB/ Directory Reference

Files

- file `joystick.cpp`

2.2 inc/dtInputPLIB/ Directory Reference

Files

- file `export.h`
- file `joystick.h`
- file `mainpage.h`

2.3 inc/ Directory Reference

Directories

- directory **dtInputPLIB**

2.4 src/ Directory Reference

Directories

- directory **dtInputPLIB**

Namespace Documentation

3.1 dtInputPLIB Namespace Reference

The **dtInputPLIB** (p.7) namespace contains classes used to read input devices using the PLIB library (<http://plib.sourceforge.net/>).

Classes

- class **Joystick**
A joystick device.

3.1.1 Detailed Description

The **dtInputPLIB** (p.7) namespace contains classes used to read input devices using the PLIB library (<http://plib.sourceforge.net/>).

Class Documentation

4.1 Joystick Class Reference

A joystick device.

```
#include <inc/dtInputPLIB/joystick.h>
```

Public Member Functions

- const std::string **GetDeviceName** () const
Returns the device name from PLIB.
- void **Poll** ()
Manually polls the state of this joystick, updating all of its features.

Static Public Member Functions

- static void **CreateInstances** ()
*Creates instances of **Joystick** (p. 9) corresponding to each connected joystick device.*
- static void **DestroyInstances** ()
*Destroys all **Joystick** (p. 9) instances.*
- static void **PollInstances** ()
*Polls all **Joystick** (p. 9) instances.*

4.1.1 Detailed Description

A joystick device.

4.1.2 Member Function Documentation

4.1.2.1 void CreateInstances () [static]

Creates instances of **Joystick** (p. 9) corresponding to each connected joystick device.

4.1.2.2 void DestroyInstances () [static]

Destroys all **Joystick** (p. 9) instances.

4.1.2.3 const std::string GetDeviceName () const

Returns the device name from PLIB.

4.1.2.4 void Poll ()

Manually polls the state of this joystick, updating all of its features.

4.1.2.5 void PollInstances () [static]

Polls all **Joystick** (p. 9) instances.

The documentation for this class was generated from the following files:

- **joystick.h**
- **joystick.cpp**

File Documentation

5.1 export.h File Reference

Defines

- #define DT_INPUT_PLIB_EXPORT

5.1.1 Define Documentation

5.1.1.1 #define DT_INPUT_PLIB_EXPORT

5.2 joystick.cpp File Reference

```
#include <dtInputPLIB/joystick.h>  
#include <iostream>  
#include <sstream>
```

5.3 joystick.h File Reference

```
#include <string>
#include <plib/js.h>
#include <dtInputPLIB/export.h>
#include <dtCore/inputdevice.h>
```

Classes

- class **Joystick**
A joystick device.

Namespaces

- namespace **dtInputPLIB**
*The **dtInputPLIB** (p. 7) namespace contains classes used to read input devices using the PLIB library (<http://plib.sourceforge.net/>).*

5.4 mainpage.h File Reference

5.4.1 Detailed Description

This file contains Doxygen special commands and text for the **Main Page** (p. ??) and some other minor aspects of this documentation. It is not part of Delta3D.

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