



Delta3D Version 2.4.0

dtInputPLIB::

Reference Manual

Contents

1	Main Page	1
2	Directory Documentation	3
2.1	src/dtInputPLIB/ Directory Reference	3
2.2	inc/dtInputPLIB/ Directory Reference	4
2.3	inc/ Directory Reference	5
2.4	src/ Directory Reference	6
3	Namespace Documentation	7
3.1	dtInputPLIB Namespace Reference	7
3.1.1	Detailed Description	7
4	Class Documentation	9
4.1	Joystick Class Reference	9
4.1.1	Detailed Description	9
4.1.2	Member Function Documentation	9
4.1.2.1	CreateInstances	9
4.1.2.2	DestroyInstances	9
4.1.2.3	GetDeviceName	9
4.1.2.4	Poll	9
4.1.2.5	PollInstances	10
5	File Documentation	11
5.1	export.h File Reference	11
5.1.1	Define Documentation	11
5.1.1.1	DT_INPUT_PLIB_EXPORT	11
5.2	joystick.cpp File Reference	12
5.3	joystick.h File Reference	13
5.4	mainpage.h File Reference	14
5.4.1	Detailed Description	14

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.

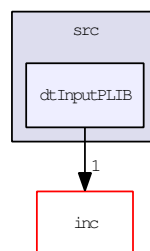
For more about dependencies see the Delta3D **Dependencies** page.

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

Enjoy!

Directory Documentation

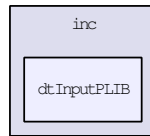
2.1 src/dtInputPLIB/ Directory Reference



Files

- file [joystick.cpp](#)

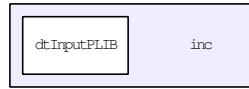
2.2 inc/dtInputPLIB/ Directory Reference



Files

- file [export.h](#)
- file [joystick.h](#)
- file [mainpage.h](#)

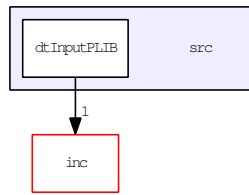
2.3 inc/ Directory Reference



Directories

- directory [dtInputPLIB](#)

2.4 src/ Directory Reference



Directories

- directory [dtInputPLIB](#)

Namespace Documentation

3.1 dtInputPLIB Namespace Reference

The `dtInputPLIB` 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` 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](#) corresponding to each connected joystick device.
- `static void DestroyInstances ()`
Destroys all [Joystick](#) instances.
- `static void PollInstances ()`
Polls all [Joystick](#) 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](#) corresponding to each connected joystick device.

4.1.2.2 `void DestroyInstances () [static]`

Destroys all [Joystick](#) 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](#) instances.

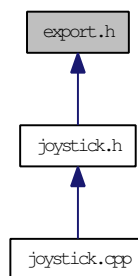
The documentation for this class was generated from the following files:

- [joystick.h](#)
- [joystick.cpp](#)

File Documentation

5.1 export.h File Reference

This graph shows which files directly or indirectly include this file:



Defines

- `#define DT_INPUT_PLIB_EXPORT`

5.1.1 Define Documentation

5.1.1.1 `#define DT_INPUT_PLIB_EXPORT`

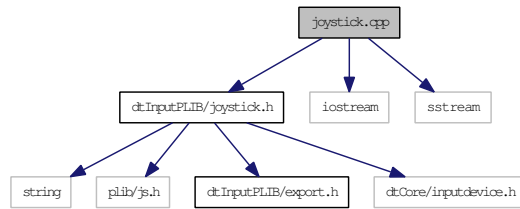
5.2 joystick.cpp File Reference

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

```
#include <iostream>
```

```
#include <sstream>
```

Include dependency graph for joystick.cpp:



5.3 joystick.h File Reference

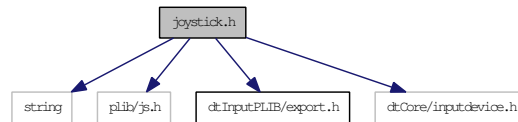
```
#include <string>
```

```
#include <plib/js.h>
```

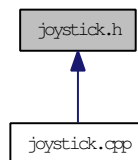
```
#include <dtInputPLIB/export.h>
```

```
#include <dtCore/inputdevice.h>
```

Include dependency graph for joystick.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [Joystick](#)
A joystick device.

Namespaces

- namespace [dtInputPLIB](#)
The [dtInputPLIB](#) 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](#) and some other minor aspects of this documentation. It is not part of Delta3D.

Index

- C -

CreateInstances
dtInputPLIB::Joystick, 9

- D -

DestroyInstances
dtInputPLIB::Joystick, 9
DT_INPUT_PLIB_EXPORT
export.h, 11
dtInputPLIB, 7
dtInputPLIB::Joystick, 9
CreateInstances, 9
DestroyInstances, 9
GetDeviceName, 9
Poll, 9
PollInstances, 9

- E -

export.h, 11
DT_INPUT_PLIB_EXPORT, 11

- G -

GetDeviceName
dtInputPLIB::Joystick, 9

- I -

inc/ Directory Reference, 5
inc/dtInputPLIB/ Directory Reference, 4

- J -

joystick.cpp, 12
joystick.h, 13

- M -

mainpage.h, 14

- P -

Poll
dtInputPLIB::Joystick, 9
PollInstances
dtInputPLIB::Joystick, 9

- S -

src/ Directory Reference, 6
src/dtInputPLIB/ Directory Reference, 3