
Subject: Re: Get Mouse Position using low level assembly language

Posted by [Dagen](#) on Wed, 08 Oct 2014 20:27:18 GMT

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I have a few questions.

I wrote some mouse code, when I was younger, that I later discovered did not work on the ROM 3 Apple IIgs, only the ROM 1. I believe the problem was that I was directly using the \$C3xx address space, or something like that. Obviously, they changed the way the mouse firmware was implemented on the ROM 3.

Does this code you've posted work on all Apple IIgs machines? I assume the answer is yes.

Does this code rely on interrupts? I.e.- If we disable interrupts, will the mouse data still update?

How often does the data in the registers change? (I'm guessing I can determine this myself by looking at how quick the \$C027 high bit changes)
