
Subject: Keyboard, joystick and mouse

Posted by [toinet](#) on Wed, 08 Oct 2014 15:44:58 GMT

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In this thread, we will discuss about the way to interact with the Apple IIgs. This will cover the following elements:

- Keyboard

Shall we use the well-known \$C000 softswitch or use ADB?

- Joystick

How do we interact with the joystick (\$C064...), an 1 MHz interface running on a 2.8 MHz machine?

How do we calibrate it?

- Mouse

Shall we also use the integrated softswitches or go with ADB? Can we?

And...

- Toolbox

Yes, there are plenty of tools that deal with the I/O of our beloved machine. What is the advantage of Window Manager's TaskMaster call compared to the `_GetNextEvent` call? What about the `_Button` one?

Everything will be covered based on some existing code (collected from several different 8-bit and 16-bit software) and some tips will be given (how do I flip the X or Y axis of the joystick?)

For the Apple II gamers, you should have noticed that some games use "asynchronous I/O" (eg. Karateka) putting the I/O data in tables, for use when needed by the game, instead of waiting for the I/O data to be available, we will also cover that.

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