

# DirectInput

[This is preliminary documentation and subject to change.]

This section provides information about the DirectInput® component of DirectX® application programming interface (API). The information is divided into the following topics:

- About DirectInput
- Why Use DirectInput?
- DirectInput Architecture
- DirectInput Essentials
- DirectInput Tutorials
- DirectInput Reference
- DirectInput Samples

## About DirectInput

[This is preliminary documentation and subject to change.]

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[C++]

Microsoft® DirectInput® is an application programming interface for input devices including the mouse, keyboard, joystick, and other game controllers, as well as for force-feedback (input/output) devices. Like other DirectX® components, DirectInput is based on the Component Object Model (COM).

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[Visual Basic]

Microsoft® DirectInput® is an application programming interface for input devices including the mouse, keyboard, joystick, and other game controllers. DirectX for Visual Basic does not support force feedback devices.

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## Why Use DirectInput?

[This is preliminary documentation and subject to change.]

Aside from providing new services for devices not supported by the Win32® API, DirectInput gives faster access to input data by communicating directly with the hardware drivers rather than relying on Windows® messages.

DirectInput enables an application to gain access to input devices even when the application is in the background.

The extended services and improved performance of DirectInput make it a valuable tool for games, simulations, and other real-time interactive applications running under Windows.

## DirectInput Architecture

[This is preliminary documentation and subject to change.]

This section covers the basic structure of DirectInput and how it works with both the Windows operating system and input hardware. For practical information on how to implement the elements of DirectInput introduced here, see DirectInput Essentials.

- Architectural Overview of DirectInput
- Integration with Windows
- Human Interface Device

## Architectural Overview of DirectInput

[This is preliminary documentation and subject to change.]

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[C++]

The basic architecture of DirectInput consists of the DirectInput object, which supports the **IDirectInput** COM interface, and an object for each input device that provides data. Each device in turn has device object instances, or more simply device objects, which are individual controls or switches such as keys, buttons, or axes.

### Note

The word "object" is used to describe both a code object and one of the individual controls on an input device. In this documentation, "device object" means a input device control rather than a code object that instantiates the **IDirectInputDevice** or **IDirectInputDevice2** interface. Code objects representing whole devices are referred to as DirectInputDevice objects.

Each DirectInputDevice object represents one input device such as a mouse, keyboard, or joystick. (In this documentation, the term "joystick" includes all game controllers other than mouse or keyboard.) A piece of hardware that is really a combination of different types of input devices, such as a keyboard with a touchpad, may be represented by two or more DirectInputDevice objects. A force-feedback device is represented by a single joystick object that handles both input and output.

DirectInputDevice objects instantiate the **IDirectInputDevice** interface. Additional methods for polled devices (including most game controllers) and force feedback devices are provided by the **IDirectInputDevice2** interface.

The application ascertains the number and type of device objects available by using the **IDirectInputDevice::EnumObjects** method. Individual device objects are not

encapsulated as code objects but are described in **DIDeviceObjectInstance** structures.

Force feedback effects are represented by the **IDirectInputEffect** interface. Methods of this interface are used to create, modify, start, and stop effects.

All DirectInput interfaces are available in ANSI and Unicode versions. If "UNICODE" is defined during compilation, the Unicode versions are used.

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#### [Visual Basic]

The basic architecture of DirectInput consists of a single **DirectInput** object and a **DirectInputDevice** object for each input device that is being used by the application. The **DirectInputDevice** object is used for retrieving the input data.

Any available device, regardless of whether it is being used by DirectInput, can also be represented by a **DirectInputDeviceInstance** object, which can be used to retrieve miscellaneous information about that device.

Each **DirectInputDevice** object represents one input device such as a mouse, keyboard, or joystick. (In this documentation, the term "joystick" includes all game controllers other than mouse or keyboard.) A piece of hardware that is really a combination of different types of input devices, such as a keyboard with a touchpad, may be represented by two or more **DirectInputDevice** objects.

Each device in turn has "device objects," which are individual controls or switches such as keys, buttons, or axes. Each device object is represented by an instance of the **DirectInputDeviceObjectInstance** class, whose methods can be used to retrieve information about the device object. (The input data, however, is always retrieved by **DirectInputDevice**.)

#### Note

The word "object" is used to describe both a code object and one of the individual controls on an input device. In this documentation, "device object" means an input device control rather than a **DirectInputDevice** object.

Devices and device objects can be enumerated, and the resulting collections are represented by **DirectInputEnumDevices** and **DirectInputEnumDeviceObjects** objects.

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## Integration with Windows

[This is preliminary documentation and subject to change.]

Because DirectInput works directly with the device drivers, it either suppresses or ignores mouse and keyboard messages. When using the mouse in exclusive mode, DirectInput suppresses mouse messages, and as a result Windows is unable to show the standard cursor.

DirectInput also ignores mouse and keyboard settings made by the user in Control Panel.

For the keyboard, character repeat settings are not used by DirectInput. When using buffered data, DirectInput interprets each press and release as a single event, with no repetition. When using immediate data, DirectInput is concerned only with the present physical state of the keys, not with keyboard events as interpreted by Windows.

For the mouse, DirectInput ignores Control Panel settings such as acceleration and swapped buttons. Again, DirectInput works directly with the mouse driver, bypassing the subsystem of Windows that interprets mouse data for windowed applications.

### Note

Settings in the driver itself will be recognized by DirectInput. For example, if the user has a three-button mouse and uses the driver utility software to make the middle button a double-click shortcut, DirectInput will report a click of the middle button as two clicks of the primary button.

For a joystick or other game controller, DirectInput does use the calibrations set by the user in Control Panel.

## Human Interface Device

[This is preliminary documentation and subject to change.]

Human Interface Device (HID) is a class under the Universal Serial Bus (USB) standard. DirectInput provides full support for devices that conform with HID.

Getting data from HID devices is substantially the same as with traditional devices. In addition, HID devices may accept output: for example, you can turn the keyboard LEDs on and off.

By querying a HID device, DirectInput is able to determine its *usage page* and *usage*. These are predefined codes that give information about the type and subtype of the device.

HID controls are grouped in *collections*. Collections may be nested.

For more information about HID, see .

## DirectInput Essentials

[This is preliminary documentation and subject to change.]

This section is a practical guide to the concepts and components of DirectInput, and provides enough information for you to get started in implementing the DirectInput system in your application. For a broader overview, see DirectInput Architecture.

The following topics are discussed:

- Creating DirectInput
- DirectInput Device Enumeration
- DirectInput Devices
- DirectInput Device Data
- Force Feedback
- Designing for Previous Versions of DirectInput

## Creating DirectInput

[This is preliminary documentation and subject to change.]

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[C++]

The first step in any DirectInput application is obtaining the **IDirectInput** interface. You can do this most easily by calling the **DirectInputCreate** function.

You should create a single DirectInput object and not release it until the application terminates,

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[Visual Basic]

The first step in any DirectInput application is creating the **DirectInput** object. You do this by using the **DirectX7.DirectInputCreate** method.

You should create a single **DirectInput** object and not destroy it until the application terminates,

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## DirectInput Device Enumeration

[This is preliminary documentation and subject to change.]

DirectInput is able to query the system for all available input devices, determine whether they are connected, and return information about them. This process is called enumeration.

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[C++]

If your application is using only the standard keyboard or mouse, or both, you don't need to enumerate the available input devices. As explained under Creating the DirectInput Device, you can simply use predefined global variables when calling the **IDirectInput::CreateDevice** method.

For all other input devices, and for systems with multiple keyboards or mice, you need to call **IDirectInput::EnumDevices** in order to obtain at least the instance GUIDs (globally unique identifiers) so that DirectInputDevice objects can be created. You might also want to enumerate in order to give the user a choice of available devices.

Here's a sample implementation of the **IDirectInput::EnumDevices** method:

```

/* lpdi is a valid DirectInput interface pointer. */

GUID      KeyboardGUID = GUID_SysKeyboard;

lpdi->EnumDevices(DIDEVTYPE_KEYBOARD,
                 DIEnumDevicesProc,
                 &KeyboardGUID,
                 DIEDFL_ATTACHEDONLY);

```

The first parameter determines what types of devices are to be enumerated. It is NULL if you want to enumerate all devices regardless of type; otherwise it is one of the DIDEVTYPE\_\* values described in the reference for **DIDEVICEINSTANCE**.

The second parameter is a pointer to a callback function that will be called once for each device enumerated. This function can be called by any name; the documentation uses the placeholder name **DIEnumDevicesProc**.

The third parameter to the **EnumDevices** method is any 32-bit value that you want to pass into the callback function. In this example, it's a pointer to a variable of type **GUID**, passed in so that the callback can assign a keyboard instance GUID.

The fourth parameter is a flag to request enumeration of either all devices or only those that are attached (DIEDFL\_ALLDEVICES or DIEDFL\_ATTACHEDONLY).

If your application is using more than one input device, the callback function is a good place to initialize each device as it is enumerated. (For an example, see Tutorial 3: Using the Joystick.) The callback function is where you obtain the instance GUID of the device. You can also perform other processing here, such as looking for particular subtypes of devices, or adding the device name to a listbox.

Here is a sample callback function that checks for the presence of an enhanced keyboard and stops the enumeration as soon as it finds one. It assigns the instance GUID of the last keyboard found to the *KeyboardGUID* variable (passed in as *pvRef* by the previous example of a **EnumDevices** call), which can then be used in a call to **IDirectInput::CreateDevice**.

```

BOOL      hasEnhanced;

BOOL CALLBACK DIEnumKbdProc(LPCDIDEVICEINSTANCE lpddi,
                           LPVOID pvRef)
{
    *(GUID*) pvRef = lpddi->guidInstance;
    if (GET_DIDEVICE_SUBTYPE(lpddi->dwDevType) ==
        DIDEVTYPEKEYBOARD_PCENH)
    {
        hasEnhanced = TRUE;
        return DIENUM_STOP;
    }
    return DIENUM_CONTINUE;
}

```

```
} // end of callback
```

The first parameter points to a structure containing information about the device. This structure is created for you by `DirectInput`.

The second parameter points to data passed in from `EnumDevices`. In this case it is a pointer to the variable `KeyboardGUID`. This variable was assigned a default value earlier, but it will be given a new value each time a device is enumerated. It is not actually important what instance GUID you use for a single keyboard, but the code does illustrate a technique for retrieving an instance GUID from the callback.

The return value in this case indicates that enumeration is to stop if the sought-for device has been found, or otherwise that it is to continue. Enumeration will automatically stop as soon as all devices have been enumerated.

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### [Visual Basic]

If your application is using only the standard keyboard or mouse, or both, you don't need to enumerate the available input devices. As explained under `Creating the DirectInput Device`, you can simply use predefined GUID aliases when calling the `DirectInput.CreateDevice` method.

For all other input devices, and for systems with multiple keyboards or mice, you need to call `DirectInput.GetDIEnumDevices` in order to build a collection of available devices. This method returns a `DirectInputEnumDevices` object representing the collection. Each device in the collection can be retrieved as a `DirectInputDeviceInstance` object by using the `DirectInputEnumDevices.GetItem` method.

At the very least, you need to retrieve the unique identifier for a nonstandard device, by calling `DirectInputDeviceInstance.GetGuidInstance`, before you can create a `DirectInputDevice` object for that device. You might also want to enumerate devices in order to look for particular types and subtypes (by using `DirectInputDeviceInstance.GetDevType`) or to populate a listbox that allows the user to select a game controller.

You might even want to search for a device with particular capabilities. In order to do this, you must create a `DirectInputDevice` object for each candidate in order to examine it further with the `DirectInputDevice.GetCapabilities` method.

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## DirectInput Devices

[This is preliminary documentation and subject to change.]

This section contains information about the code objects that represent devices such as mice, keyboards, and joysticks. The following topics are covered:

- Device Setup
- Creating a DirectInput Device

- Device Capabilities
- Cooperative Levels
- Device Object Enumeration
- Device Data Formats
- Device Properties
- Acquiring Devices

For information on how to retrieve and interpret data from devices, see DirectInput Device Data.

## Device Setup

[This is preliminary documentation and subject to change.]

Your application must create an object for each device from which it expects input. It must also prepare each device for use, which requires, at the very least, setting the data format and acquiring the device. You may also wish to carry out other preparatory tasks such as getting information about the devices and changing their properties.

The following tasks are part of the setup process. Certain steps are always required; others may only be necessary if you need further information about devices or need to change default values.

1. Create the DirectInput device (required). See Creating a DirectInput Device.
2. Get the device capabilities (optional).
3. Enumerate the keys, buttons, and axes on the device (optional). See Device Object Enumeration.
4. Set the cooperative level (recommended).
5. Set the data format (required).
6. Set the device properties (optional).
7. When ready to read data, acquire the device (required). See Acquiring Devices.

## Creating a DirectInput Device

[This is preliminary documentation and subject to change.]

In order to get input data from a device, you first have to create an object to represent that device.

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[C++]

The **IDirectInput::CreateDevice** method is used to obtain a pointer to the **IDirectInputDevice** interface. Methods of this interface are then used to manipulate the device and obtain data.



```
        (LPVOID *)ppdev2);
#endif
    IDirectInputDevice_Release(pdev);
} else {
    *ppdev2 = 0;
}
return hres;
}
```

---

### [\[Visual Basic\]](#)

The **DirectInput.CreateDevice** method is used to obtain a **DirectInputDevice** object. Methods of this interface are then used to manipulate the device and obtain data.

The following sample code, where *di* is the **DirectInput** object, creates a keyboard device:

```
Dim diDev As DirectInputDevice
Set diDev = di.CreateDevice("GUID_SysKeyboard")
```

The parameter is an alias for a GUID that identifies the instance of the device for which the interface is to be created. DirectInput provides two predefined GUIDs, "GUID\_SysMouse" and "GUID\_SysKeyboard", which represent the system mouse and keyboard, and you can pass either of these aliases to the **CreateDevice** method.

### Note

If the workstation has more than one mouse, input from all of them is combined to form the system device. The same is true for multiple keyboards. For devices other than the system mouse or keyboard, use the instance GUID for the device obtained from **DirectInputDeviceInstance.GetGuidInstance**. The instance GUID for a device will always be the same. You can allow the user to select a device from a list of those enumerated, then save the GUID to a configuration file and use it again in future sessions.

In the following example it is presumed that the application has enumerated devices and found a suitable one, *diDevInstance*, which is to be created as a **DirectInputDevice**:

```
Dim guid As String
guid = diDevInstance.GetGuidInstance
Set diDev = di.CreateDevice(guid)
```

For more information on obtaining the **DirectInputDeviceInstance** object, see DirectInput Device Enumeration.

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## Device Capabilities

[This is preliminary documentation and subject to change.]

Before you begin asking for input from a device, you may need to find out something about its capabilities. Does the joystick have a point-of-view hat? Is the mouse currently attached to the user's machine?

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[C++]

Such questions are answered with a call to the **IDirectInputDevice::GetCapabilities** method, which returns the data in a **DIDEVCAPS** structure. As with other such structures in DirectX, you must initialize the **dwSize** member before passing this structure to the method.

### Note

To optimize speed or memory usage, you can use the smaller **DIDEVCAPS\_DX3** structure instead.

Here's an example that checks whether the mouse is attached and whether it has a third axis (presumably a wheel):

```
// LPDIRECTINPUTDEVICE lpdiMouse; // initialized previously

DIDEVCAPS DIMouseCaps;
HRESULT hr;
BOOLEAN WheelAvailable;

DIMouseCaps.dwSize = sizeof(DIDEVCAPS);
hr = lpdiMouse->GetCapabilities(&DIMouseCaps);
WheelAvailable = ((DIMouseCaps.dwFlags & DIDC_ATTACHED)
    && (DIMouseCaps.dwAxes > 2));
```

Another way to check for a certain button or axis is to call **IDirectInputDevice::GetObjectInfo** for that object. If the call returns **DIERR\_OBJECTNOTFOUND**, the object is not present. The following code determines whether there is a z-axis even if it is not the third axis:

```
DIDeviceObjectInstance didoi;

didoi.dwSize = sizeof(DIDeviceObjectInstance);
hr = lpdiMouse->GetObjectInfo(&didoi, DIMOFS_Z, DIPH_BYOFFSET);
WheelAvailable = SUCCEEDED(hr);
```

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[Visual Basic]

Such questions are answered with a call to the **DirectInputDevice.GetCapabilities** method, which returns the data in a **DIDEVCAPS** type.

Here's an example that checks whether the mouse is attached and whether it has a third axis (presumably a wheel):

```
/* diMouse is a valid DirectInputDevice object. */  
  
Dim WheelAvailable As Boolean  
Dim dicaps as DIDEVCAPS  
  
Call diDev.GetCapabilities(dicaps)  
WheelAvailable = ((dicaps.IFlags And DIDC_ATTACHED) _  
    And (dicaps.IAxes > 2))
```

Another way to check for a certain button or axis is to call **DirectInputDevice.GetObjectInfo** for that object. If the call raises an error, the object is not present. The following code determines whether there is a z-axis even if it is not the third axis:

```
Dim didoi As DirectInputDeviceObjectInstance  
On Error GoTo NOTFOUND  
Set didoi = diDev.GetObjectInfo(DIMOFS_Z, DIPH_BYOFFSET)  
On Error GoTo 0  
.  
.  
.  
NOTFOUND:  
MsgBox "No z-axis found."
```

---

## Cooperative Levels

[This is preliminary documentation and subject to change.]

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[C++]

The cooperative level of a device determines how the input is shared with other applications and with the Windows system. You set it by using the

**IDirectInputDevice::SetCooperativeLevel** method, as in this example:

```
/* hwnd is the top-level window handle. */  
lpdiDevice->SetCooperativeLevel(hwnd,  
    DISCL_NONEXCLUSIVE | DISCL_FOREGROUND)
```

The parameters are the handle to the top-level window associated with the device (generally the application window) and one or more flags.

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[Visual Basic]

The cooperative level of a device determines how the input is shared with other applications and with the Windows system. You set it by using the **DirectInputDevice.SetCooperativeLevel** method, as in this example:

```
diDevice.SetCooperativeLevel(hWnd,
    DISCL_NONEXCLUSIVE | DISCL_FOREGROUND)
```

The parameters are the handle to the top-level window associated with the device (generally the application window) and one or more flags. Note that the **hWnd** property of a form does not become valid until the form is shown. If you are initializing the DirectInput device in the **Load** method of the application's main form, you must call **Show** before attempting to set the cooperative level.

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### Note

Although DirectInput provides a default setting, you should still explicitly set the cooperative level, because doing so is the only way to give DirectInput the window handle. Without this handle, DirectInput will not be able to react to situations that involve window messages, such as joystick recalibration.

The valid flag combinations are shown in the following table:

Flags	Notes
DISCL_NONEXCLUSIVE   DISCL_BACKGROUND	The default setting
DISCL_NONEXCLUSIVE   DISCL_FOREGROUND	
DISCL_EXCLUSIVE   DISCL_FOREGROUND	Not valid for keyboard
DISCL_EXCLUSIVE   DISCL_BACKGROUND	Not valid for keyboard or mouse

The cooperative level has two components: whether the device is being used in the foreground or the background, and whether it is being used exclusively or nonexclusively. Both these components require some explanation.

### Foreground and Background

A foreground cooperative level means that the input device is available only when the application is in the foreground or, in other words, has the input focus. If the application moves to the background, the device is automatically unacquired, or made unavailable.

A background cooperative level really means "foreground and background." A device with a background cooperative level can be acquired and used by an application at any time.

You will usually want to have foreground access only, since most applications are not interested in input that takes place when another program is in the foreground.

While developing an application, it is useful to employ conditional compilation so that the background cooperative level is always set for debugging. This will prevent your application from losing access to the device every time it moves to the background as you switch to the debugging environment.

## Exclusive and Nonexclusive

The fact that your application is using a device at the exclusive level does not mean that other applications cannot get data from the device. However, it does mean that no other application can also acquire the device exclusively.

Why does it matter? Take the example of a music player that accepts input from a hand-held remote-control device, even when the application is running in the background. Now suppose you run a similar application that plays movies in response to signals from the same remote control. What happens when the user presses Play? Both programs start playing, which is probably not what the user wants. To prevent this from happening, each application should have the `DISCL_EXCLUSIVE` flag set, so that only one of them can be running at a time.

In order to use force-feedback effects, an application must have exclusive access to the device.

Windows itself requires exclusive access to the mouse and keyboard. The reason is that mouse and keyboard events such as a click on an inactive window or `ALT+TAB` could force an application to unacquire the device, with potentially harmful results such as a loss of data from the input buffer.

When an application has exclusive access to the mouse, Windows is not allowed any access at all. No mouse messages are generated. A further side effect is that the cursor disappears.

`DirectInput` does not allow any application to have exclusive access to the keyboard. If it did, Windows would not have access to the keyboard and the user would not even be able to use `CTRL+ALT+DELETE` to restart the system.

## Device Object Enumeration

[This is preliminary documentation and subject to change.]

It may be necessary for your application to determine what buttons or axes are available on a given device. To do this you enumerate the device objects in much the same way you enumerate devices.

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[C++]

To some extent `IDirectInputDevice::EnumObjects` overlaps the functionality of `IDirectInputDevice::GetCapabilities`. Either method may be used to determine how many buttons or axes are available. However, `EnumObjects` is really intended for cataloguing all the available objects rather than checking for a particular one. The

DirectInput Quick Test application provided with the DirectX SDK, for example, uses **EnumObjects** to populate the list on the Objects page for the selected device.

Like **IDirectInput::EnumDevices**, the **EnumObjects** method has a callback function that gives you the chance to do other processing on each object — for example, adding it to a list or creating a corresponding element on a user interface.

Here's a callback function that simply extracts the name of each object so that it can be added to a string list or array. This standard callback is documented under the placeholder name **DIEnumDeviceObjectsProc**, but you can give it any name you like. Remember, this function is called once for each object enumerated.

```
char szName[MAX_PATH];

BOOL CALLBACK DIEnumDeviceObjectsProc(
    LPCDIDeviceObjectInstance lpddoi,
    LPVOID pvRef)
{
    lstrcpy(szName, lpddoi->tszName);
    // Now add szName to a list or array
    .
    .
    .
    return DIENUM_CONTINUE;
}
```

The first parameter points to a structure containing information about the object. This structure is created for you by DirectInput.

The second parameter is an application-defined pointer to data, equivalent to the second parameter to **EnumObjects**. In the example, this parameter is not used.

The return value in this case indicates that enumeration is to continue as long as there are still objects to be enumerated.

Now here's the call to the **EnumObjects** method, which puts the callback function to work.

```
lpdiMouse->EnumObjects(DIEnumDeviceObjectsProc,
    NULL, DIDFT_ALL);
```

The first parameter is the address of the callback function.

The second parameter can be a pointer to any data you want to use or modify in the callback. The example does not use this parameter and so passes NULL.

The third parameter is a flag to indicate which type or types of objects are to be included in the enumeration. In the example, all objects are to be enumerated. To restrict the enumeration, you can use one or more of the other DIDFT\_\* flags listed in the reference for **IDirectInput::EnumDevices**.

**Note**

Some of the DIDFT\_\* flags are combinations of others; for example, DIDFT\_AXIS is equivalent to DIDFT\_ABSAXIS | DIDFT\_RELAXIS.

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**[Visual Basic]**

You enumerate device objects by calling **DirectInputDevice.GetDeviceObjectsEnum**, which returns an instance of the **DirectInputEnumDeviceObjects** class representing the collection of available device objects that match the requested parameters.

The following sample code enumerates axes on a device:

```
' diDev is a DirectInputDevice object.
```

```
Dim diEnumObjects As DirectInputEnumDeviceObjects  
Set diEnumObjects = diDev.GetDeviceObjectsEnum(DIDFT_AXIS)
```

The parameter is a flag to indicate which type or types of objects are to be included in the enumeration.

**Note**

Some of the **CONST\_DIDFTFLAGS** flags are combinations of others; for example, DIDFT\_AXIS is equivalent to DIDFT\_ABSAXIS Or DIDFT\_RELAXIS.

To obtain information about a particular device object, you call the methods of a **DirectInputDeviceObjectInstance** object obtained by calling **DirectInputEnumDeviceObjects.GetItem**. Information available for a device object includes its name, its type, and its offset in the data structure for the device.

The following code lists the names of the axes enumerated in the previous example:

```
Dim diDevEnumObjects As DirectInputEnumDeviceObjects  
Set diDevEnumObjects = diDev.GetDeviceObjectsEnum(DIDFT_AXIS)
```

```
Dim diDevObjInstance As DirectInputDeviceObjectInstance  
Dim i As Integer  
For i = 1 To diEnumObjects.GetCount  
    Set diDevObjInstance = diEnumObjects.GetItem(i)  
    Call List1.AddItem(diDevObjInstance.GetName)  
Next i
```

---

## Device Data Formats

[This is preliminary documentation and subject to change.]

Setting the data format for a device is an essential step before you can acquire and begin using the device. This is true even if you do not intend to retrieve immediate (state) data from the device. DirectInput uses the data format in many methods in order to identify particular device objects.

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#### [C++]

The **IDirectInputDevice::SetDataFormat** method tells DirectInput what device objects will be used and how the data will be arranged.

The examples in the reference for the **DIDATAFORMAT** structure and **DIOBJECTDATAFORMAT** structure will give you an idea of how to set up custom data formats for nonstandard devices. Fortunately, this step is not necessary for the joystick, keyboard, and mouse. DirectInput provides four global variables, *c\_dfDIJoystick*, *c\_dfDIJoystick2*, *c\_dfDIKeyboard*, and *c\_dfDIMouse*, which can be passed into **SetDataFormat** to create a standard data format for these devices.

Here is an example, where *lpdiMouse* is an initialized pointer to the mouse DirectInputDevice object:

```
lpdiMouse->SetDataFormat(&c_dfDIMouse);
```

#### Note

You cannot change the **dwFlags** member in the predefined **DIDATAFORMAT** global variables (for example, in order to change the property of an axis), because they are **const** variables. To change properties, use the **IDirectInputDevice::SetProperty** method after setting the data format but before acquiring the device.

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#### [Visual Basic]

The **DirectInputDevice.SetCommonDataFormat** and **DirectInputDevice.SetDataFormat** methods tell DirectInput what device objects will be used and how the data will be arranged.

For standard devices—the mouse, keyboard, and any game controller whose input data can be described in a **DIJOYSTATE** or **DIJOYSTATE2** type—the data format can be set simply by calling the **SetCommonDataFormat** method, passing in a constant from the **CONST\_DICOMMONDATAFORMATS** enumeration. The common data formats are adequate for most applications.

For specialized devices, you must pass a description of the data format to the **SetDataFormat** method.

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## Device Properties

[This is preliminary documentation and subject to change.]

Properties of `DirectInput` devices include the size of the data buffer, the range and granularity of values returned from an axis, whether axis data is relative or absolute, and the dead zone and saturation values for a joystick axis, which affect the relationship between the physical position of the stick and the reported data. Specialized devices may have other properties as well.

With one exception — the gain property of a force-feedback device — properties can be changed only when the device is in an unacquired state.

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#### [C++]

Before calling the `IDirectInputDevice::SetProperty` or `IDirectInputDevice::GetProperty` methods you need to set up a property structure, which consists of a `DIPROPHEADER` structure and one or more elements for data. There are potentially a great variety of properties for input devices, and `SetProperty` must be able to work with all sorts of structures defining those properties. The purpose of the `DIPROPHEADER` structure is to define the size of the property structure and how the data is to be interpreted.

`DirectInput` includes the following predefined property structures:

- **DIPROPDWORD** defines a structure containing a `DIPROPHEADER` and a `DWORD` data member, for properties that require a single value, such as a buffer size.
- **DIPROPDWORD** is for range properties, which require two values (maximum and minimum). It consists of a `DIPROPHEADER` and two `LONG` data members.

For `SetProperty`, the data members of the property structure are the values you want to set. For `GetProperty`, the current value is returned in these members.

Before the call to `GetProperty` or `SetProperty`, the `DIPROPHEADER` structure must be initialized with the following:

- The size of the property structure
- The size of the `DIPROPHEADER` structure itself
- An object identifier
- A "how" code indicating the way the object identifier should be interpreted

When getting or setting properties for a whole device, the object identifier `dwObj` is zero and the "how" code `dwHow` is `DIPH_DEVICE`. If you want to get or set properties for a device object (for example, a particular axis), the combination of `dwObj` and `dwHow` values identifies the object. For details, see the reference for the `DIPROPHEADER` structure.

After setting up the property structure, you pass the address of its header into `GetProperty` or `SetProperty`, along with an identifier for the property you want to obtain or change.

The following values are used to identify the property passed to **SetProperty** and **GetProperty**. For more information see the reference for **IDirectInputDevice::GetProperty**.

- **DIPROP\_BUFFERSIZE**. See also Buffered and Immediate Data.
- **DIPROP\_AXISMODE**. See also Relative and Absolute Axis Coordinates.
- **DIPROP\_CALIBRATIONMODE**
- **DIPROP\_GRANULARITY**
- **DIPROP\_FFGAIN**
- **DIPROP\_FFLOAD**
- **DIPROP\_AUTOCENTER**
- **DIPROP\_RANGE**
- **DIPROP\_DEADZONE**
- **DIPROP\_SATURATION**

For more information about the last three properties, see also Interpreting Joystick Axis Data.

The following example sets the buffer size for a device so that it will hold 10 data items:

```
DIPROPDWORD dipdw;  
HRESULT hres;  
dipdw.diph.dwSize = sizeof(DIPROPDWORD);  
dipdw.diph.dwHeaderSize = sizeof(DIPROPHEADER);  
dipdw.diph.dwObj = 0;  
dipdw.diph.dwHow = DIPH_DEVICE;  
dipdw.dwData = 10;  
hres = lpdiDevice->SetProperty(DIPROP_BUFFERSIZE, &dipdw.diph);
```

---

#### [\[Visual Basic\]](#)

The **DirectInputDevice.SetProperty** or **DirectInputDevice.GetProperty** methods take two parameters: a GUID alias in string form that identifies the property being set, and data of type **Any**. The data is actually passed in one of the following types:

- **DIPROPDWORD** is for properties that require a single value, such as a buffer size. The property data consists of a single **Long**.
- **DIPROPRANGE** is for range properties, which require two values (maximum and minimum). The property data consists of two **Long** data members.

For **SetProperty**, the data members of the property types are the values you want to set. For **GetProperty**, the current value is returned in these members.

In addition to the actual property data, both these types contain three other members: **IHow**, **IObj**, and **ISize**.

The values in **IHow** and **IObj** work together, with **IHow** signifying the system that is used to identify the device object whose property is being set or retrieved, and **IObj** actually identifying the device object.

If **IHow** is `DIPH_BYID`, the device object is described by a unique numerical identifier in **IObj**. This ID can be extracted from the value returned by **DirectInputDeviceObjectInstance.GetType** after device objects have been enumerated.

For most applications, it is simpler to identify the device object by its offset within the data structure established by **DirectInputDevice.SetCommonDataFormat** or **DirectInputDevice.SetDataFormat**. In this case, **IHow** is `DIPH_BYOFFSET` and **IObj** is the offset, in bytes. For the keyboard, mouse, and any game controller whose data can be returned in a `DIJOYSTATE` type, the device object can be identified by a predefined constant. See `CONST_DIKEYFLAGS`, `CONST_DIMOUSEOFS`, and `CONST_DIJOYSTICKOFS`.

The **IHow** member can also contain `DIPH_DEVICE`, which signifies that the property belongs to the entire device rather than a single device object. Buffer size is an example of such a property. When **IHow** is `DIPH_DEVICE`, **IObj** is 0.

Finally, the **ISize** member of the property type must be initialized to the size of the type. This step is necessary because **GetProperty** or **SetProperty** do not know what type is being passed.

The following strings are used to identify the property passed to **SetProperty** and **GetProperty**. For more information, see the reference for **DirectInputDevice.GetProperty**.

- `DIPROP_AXISMODE`. See also Relative and Absolute Axis Coordinates.
- `DIPROP_BUFFERSIZE`. See also Buffered and Immediate Data.
- `DIPROP_DEADZONE`
- `DIPROP_GRANULARITY`
- `DIPROP_RANGE`
- `DIPROP_SATURATION`

For more information about range, deadzone, and saturation, see also Interpreting Joystick Axis Data.

The following example sets the buffer size for a device:

' diDev is a DirectInputDevice whose data format has been set.

```
Dim diProp As DIPROPLONG
diProp.IHow = DIPH_BYDEVICE
diProp.IObj = 0
diProp.IData = 10
diProp.ISize = Len(diProp)
Call diDev.SetProperty("DIPROP_BUFFERSIZE", diProp)
```

---

## Acquiring Devices

[This is preliminary documentation and subject to change.]

Acquiring a DirectInput device means giving your application access to it. As long as a device is acquired, DirectInput is making its data available to your application. If the device is not acquired, you may manipulate its characteristics but not obtain any data.

Acquisition is not permanent. Your application may acquire and unacquire a device many times.

In certain cases, depending on the cooperative level, a device may be unacquired automatically whenever your application moves to the background. The mouse is automatically unacquired when the user clicks on a menu, because at this point Windows takes over the device.

You need to unacquire a device before changing its properties. The only exception is that you may change the gain for a force-feedback device while it is in an acquired state.

Why is the acquisition mechanism needed? There are two main reasons.

First, DirectInput has to be able to tell the application when the flow of data from the device has been interrupted by the system. For instance, if the user has switched to another application with ALT+TAB, and used the input device in that application, your application needs to know that the input no longer belongs to it and that the state of the buffers may have changed. Or consider an application with the DISCL\_FOREGROUND cooperative level. The user presses the SHIFT key, and while continuing to press it switches to another application. Then the user releases the key and switches back to the first application. As far as the first application is concerned, the SHIFT key is still down. The acquisition mechanism, by telling the application that input was lost, allows it to recover from these conditions.

Second, because your application can alter the properties of the device, without safeguards DirectInput would have to check the properties each time you wanted to retrieve data. Obviously this would be very inefficient. Even worse, potentially disastrous things could happen like a hardware interrupt accessing a data buffer just as you were changing the buffer size. So DirectInput requires your application to unacquire the device before changing properties. When you reacquire it, DirectInput looks at the properties and decides on the optimal way of transferring data from the device to the application. This is done only once, so the data retrieval methods can be very fast.

---

[C++]

Since the most common cause of losing a device is that your application moves to the background, you may want to reacquire devices whenever your application is activated. Be careful, though, about relying on a WM\_ACTIVATE handler at startup

time. The first WM\_ACTIVATE message will likely arrive when your window is being initialized, before DirectInput has been set up. To ensure that the device is acquired at startup, call **IDirectInputDevice::Acquire** as soon as the device has been initialized.

Even acquiring the device on activation of your program window might not cover all cases where a device is unacquired, especially for devices other than the standard mouse or keyboard. Because your application might unacquire a device unexpectedly, you need to have a mechanism for checking the acquisition state before attempting to get data from the device. The Scrawl sample application does this in the Scrawl\_OnMouseInput function, where a DIERR\_INPUTLOST error triggers a message to reacquire the mouse. (See also Tutorial 2: Using the Mouse.)

---

#### [Visual Basic]

Because your application might unacquire a device unexpectedly, you need to have a mechanism for checking the acquisition state before attempting to get data from the device.

[ Information incomplete for this release. ]

---

There's no harm in attempting to reacquire a device that is already acquired. Redundant calls to **Acquire** are ignored, and the device can always be unacquired with a single call to **Unacquire**.

Remember, Windows doesn't have access to the mouse when your application is using it in exclusive mode. If you want to let Windows have the mouse, you must let it go. There's an example in the Scrawl sample, which responds to a click of the right button by unacquiring the mouse, putting the Windows cursor in the same spot as its own, popping up a context menu, and letting Windows handle the input until a menu choice is made.

## DirectInput Device Data

[This is preliminary documentation and subject to change.]

This section covers the basic concepts of getting data from DirectInput devices.

- Buffered and Immediate Data
- Time Stamps and Sequence Numbers
- Polling and Events
- Relative and Absolute Axis Coordinates

Specific details about mouse, keyboard, and joystick input data, and about output data, are given in the following sections:

- Mouse Data
- Keyboard Data

- Joystick Data
  - Output Data
- 

#### [C++]

Examples of retrieving data from input devices are found in the following tutorials:

- Tutorial 1: Using the Keyboard
  - Tutorial 2: Using the Mouse
  - Tutorial 3: Using the Joystick
- 

#### [Visual Basic]

---

## Buffered and Immediate Data

[This is preliminary documentation and subject to change.]

DirectInput supplies two types of data: buffered and immediate. Buffered data is a record of events that are stored until an application retrieves them. Immediate data is a snapshot of the current state of a device.

You might use immediate data in an application that is concerned only with the current state of a device—for example, a flight combat simulation that responds to the current position of the joystick and the state of one or more buttons. Buffered data might be the better choice where events are more important than states—for example, in an application that responds to movement of the mouse and button clicks. You can also use both types of data, as you might for example if you wanted to get immediate data for joystick axes but buffered data for the buttons.

The Direct Input Quick Test application supplied with the DirectX SDK lets you see both immediate and buffered data from a device. After you create the device in the application window, set its properties on the Mode page. Now, on the Data page, you see immediate data on the left and buffered data on the right.

---

#### [C++]

An application retrieves immediate data by calling the **IDirectInputDevice::GetDeviceState** method. As the name implies, this method simply returns the current state of the device: for example, whether each button is up or down. The method provides no data about what has happened with the device since the last call, apart from implicit information you can derive by comparing the current state with the last one. If the user manages to press and release a button between two calls to **GetDeviceState**, your application won't know anything about it. On the other hand, if the user is holding a button down, **GetDeviceState** will continue reporting "button down" until the user releases it.

This way of reporting the device state is different from the way Windows reports events with one-time messages like `WM_LBUTTONDOWN`; it is more akin to the results from the Win32 **GetKeyboardState** function. If you are polling a device with

**GetDeviceState**, you are responsible for determining what constitutes a button click, a double-click, a single keystroke, and so on, and for ensuring that your application doesn't keep responding to a button-down or key-down state when it's not appropriate to do so.

With buffered data, events are stored until you're ready to deal with them. Every time a button or key is pressed or an axis is moved, information about the event is placed in a **DIDEVICEOBJECTDATA** structure in the buffer. If the buffer overflows, new data is lost. Your application reads the buffer with a call to

**IDirectInputDevice::GetDeviceData**. You can read any number of items at a time.

Reading an item normally deletes it from the buffer, but you also have the choice of peeking without deleting.

In order to get buffered data you must first set the buffer size with the **IDirectInputDevice::SetProperty** method. (See the example under Device Properties.) You set the buffer size before acquiring the device for the first time. For reasons of efficiency, the default size of the buffer is zero, and you will not be able to obtain buffered data unless you change this value. The size of the buffer is measured in items of data for that type of device, not in bytes or words.

You should check the value of the *pdwInOut* parameter after a call to the **GetDeviceData** method. The number of items actually retrieved from the buffer is returned in this variable.

#### Note

For devices that do not generate interrupts, such as analog joysticks, DirectInput does not obtain any data until you call the **IDirectInputDevice2::Poll** method. For more information, see Polling and Events.

For examples of retrieving buffered data, see **IDirectInputDevice::GetDeviceData**.

---

#### [\[Visual Basic\]](#)

An application retrieves immediate data by calling one of the following methods:

- **DirectInputDevice.GetDeviceStateKeyboard**. For devices that retrieve data in a **DIKEYBOARDSTATE** type. (For this and the following three methods, the data format must have been set by using **DirectInputDevice.SetCommonDataFormat**.)
- **DirectInputDevice.GetDeviceStateMouse**. For devices that retrieve data in a **DIMOUSESTATE** type.
- **DirectInputDevice.GetDeviceStateJoystick**. For devices that retrieve data in a **DIJOYSTATE** type.
- **DirectInputDevice.GetDeviceStateJoystick2**. For devices that retrieve data in a **DIJOYSTATE2** type.
- **DirectInputDevice.GetDeviceState**. For devices that use custom data formats, as set by using **DirectInputDevice.SetDataFormat**.

As the names imply, each of these methods simply returns the current state of the device: for example, whether each button is up or down. The method provides no data about what has happened with the device since the last call, apart from implicit information you can derive by comparing the current state with the last one. If the user manages to press and release a button between two calls to the method, your application won't know anything about it. On the other hand, if the user is holding a button down, the method will continue reporting "button down" until the user releases it.

This way of reporting the device state is different from the way Visual Basic reports events with one-time events like **Click** and **KeyDown**. If you are polling a device with one of the `GetDeviceState` methods, you are responsible for determining what constitutes a button click, a double-click, a single keystroke, and so on, and for ensuring that your application doesn't keep responding to a button-down or key-down state when it's not appropriate to do so.

With buffered data, events are stored until you're ready to deal with them. Every time a button or key is pressed or an axis is moved, information about the event is placed in a **DIDEVICEOBJECTDATA** type in the buffer. If the buffer overflows, new data is lost. Your application reads the buffer with a call to **DirectInputDevice.GetDeviceData**. You can read any number of items at a time.

Reading an item normally deletes it from the buffer, but you also have the choice of retrieving without deleting, by setting the `DIGDD_PEEK` flag.

In order to get buffered data you must first set the buffer size by using the **DirectInputDevice.SetProperty** method. (See the example under Device Properties.) You set the buffer size before acquiring the device for the first time. For reasons of efficiency, the default size of the buffer is zero, and you will not be able to obtain buffered data unless you change this value. The size of the buffer is measured in items of data for that type of device, not in bytes or words.

The return value of **GetDeviceData** tells you the number of items actually retrieved from the buffer.

### Note

For devices that do not generate interrupts, such as analog joysticks, `DirectInput` does not obtain any data until you call the **DirectInputDevice.Poll** method. For more information, see [Polling and Events](#).

---

See also:

- [Time Stamps and Sequence Numbers](#)
- [Mouse Data](#)
- [Keyboard Data](#)
- [Joystick Data](#)

---

## Time Stamps and Sequence Numbers

[This is preliminary documentation and subject to change.]

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### [C++]

When DirectInput input data is buffered (see Buffered and Immediate Data), each **DIDeviceObjectData** structure contains not only information about the type of event and the device object associated with it, but also a time stamp and a sequence number.

The **dwTimeStamp** member contains the system time in milliseconds at the time the event took place. This is equivalent to the value that would have been returned by the Win32 **GetTickCount** function, but at a higher resolution.

The **dwSequence** member contains a sequence number assigned by DirectInput. The DirectInput system keeps a single sequence counter, which is incremented by each non-simultaneous buffered event from any device. You can use this number to compare events from different devices and see which came first. The **DISEQUENCE\_COMPARE** macro takes wraparound into account.

---

### [Visual Basic]

When DirectInput input data is buffered (see Buffered and Immediate Data), each **DIDeviceObjectData** type contains not only information about the type of event and the device object associated with it, but also a time stamp and a sequence number.

The **ITimeStamp** member contains the system time in milliseconds at the time the event took place. This is equivalent to the value that would have been returned by the Win32 **GetTickCount** function, but at a higher resolution.

The **ISequence** member contains a sequence number assigned by DirectInput. The DirectInput system keeps a single sequence counter, which is incremented by each non-simultaneous buffered event from any device. You can use this number to compare events from different devices and see which came first.

---

Simultaneous events are assigned the same sequence number. If a mouse or joystick is moved diagonally, for example, the changes in the x-axis and the y-axis have the same sequence number.

### Note

Events are always placed in the buffer in chronological order, so you don't need to check the sequence numbers just to sort the events from a single device.

## Polling and Events

[This is preliminary documentation and subject to change.]

There are two ways to find out whether input data is available: by polling and by event notification.

Polling a device means regularly getting the current state of the device objects or checking the contents of the event buffer. Polling is typically used by real-time games that are never idle but are constantly updating and rendering the game world.

---

#### [C++]

In a C++ application, polling would typically be done within the message loop.

Event notification is suitable for applications like the Scrawl sample that wait for input before doing anything. To use event notification, you set up a thread synchronization object with the Win32 **CreateEvent** function and then associate this event with the device by passing its handle to the

**IDirectInputDevice::SetEventNotification** method. The event is then signaled by DirectInput whenever the state of the device changes. Your application can receive notification of the event with a Win32 function such as **WaitForSingleObject**, and then respond by checking the input buffer to find out what the event was. For sample code, see the Scrawl sample and the reference for **IDirectInputDevice::SetEventNotification**.

Some joysticks and other game devices, or particular objects on them, do not generate hardware interrupts and will not return any data or signal any events until you call the **IDirectInputDevice2::Poll** method. (This behind-the-scenes polling is not to be confused with the kind of application polling just discussed. **Poll** does not retrieve any data, but merely makes data available.)

To find out whether it is necessary to call **Poll** each time you wish to retrieve data, first set the data format for the device, then call the **IDirectInputDevice::GetCapabilities** method and check for the **DIDC\_POLLEDDATAFORMAT** flag in the **DIDEVCAPS** structure.

Do not confuse the **DIDC\_POLLEDDATAFORMAT** flag with the **DIDC\_POLLEDDEVICE** flag. The latter will be set if any object on the device requires polling. You can then find out whether this is the case for a particular object by calling the **IDirectInputDevice::GetObjectInfo** method and checking for the **DIDOI\_POLLED** flag in the **DIDeviceObjectInstance** structure.

The **DIDC\_POLLEDDEVICE** flag describes the worst case for the device, not the actual situation. For example, a HID mouse with software-controllable resolution might be marked as **DIDC\_POLLEDDEVICE** because reading the resolution information requires polling. Polling the device under these conditions is pointless if all you want is the standard button and axis data.

Nonetheless it doesn't hurt to call the **IDirectInputDevice2::Poll** method for any input device. If the call is unnecessary, it will have no effect and will be very fast.

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#### [Visual Basic]

In a Visual Basic application, polling would typically be done in the **Sub Main** procedure.

Event notification is suitable for applications like the Scrawl C++ sample that wait for input before doing anything. To use event notification, you implement **DirectXEvent** in the form or module where you wish to retrieve data. Then create an event handle by using **DirectX7.CreateEvent** and pass this handle to **DirectInputDevice.SetEventNotification**. Now, whenever an input event occurs on the device, the **DirectXEvent.DXCallback** method is called, and in your implementation of this method you can retrieve either the device state or buffered data just as you would if you were doing so in **Sub Main**.

Some joysticks and other game devices, or particular objects on them, do not generate hardware interrupts and will not return any data or signal any events until you call the **DirectInputDevice.Poll** method. (This behind-the-scenes polling is not to be confused with the kind of application polling just discussed. **Poll** does not retrieve any data, but merely makes data available.)

To find out whether it is necessary to call **Poll** each time you wish to retrieve data, first set the data format for the device, then call the **DirectInputDevice.GetCapabilities** method and check for the **DIDC\_POLLEDDATAFORMAT** flag in the **DIDEVCAPS** type.

Do not confuse the **DIDC\_POLLEDDATAFORMAT** flag with the **DIDC\_POLLEDDEVICE** flag. The latter will be set if any object on the device requires polling. You can then find out whether this is the case for a particular object by calling the **IDirectInputDevice::GetObjectInfo** method to get a **DirectInputDeviceObjectInstance** object, and then checking for the **DIDOI\_POLLED** flag in the value returned by **DirectInputDeviceObjectInstance.GetFlags**.

The **DIDC\_POLLEDDEVICE** flag describes the worst case for the device, not the actual situation. For example, a HID mouse with software-controllable resolution might be marked as **DIDC\_POLLEDDEVICE** because reading the resolution information requires polling. Polling the device under these conditions is pointless if all you want is the standard button and axis data.

Nonetheless it doesn't hurt to call the **Poll** method for any input device. If the call is unnecessary, it will have no effect and will be very fast.

---

## Relative and Absolute Axis Coordinates

[This is preliminary documentation and subject to change.]

Axis coordinates may be returned as relative values; that is, the amount by which they have changed since the last call to the **IDirectInputDevice::GetDeviceState** method or, in the case of buffered input, since the last item was put in the buffer.

Absolute axis coordinates are a running total of all the relative coordinates returned by the system since the device was acquired; in other words, they show the position of the axis in relation to a fixed point.

By default, mouse axes are reported as relative coordinates and joystick axes as absolute coordinates. You can use the **IDirectInputDevice::SetProperty** method to change the default behavior of any axis or all the axes of a device.

## Mouse Data

[This is preliminary documentation and subject to change.]

To set up the mouse device for data retrieval, first call the **IDirectInputDevice::SetDataFormat** method with the *c\_dfDIMouse* global variable as the parameter.

For maximum performance in a full-screen application, set the cooperative level to `DISCL_EXCLUSIVE | DISCL_FOREGROUND`. Note that the exclusive setting will cause the Windows cursor to disappear. Remember too that the `DISCL_FOREGROUND` setting will cause the application to lose access to the mouse when you switch to a debugging window. Changing to `DISCL_BACKGROUND` will allow you to debug the application more easily, at a cost in performance.

The following sections give more information about getting and interpreting immediate and buffered mouse data:

- Immediate Mouse Data
- Buffered Mouse Data
- Interpreting Mouse Axis Data
- Checking for Lost Mouse Input

## See also

Device Data Formats, Cooperative Levels

## Immediate Mouse Data

[This is preliminary documentation and subject to change.]

To retrieve the current state of the mouse, call **IDirectInputDevice::GetDeviceState** with a pointer to a **DIMOUSESTATE** structure. The mouse state returned in the structure includes axis data and the state of each of the buttons.

The first three members of the **DIMOUSESTATE** structure hold the axis coordinates. (See Interpreting Mouse Axis Data.)

The **rgbButtons** member is an array of bytes, one for each of four buttons. Generally the first element in the array is the left button, the second is the right button, the third is the middle button, and the fourth is any other button. The high bit is set if the button is down and clear if the button is up or not present.

## See also

Buffered and Immediate Data

### Buffered Mouse Data

[This is preliminary documentation and subject to change.]

To retrieve buffered data from the mouse, you must first set the buffer size (see Device Properties). The default size of the buffer is zero, so this step is essential. You then declare an array of **DIDEVICEOBJECTDATA** structures with the same number of elements as the buffer size.

After acquiring the device, you can examine and flush the buffer anytime by using the **IDirectInputDevice::GetDeviceData** method. (See Buffered and Immediate Data.)

Each element in the **DIDEVICEOBJECTDATA** array represents a change in state for a single object on the mouse. For instance, a typical mouse contains four objects or input sources: x-axis, y-axis, button 0 and button 1. If the user presses button 0 and moves the mouse diagonally, the array passed to

**IDirectInputDevice::GetDeviceData** will have three elements filled in: an element for button 0 being pressed, an element for the change in the x-axis, and an element for the change in the y-axis.

You can determine which object an element in the array refers to by checking the **dwOfs** member of the **DIDEVICEOBJECTDATA** structure against the following values:

- DIMOFS\_BUTTON0 to DIMOFS\_BUTTON3
- DIMOFS\_X
- DIMOFS\_Y
- DIMOFS\_Z

Each of these values is derived from the offset of the data for the object in a **DIMOUSESTATE** structure. For example, DIMOFS\_BUTTON0 is equivalent to the offset of **rgbButtons[0]** in the **DIMOUSESTATE** structure. With the macros you can use simple comparisons to determine which device object is associated with an item in the buffer. For example:

```
DIDEVICEOBJECTDATA *lpdidod;
int n;
.
.
.
/* MouseButton is an array of DIDEVICEOBJECTDATA structures
   that has been set by a call to GetDeviceData.
   n is incremented in a loop that examines all filled elements
   in the array. */
lpdidod = &MouseButton[n];
```

```
if (( (int) lpdidod->dwOfs == DIMOFS_BUTTON0)
    && (lpdidod->dwData & 0x80))
{
    ; // do something in response to left button press
}
```

The data for the change of state of the device object is located in the **dwData** member of the **DIDEVICEOBJECTDATA** structure. For axes, the coordinate value is returned in this member. For button objects, only the low byte of **dwData** is significant; the high bit of this byte is set if the button was pressed and clear if the button was released. In other words, the button was pressed if (**dwData & 0x80**) is nonzero.

For more information on the other members of the **DIDEVICEOBJECTDATA** structure, see Time Stamps and Sequence Numbers.

## Interpreting Mouse Axis Data

[This is preliminary documentation and subject to change.]

The data returned for the x-axis and y-axis of a mouse indicates the movement of the mouse itself, not the cursor. The units of measurement, sometimes called mickeys, are based on the actual values returned by the mouse hardware. Because DirectInput communicates directly with the mouse driver, the values for mouse speed and acceleration set by the user in Control Panel do not affect this data.

Axis data returned from the mouse can be either relative or absolute. (See Relative and Absolute Axis Coordinates.) Because a mouse is a relative device—unlike a joystick, it does not have a home position—relative data is returned by default.

The axis mode, which specifies whether relative or absolute data should be returned, is a property that can be changed before the device is acquired. (See Device Properties.) To set the axis mode to absolute, call **IDirectInputDevice::SetProperty** with the **DIPROP\_AXISMODE** value in the *rguidProp* parameter and with **DIPROPAXISMODE\_ABS** in the **dwData** member of the **DIPROPDWORD** structure.

When the axis mode for the mouse is set to relative, the axis coordinate represents the number of mickeys that the device has been moved along the axis since the last value was returned. A negative value indicates that the mouse was moved to the left for the x-axis, or away from the user for the y-axis, or that the z-axis (the wheel) was rotated back. Positive values indicate movement in the opposite direction.

When the axis mode is set to absolute, the coordinates are simply a running total of all relative motions received by DirectInput. The axis coordinates are not initialized to any particular value when the device is acquired, so your application should treat absolute values as relative to an unknown origin. You can record the current absolute position whenever the device is acquired and save it as the "virtual origin." This virtual origin can then be subtracted from subsequent absolute coordinates retrieved

from the device to compute the relative distance the mouse has moved from the point of acquisition.

The data returned for the axis coordinates is also affected by the granularity property of the device. For the x-axis and y-axis of the mouse, granularity is normally 1, meaning that the minimum change in value is 1. For the wheel axis it may be larger.

## Checking for Lost Mouse Input

[This is preliminary documentation and subject to change.]

Because Windows may force your application to unacquire the mouse when you have set the cooperative level to `DISCL_FOREGROUND` and the focus switches to another application or even to the menu in your own application, you should check for the `DIERR_INPUTLOST` return value from the

**`IDirectInputDevice::GetDeviceData`** or **`IDirectInputDevice::GetDeviceState`** methods, and attempt to reacquire the mouse if necessary. (See Acquiring Devices.)

### Note

You should not attempt to reacquire the mouse on getting a `DIERR_NOTACQUIRED` error. If you do, you are likely to get caught in an infinite loop: acquisition will fail, you will get another `DIERR_NOTACQUIRED` error, and so on.

## Keyboard Data

[This is preliminary documentation and subject to change.]

As far as `DirectInput` is concerned, the keyboard is not a text input device but a game pad with many buttons. When your application requires text input, don't use `DirectInput` methods; it is far easier to retrieve the data from the normal Windows messages, where you can take advantage of services such as character repeat and translation of physical keys to virtual keys. This is particularly important for languages other than English, which may require special translation of key presses.

To set up the keyboard device for data retrieval, you must first call the **`IDirectInputDevice::SetDataFormat`** method with the `c_dfDIKeyboard` global variable as the parameter. (See Device Data Formats.)

The following sections give more information about obtaining and interpreting keyboard data:

- Immediate Keyboard Data
- Buffered Keyboard Data
- Interpreting Keyboard Data
- Checking for Lost Keyboard Input

## Immediate Keyboard Data

[This is preliminary documentation and subject to change.]

To retrieve the current state of the keyboard, call the **IDirectInputDevice::GetDeviceState** method with a pointer to an array of 256 bytes that will hold the returned data.

The **GetDeviceState** method behaves in the same way as the Win32 **GetKeyboardState** function, returning a snapshot of the current state of the keyboard. Each key is represented by a byte in the array of 256 bytes whose address was passed as the *lpvData* parameter. If the high bit of the byte is set, the key is down. The array is most conveniently indexed with the DirectInput Keyboard Device Constants. (See also Interpreting Keyboard Data.)

Here is an example that does something in response to the ESC key being down:

```
// LPDIRECTINPUTDEVICE lpdiKeyboard; // previously initialized
// and acquired

BYTE diKeys[256];
if (lpdiKeyboard->GetDeviceState(256, diKeys) == DI_OK)
{
    if (diKeys[DIK_ESCAPE] & 0x80) DoSomething();
}
```

## Buffered Keyboard Data

[This is preliminary documentation and subject to change.]

To retrieve buffered data from the keyboard, you must first set the buffer size (see Device Properties). This step is essential, because the default size of the buffer is zero. You then declare an array of **DIDEVICEOBJECTDATA** structures with the same number of elements as the buffer size.

After acquiring the keyboard device, you can examine and flush the buffer anytime by using the **IDirectInputDevice::GetDeviceData** method. (See Buffered and Immediate Data.)

Each element in the **DIDEVICEOBJECTDATA** array represents a change in state for a single key; that is, a press or release. Because DirectInput gets the data directly from the keyboard, any settings for character repeat in Control Panel are ignored. This means that a keystroke is only counted once, no matter how long the key is held down.

You can determine which key an element in the array refers to by checking the **dwOfs** member of the **DIDEVICEOBJECTDATA** structure against the DirectInput Keyboard Device Constants. (See also Interpreting Keyboard Data.)

The data for the change of state of the key is located in the **dwData** member of the **DIDEVICEOBJECTDATA** structure. Only the low byte of **dwData** is significant;

the high bit of this byte is set if the key was pressed and clear if it was released. In other words, the key was pressed if (**dwData & 0x80**) is nonzero.

## Interpreting Keyboard Data

[This is preliminary documentation and subject to change.]

This section covers the identification of keys for which data is reported by the **IDirectInputDevice::GetDeviceState** and **IDirectInputDevice::GetDeviceData** methods. For more information on interpreting the data from **GetDeviceData**, see Time Stamps and Sequence Numbers.

In one important respect, DirectInput differs from other ways of reading the keyboard in Windows. Keyboard data refers not to virtual keys but to the actual physical keys; that is, the scan codes. **DIK\_ENTER**, for example, refers to the ENTER key on the main keyboard but not to the one on the numerical keypad. (For a list of the **DIK\_\*** values, see Keyboard Device Constants.)

DirectInput defines a constant for each key on the enhanced keyboard as well as the additional keys found on international keyboards. Because NEC keyboards support different scan codes than the PC-enhanced keyboards, DirectInput translates NEC key scan codes into PC-enhanced scan codes where possible.

Not all PC-enhanced keyboards have the Windows keys (**DIK\_LWIN**, **DIK\_RWIN**, and **DIK\_APPS**). There is no way to determine whether the keys are physically available.

Laptops and other small computers often do not implement a full set of keys. Instead, some keys (typically numeric keypad keys) are multiplexed with other keys, selected by an auxiliary mode key, which does not generate a separate scan code.

If the keyboard subtype indicates a PC XT or PC AT keyboard, then the following keys are not available: **DIK\_F11**, **DIK\_F12**, and all the extended keys (**DIK\_\*** values greater than **0x7F**). Furthermore, the PC XT keyboard lacks **DIK\_SYSRQ**.

Japanese keyboards, particularly the NEC PC-98 keyboards, contain a substantially different set of keys than U.S. keyboards. For more information, see DirectInput and Japanese Keyboards.

## Checking for Lost Keyboard Input

[This is preliminary documentation and subject to change.]

Because Windows may force your application to unacquire the keyboard when you have set the cooperative level to **DISCL\_FOREGROUND** and the focus switches to another application, you should check for the **DIERR\_INPUTLOST** return value from the **IDirectInputDevice::GetDeviceData** or **IDirectInputDevice::GetDeviceState** methods, and attempt to reacquire the keyboard if necessary. (See Acquiring Devices.)

### Note

You should not attempt to reacquire the keyboard on getting a `DIERR_NOTACQUIRED` error. If you do, you are likely to get caught in an infinite loop: acquisition will fail, you will get another `DIERR_NOTACQUIRED` error, and so on.

## Joystick Data

[This is preliminary documentation and subject to change.]

To set up the joystick device for data retrieval, first call the **IDirectInputDevice::SetDataFormat** method with the `c_dfDIJoystick` or `c_dfDIJoystick2` global variable as the parameter. (See Device Data Formats.)

Because some device drivers do not notify DirectInput of changes in state until explicitly asked to do so, you should always call the **IDirectInputDevice2::Poll** method before attempting to retrieve data from the joystick. For more information, see Polling and Events.

The following sections cover getting and interpreting data from a joystick or other similar input device such as a game pad or flight yoke:

- Immediate Joystick Data
- Buffered Joystick Data
- Interpreting Joystick Axis Data
- Checking for Lost Joystick Input

### Immediate Joystick Data

[This is preliminary documentation and subject to change.]

To retrieve the current state of the joystick, call the **IDirectInputDevice::GetDeviceState** method with a pointer to a **DIJOYSTATE** or **DIJOYSTATE2** structure, depending on whether the data format was set with `c_dfDIJoystick` or `c_dfDIJoystick2`. (See Device Data Formats.) The joystick state returned in the structure includes the coordinates of the axes, the state of the buttons, and the state of the point-of-view controllers.

The first seven members of the **DIJOYSTATE** structure hold the axis coordinates. The last of these, **rglSlider**, is an array of two values. (See Interpreting Joystick Axis Data.)

The **rgdwPOV** member contains the position of up to four point-of-view controllers in hundredths of degrees clockwise from north (or forward). The center position is reported as `-1`. For controllers that have only five positions, **dwPOV** will be one of the following values:

`-1`  
`0`  
`90 * DI_DEGREES`

180 \* DI\_DEGREES  
270 \* DI\_DEGREES.

### Note

Some drivers report a value of 65,535 instead of -1 for the neutral position. You should check for a centered POV indicator as follows:

```
BOOL POVCentered = (LOWORD(dwPOV) == 0xFFFF);
```

The **rgbButtons** member is an array of bytes, one for each of 32 or 128 buttons, depending on the data format. For each button, the high bit is set if the button is down and clear if the button is up or not present.

The **DIJOYSTATE2** structure has additional members for information about the velocity, acceleration, force, and torque of the axes.

### See also

Buffered and Immediate Data

### Buffered Joystick Data

[This is preliminary documentation and subject to change.]

To retrieve buffered data from the joystick, you must first set the buffer size (see Device Properties) and declare an array of **DIDEVICEOBJECTDATA** structures. The number of elements required in this array is the same as the buffer size. After acquiring the device, you can examine and flush the buffer anytime with the **IDirectInputDevice::GetDeviceData** method. (See Buffered and Immediate Data.)

Each element in the **DIDEVICEOBJECTDATA** array represents a change in state for a single object on the joystick. For instance, a simple joystick contains four objects or input sources: x-axis, y-axis, button 0 and button 1. If the user presses button 0 and moves the stick diagonally, the array passed to **IDirectInputDevice::GetDeviceData** will have three elements filled in: an element for button 0 being pressed, an element for the change in the x-axis, and an element for the change in the y-axis.

You can determine which object an element in the array refers to by checking the **dwOfs** member of the **DIDEVICEOBJECTDATA** structure against the following values:

- DIJOFS\_X
- DIJOFS\_Y
- DIJOFS\_Z
- DIJOFS\_Rx
- DIJOFS\_Ry
- DIJOFS\_Rz

- DIJOFS\_BUTTON0 to DIJOFS\_BUTTON31 or DIJOFS\_BUTTON(*n*)
- DIJOFS\_POV(*n*)
- DIJOFS\_SLIDER(*n*)

Each of these values is equivalent to the offset of the data for the object in a **DIJOYSTATE** structure. For example, DIJOFS\_BUTTON0 is equivalent to the offset of **rgbButtons[0]** in the **DIJOYSTATE** structure. You can use simple comparisons to determine which device object is associated with an item in the buffer. For example:

```
DIDEVICEOBJECTDATA *lpdidod;
int          n;
.
.
.
/* JoyBuffer is an array of DIDEVICEOBJECTDATA structures
   that has been set by a call to GetDeviceData.
   n is incremented in a loop that examines all filled elements
   in the array. */
lpdidod = &JoyBuffer[n];
if (( (int) lpdidod->dwOfs == DIJOFS_BUTTON0)
    && (lpdidod->dwData & 0x80))
{
    ; // do something in response to press of primary button
}
```

The data for the change of state of the device object is located in the **dwData** member of the **DIDEVICEOBJECTDATA** structure. For axes, the coordinate value is returned in this member. For button objects, only the low byte of **dwData** is significant; the high bit of this byte is set if the button is pressed and clear if the button is released.

For the other members, see Time Stamps and Sequence Numbers.

## Interpreting Joystick Axis Data

[This is preliminary documentation and subject to change.]

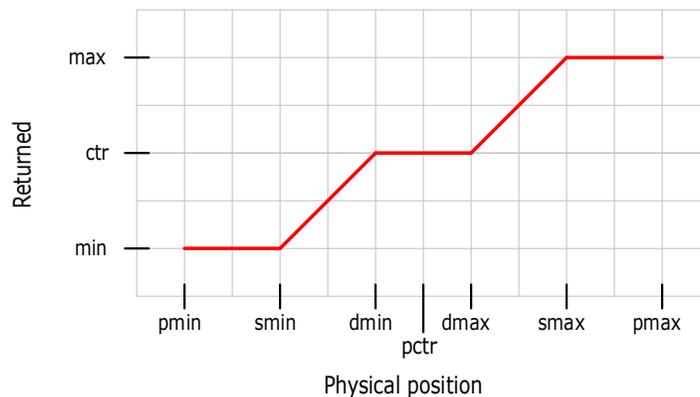
Axis values for the joystick are like those for the mouse: the value returned for the x-axis is greater as the stick moves to the right, and the value for the y-axis increases as the stick moves toward the user.

Data is in arbitrary units determined by the range property of the axis. For example, if the range for the stick's x-axis is 0 to 10,000, a unit is one ten-thousandth of the stick's left-right travel, and the center position is 5,000. For some axes the granularity property may be greater than 1, in which case values will be rounded off; for example, if the granularity is 10 then values will be reported as 0, 10, 20, and so on.

Axis data is also affected by the dead zone, a region around the center position in which motion is ignored. The dead zone provides tolerance for a slight deviation from the true center position for either or both axes of the stick. An axis value within the range of the dead zone is reported as true center.

The saturation property of an axis is a zone of tolerance at the minimum and maximum of the range. An axis value within this zone is reported as the minimum or maximum value. The purpose of the saturation property is to allow for slight differences between, for example, the minimum x-axis value reported at the top left and bottom left positions of the stick.

The following diagram shows the effect of the dead zone and the saturation zones. The vertical axis represents the returned axis values, where *min* and *max* are the lower and upper limits of the reported range and *ctr* is the reported center. The horizontal axis shows the physical position of the stick, where *pmin* and *pmax* are the extremes of the physical range, *pctr* is neutral position of the axis, *dmin* and *dmax* are the limits of the dead zone, and *smin* and *smax* are the boundaries of the lower and upper saturation zones. The lower saturation zone lies between *pmin* and *smin*; the upper saturation zone lies between *smax* and *pmax*; and the dead zone lies between *dmin* and *dmax*.



For more information on joystick properties, see the following:

- **IDirectInputDevice::GetProperty**
- **IDirectInputDevice::SetProperty**
- **DIPROP\_RANGE**

Axis coordinates from the joystick can be either relative or absolute. (See Relative and Absolute Axis Coordinates.) Because a joystick is an absolute device—unlike a mouse, it cannot travel infinitely far along any axis—absolute data is returned by default.

The axis mode, which specifies whether relative or absolute data should be returned, is a property that can be changed before the device is acquired. (See Device Properties.) To set the axis mode to relative, call the **IDirectInputDevice::SetProperty** method with the **DIPROP\_AXISMODE** value in

the *rguidProp* parameter and with `DIPROPAXISMODE_REL` in the **dwData** member of the **DIPROPDWORD** structure.

When the axis mode for the joystick is set to relative, the axis coordinate represents the number of units of movement along the axis since the last value was returned.

## Checking for Lost Joystick Input

[This is preliminary documentation and subject to change.]

If you are using the joystick in foreground mode (see Cooperative Levels) you may lose the device when the focus shifts to another application.

You can check for the `DIERR_INPUTLOST` return value from the **IDirectInputDevice::GetDeviceData** or **IDirectInputDevice::GetDeviceState** methods, and attempt to reacquire the joystick if necessary. (See Acquiring Devices.)

### Note

You should not attempt to reacquire the joystick on getting a `DIERR_NOTACQUIRED` error. If you do, you are likely to get caught in an infinite loop: acquisition will fail, you will get another `DIERR_NOTACQUIRED` error, and so on.

Because access to the joystick is not going to be lost except when your application moves to the background—unlike the mouse and keyboard, the joystick is never used by the Windows system—an alternative method is to reacquire the device in response to a `WM_ACTIVATE` message.

## Output Data

[This is preliminary documentation and subject to change.]

Human Interface Devices may accept output as well as generating input. The **IDirectInputDevice2::SendDeviceData** method is used to send packets of data to such devices.

**SendDeviceData** may be viewed as **IDirectInputDevice::GetDeviceData** in reverse. Like that method, it uses the **DIDEVICEOBJECTDATA** structure as the basic unit of data. In this case, however, the **dwOfs** member contains the instance ID of the device object associated with the data, rather than its offset in the data format for the device. (Because offset identifiers exist only for device objects that provide input in the selected data format, an object that only accepts output may not even have an offset.) The **dwData** member contains whatever data is appropriate for the object. The **dwTimeStamp** and **dwSequence** members are not used and must be set to zero.

To send data to the device, you first set up an array of **DIDEVICEOBJECTDATA** structures, fill the required number of elements with data, then pass its address and the number of elements used to **SendDeviceData**. Data for different device objects is combined into a single packet that is then sent to the device.

The form of the data packet is specific to the device, as is the treatment of unused fields in the packet. Some devices may treat fields as optional, meaning that if no data is supplied, the state of the object remains unchanged. More commonly, all fields are significant, even when you do not specifically supply data for them. For example, if you send data to a single keyboard LED, it is assumed that the data for the other two LEDs is zero and they will be turned off. However, you can override this behavior by using the DISDD\_CONTINUE flag, in which case the data for the other two LEDs will be the value you most recently sent them.

The following function, when called repeatedly, causes the LEDs on the keyboard, as represented by the **IDirectInputDevice2** interface *pdev*, to flash in a recurring pattern. The device object identifiers, *NumLockID*, *CapsLockID*, and *ScrollLockID*, have previously been obtained from the **dwType** member of the **DIDeviceObjectInstance** structure, either during enumeration of device objects or by calling **IDirectInputDevice2::GetObjectInfo**. It is assumed that the high bit of the data byte determines the state of the LED.

```
void FlashLEDs(void)
{
    static int    rgiBits[] = { 1, 2, 4, 2 };
    static int    iLooper = 0;
    DWORD        cdod = 3;           // number of items
    DIDEVICEOBJECTDATA rgdod[3];
    HRESULT      hres;

    // Must clear dwTimeStamp and dwSequence
    ZeroMemory(rgdod, sizeof(rgdod));

    rgdod[0].dwOfs = NumLockID;
    rgdod[1].dwOfs = CapsLockID
    rgdod[2].dwOfs = ScrollLockID;

    rgdod[0].dwData = (rgiBits[iLooper] & 1) ? 0x80 : 0;
                        // 1,0,0,0,...
    rgdod[1].dwData = (rgiBits[iLooper] & 2) ? 0x80 : 0;
                        // 0,1,0,1,...
    rgdod[2].dwData = (rgiBits[iLooper] & 4) ? 0x80 : 0;
                        // 0,0,1,0,...

    iLooper = (iLooper + 1) % ARRAYSIZE(rgiBits); // loops from 0 to 3

    hres = IDirectInputDevice2_SendDeviceData(pdev,
        sizeof(DIDEVICEOBJECTDATA),
        rgdod, &cdod, 0);
}
}
```

## Force Feedback

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

Force feedback is the generation of push or resistance in an input/output device, for example by motors mounted in the base of a joystick. DirectInput allows you to generate force-feedback effects for devices that have compatible drivers.

The following sections introduce the elements of force feedback:

- Basic Concepts of Force Feedback
- Effect Enumeration
- Information About a Supported Effect
- Creating an Effect
- Effect Direction
- Examples of Setting Effect Direction
- Envelopes and Offsets
- Effect Playback
- Downloading and Unloading Effects
- Changing an Effect
- Gain
- Force-Feedback State
- Effect Object Enumeration
- Constant Forces
- Ramp Forces
- Periodic Effects
- Conditions
- Custom Forces
- Device-Specific Effects

To enumerate, create, and manipulate effects, you must first obtain a pointer to the **IDirectInputDevice2** interface for the force-feedback device. For an example of how to do this, see *Creating the DirectInput Device*.

---

---

## Basic Concepts of Force Feedback

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

A particular instance of force feedback is called an *effect*, and the push or resistance is called the *force*. Most effects fall into one of the following categories:

- *Constant force*. A steady force in a single direction.
- *Ramp force*. A force that steadily increases or decreases in magnitude.
- *Periodic effect*. A force that pulsates according to a defined wave pattern.
- *Condition*. A force that occurs only in response to input by the user. Two examples are a friction effect that generates resistance to movement of the joystick, and a spring effect that tends to move the stick back to a certain position after it has been moved from that position.

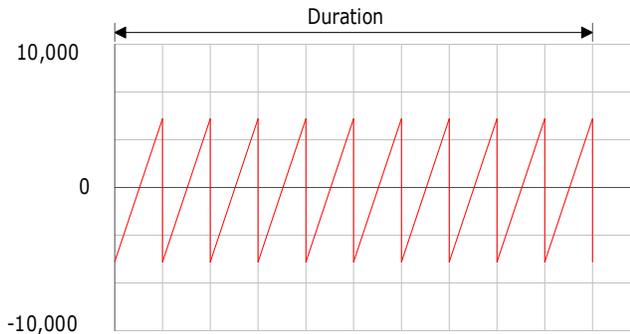
The strength of the force is called its *magnitude*. Magnitude is measured in units ranging from zero (no force) to 10,000 (maximum force for the device, defined in Dinput.h as DI\_FFNO MINALMAX). A negative value indicates force in the opposite direction. Magnitudes are linear: a force of 10,000 is twice as great as one of 5,000.

Ramp forces have a beginning and ending magnitude. For a periodic effect, the basic magnitude is the force at the peak of the wave.

The *direction* of a force is the direction from which it comes; just as a north wind comes from the north, a positive force on an given axis pushes from the positive toward the negative.

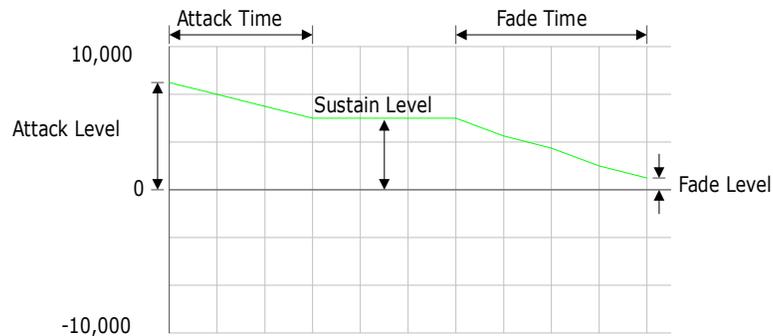
Effects also have *duration*, measured in microseconds. Periodic effects have a *period*, or the duration of one cycle, also measured in microseconds. The *phase* of a periodic effect is the point along the wave where playback begins.

The following diagram represents a sawtooth periodic effect with a magnitude of 5,000, or half the maximum force for the device. The horizontal axis represents the duration of the effect, and the vertical axis represents the magnitude. Points above the center line represent positive force in the direction defined for the effect, and points below the center line represent negative force, or force in the opposite direction.

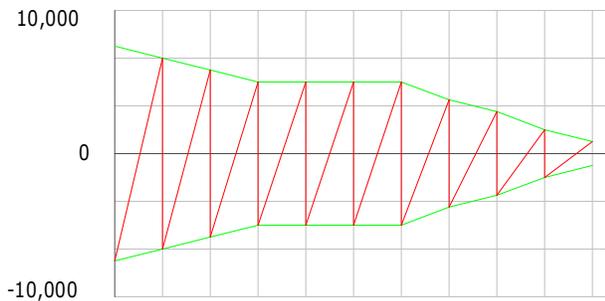


A force may be further shaped by an *envelope*. An envelope defines an *attack value* and a *fade value*, which modify the beginning and ending magnitude of the effect. Attack and fade also have duration, which determines how long the magnitude takes to reach or fall away from the *sustain value*, the magnitude in the middle portion of the effect.

The following diagram represents an envelope. The attack level is set to 8,000 and the fade level to 1,000. The sustain level will be defined by the basic magnitude of the force to which the envelope is being applied; in the example it is 5,000. Note that in this case the attack is greater than the sustain, giving the effect an initial strong kick. Both the attack and the fade level can be either greater or lesser than the sustain level.



The next diagram shows the result of the envelope being applied to the periodic effect in the first diagram. Note that the envelope is mirrored on the negative side of the magnitude. An attack value of 8,000 means that the initial magnitude of the force in either direction will be 80 percent of the maximum possible.



Periodic effects and conditions can also be modified by the addition of an *offset*, which defines the amount by which the waveform is shifted up or down from the base level. The practical effect of applying a positive offset to the sawtooth example would be to strengthen the positive force and weaken the negative one — in other words, the force would peak more strongly in one direction than in the other.

Finally, the overall magnitude of an effect can be scaled by *gain*, which is analogous to a volume control in audio. A single gain value can be applied to all effects for a device; you might want to do this to compensate for stronger or weaker forces on different hardware, or to accommodate the user's preferences.

---

## Effect Enumeration

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

The **IDirectInputDevice2::EnumEffects** method returns information about the support offered by the device for various kinds of effects.

It is important to distinguish between *supported effects* and *created effects*, or *effect objects*. A supported effect might be a constant force that can be shaped by an envelope. However, this effect has no properties such as magnitude, direction, duration, attack, or fade. You set these properties when you create an effect object in your application. A supported effect may be represented by many effect objects, each with different parameters—for example, several constant forces each with different duration, magnitude, and direction.

For information on enumerating created effects, see Effect Object Enumeration.

Like other DirectInput enumerations, the **IDirectInputDevice2::EnumEffects** method requires a callback function; this is documented with the placeholder name **DIEnumEffectsProc**, but you can use a different name if you wish. This function is

called for each effect enumerated. Within the function you can obtain the GUID for each effect, get information about the extent of hardware support, and create one or more effect objects whose methods you can use to manipulate the effect.

Here is a skeletal C++ example of the callback function, and the call to the **IDirectInputDevice2::EnumEffects** method that sets the enumeration in motion. Note that the *pvRef* parameter of the callback can be any 32-bit value; in this case it is a pointer to the device interface, used for getting information about effects supported by the device and for creating effect objects.

```

HRESULT hr;
// LPDIRECTINPUTDEVICE lpdid2; // already initialized

BOOL CALLBACK DIEnumEffectsProc(LPCDIEFFECTINFO pdei,
                                LPVOID pvRef)
{
    LPDIRECTINPUTDEVICE2 lpdid = pvRef; // pointer to calling device
    LPDIRECTINPUTEFFECT lpdieffect; // pointer to created effect
    DIEFFECT diEffect; // params for created effect
    DICONSTANTFORCE diConstantForce; // type-specific parameters
    // for diEffect

    if (DIEF_GETTYPE(pdei->dwEffType) == DIEFFT_CONSTANTFORCE)
    {
        /* Here you can extract information about support for the
        effect type (from pdei), and tailor your effects
        accordingly. For example, the device might not support
        envelopes for this type of effect. */
        .
        .
        .
        // Create one or more constant force effects.
        // For each you have to initialize a DICONSTANTFORCE
        // and a DIEFFECT structure.
        // See detailed example at Creating an Effect
        .
        .
        .
        hr = lpdid->CreateEffect(pdei->guid,
                                &diEffect,
                                &lpdieffect,
                                NULL);
        .
        .
        .
    }
}

```

```
// And so on for other types of effect
.
.
.

return DIENUM_CONTINUE;
} // end of callback
.
.
.
// Set the callback into motion
hr = lpdid2->EnumEffects(&EnumEffectsProc,
                        lpdid2, DIEFT_ALL);
```

For more information on how to initialize an effect, see [Creating an Effect](#).

---

## Information About a Supported Effect

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

The **IDirectInputDevice2::GetEffectInfo** method can be used to retrieve information about the device's support for an effect. It retrieves the same information that is returned in the **DIEFFECTINFO** structure during enumeration. For more information, see [Effect Enumeration](#).

The following C++ example fetches information about an enumerated effect whose GUID is stored in the *EffectGuid* variable:

```
DIEFFECTINFO diEffectInfo;
diEffectInfo.dwSize = sizeof(DIEFFECTINFO);
lpdid2->GetEffectInfo(&diEffectInfo, EffectGuid);
```

---

## Creating an Effect

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

**[C++]**

You create an effect object by using the **IDirectInputDevice2::CreateEffect** method, as in the following C++ example, where *pdev2* points to an instance of the interface. This example creates a very simple effect that will pull the joystick away from the user at full force for half a second.

```

HRESULT hr;
LPDIRECTINPUTEFFECT lpdiEffect; // receives pointer to created effect
DIEFFECT diEffect;           // parameters for created effect

DWORD  dwAxes[2] = { DIJOFS_X, DIJOFS_Y };
LONG   lDirection[2] = { 18000, 0 };

DICONSTANTFORCE diConstantForce;

diConstantForce.lMagnitude = DI_FFNO MINALMAX; // full force

diEffect.dwSize = sizeof(DIEFFECT);
diEffect.dwFlags = DIEFF_POLAR | DIEFF_OBJECTOFFSETS;
diEffect.dwDuration = 0.5 * DI_SECONDS;
diEffect.dwSamplePeriod = 0;           // = default
diEffect.dwGain = DI_FFNO MINALMAX;    // no scaling
diEffect.dwTriggerButton = DIEB_NOTRIGGER; // not a button response
diEffect.dwTriggerRepeatInterval = 0;   // not applicable
diEffect.cAxes = 2;
diEffect.rgdwAxes = &dwAxes;
diEffect.rglDirection = &lDirection;
diEffect.lpEnvelope = NULL;
diEffect.cbTypeSpecificParams = sizeof(DICONSTANTFORCE);
diEffect.lpvTypeSpecificParams = &diConstantForce;

hr = pdev2->CreateEffect(GUID_ConstantForce,
                        &diEffect,
                        &lpdiEffect,
                        NULL);

```

In the method call, the first parameter identifies the supported effect with which the created effect is to be associated. The example uses one of the predefined GUIDs found in *Dinput.h*. Note that if you use a predefined GUID, the call will fail if the device doesn't support the effect.

The second parameter sets the parameters as specified in the **DIEFFECT** structure.

The third parameter receives a pointer to the effect object if the call is successful.

The **DIEFF\_POLAR** flag specifies the type of coordinates used for the direction of the force. (See Effect Direction.) It is combined with **DIEFF\_OBJECTOFFSETS**,

which indicates that any buttons or axes used in other members will be identified by their offsets within the **DIDATAFORMAT** structure for the device. The alternative is to use the **DIEFF\_OBJECTIDS** flag, signifying that buttons and axes will be identified by the **dwType** member of the **DIDEVICEOBJECTINSTANCE** structure returned for the object when it was enumerated with the **IDirectInputDevice::EnumObjects** method.

For more information on the members of the **DIEFFECT** structure, see Effect Direction.

---

## Effect Direction

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

Directions can be defined for one or more axes. As with the mouse and joystick, the x-axis increases from left to right, and the y-axis increases from far to near. For three-dimensional devices, the z-axis increases from up to down.

The direction of an effect is the direction from which it comes. An effect with a direction along the negative y-axis tends to push the stick along the positive y-axis (toward the user). It is somewhat easier to visualize the axis values of a direction if you imagine the user exerting a counteracting force on the device. If the user must push the stick toward the left in order to counteract an effect, the effect has a "left" direction; that is, it lies on the negative x-axis.

Direction can be expressed in *polar*, *spherical*, or *Cartesian* coordinates.

Polar coordinates are expressed as a single angle, in hundredths of degrees clockwise from whatever zero-point, or true north, has been established for the effect. Normally this is the negative y-axis; that is, away from the user. Thus an effect with a polar coordinate of 9,000 normally has a direction of east, or to the user's right, and the user must exert force to the right in order to counteract it.

Spherical coordinates are also in hundredths of degrees but may contain two or more angles; for each angle, the direction is rotated in the positive direction of the next axis. For a three-dimensional device, the first angle would normally be rotated from the positive x-axis toward the positive y-axis (clockwise from east); the second angle would be rotated toward the positive z-axis (down). Thus a force with a direction of (0, 0) would be to the user's right and parallel to the tabletop. A direction of 27,000 for the first angle and 4,500 for the second would be directly away from the user (270 degrees clockwise from east) and angling toward the floor (45 degrees downward from the tabletop); to counteract a force with this direction, the user would have to push forward and down.

Cartesian coordinates are similar to 3-D vectors. If you draw a straight line on graph paper with an origin of (0, 0) at the center of the page, the direction of the line can be defined by the coordinates of any intersection it crosses, regardless of the distance from the origin. A direction of (1, -2) and a direction of (5, -10) are exactly the same.

### Note

The coordinates used in creating force-feedback effects define only direction, not magnitude or distance.

When an effect is created or modified, the **cAxes**, **rgdwAxes**, and **rglDirection** members of the **DIEFFECT** structure are used to specify the direction of the force.

The **cAxes** member simply specifies the number of elements in the arrays pointed to by the next two members.

The array pointed to by **rgdwAxes** identifies the axes. If the **DIEFF\_OBJECTOFFSETS** flag has been set, the axes are identified by the offsets within the data format structure. These offsets are most readily identified by using the **DIJOFS\_\*** defines. (For a list of these values, see Joystick Device Constants.)

Finally, the **rglDirection** member specifies the direction of the force.

### Note

The **cAxes** and **rgdwAxes** members cannot be modified once they have been set. An effect always has the same axis list.

Regardless of whether you are using Cartesian, polar, or spherical coordinates, you must provide exactly as many elements in **rglDirection** as there are axes in the array pointed to by **rgdwAxes**.

In the polar coordinate system, "north" (zero degrees) lies along the vector (0, -1), where the elements of the vector correspond to the elements in the axis list pointed to by **rgdwAxes**. Normally those axes are x and y, so north is directly along the negative y-axis; that is, away from the user. The last element of *rglDirection* must be zero.

In the example under Creating an Effect, the direction of a two-dimensional force is defined in polar coordinates. The force has a south direction—it comes from the direction of the user, so that the user has to pull the stick to counteract it. The direction is 180 degrees clockwise from north, and can be assigned as follows:

```
LONG lDirection[2] = { 18000, 0 };
```

For greater clarity, the assignment could also be expressed this way:

```
LONG lDirection[2] = { 180 * DI_DEGREES, 0 };
```

For spherical coordinates, presuming that you are working with a three-axis device, the same direction is assigned as follows:

```
LONG lDirection[3] = { 90 * DI_DEGREES, 0, 0 }
```

The reference for the **DIEFFECT** structure tells us that the first angle is measured in hundredths of degrees from the (1, 0) direction, rotated in the direction of (0, 1); the second angle is measured in hundredths of degrees towards (0, 0, 1). The elements of the vector notation again correspond to elements in the array pointed to by the **rgdwAxes** member. Suppose the elements of this array represent the x, y, and z axes, in that order. The point of origin is at x = 1 and y = 0; that is, to the user's right. The direction of rotation is toward the positive y-axis (0, 1); that is, toward the user, or clockwise. The force in the example is 90 degrees clockwise from the right; that is, south. Because the second element of *IDirection* is 0, there is no rotation on the third axis.

How do you accomplish the same thing with Cartesian coordinates? Presuming you have used the DIEFF\_CARTESIAN flag in the **dwFlags** member, you would specify the direction like this:

```
LONG   IDirection[2] = { 0, 1 };
```

Here again the elements of the array correspond to the axes listed in the array pointed to by **rgdwAxes**. The example sets the x-axis to zero and the y-axis to 1; that is, the direction lies directly along the positive y-axis, or to the south.

The theory of effect directions can be difficult to grasp, but the practice is fairly straightforward. For sample code, see Examples of Setting Effect Direction.

---

## Examples of Setting Effect Direction

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

#### Single-Axis Effects

Setting up the direction for a single-axis effect is extremely simple, because there is really nothing to specify. You put the DIEFF\_CARTESIAN flag in the **dwFlags** member of the **DIEFFECT** structure and set **rglIDirection** to point to a single **LONG** containing the value 0.

The following example sets up the direction and axis parameters for an x-axis effect:

```
DIEFFECT eff;
LONG   lZero = 0;           // No direction
DWORD  dwAxis = DIJOFS_X;   // x-axis effect

ZeroMemory(&eff, sizeof(DIEFFECT));
```

---

```

eff.cAxes = 1;           // One axis
eff.dwFlags =
    DIEFF_CARTESIAN | DIEFF_OBJECTOFFSETS; // Flags
eff.rglDirection = &lZero; // Direction
eff.rgdwAxes = &dwAxis;   // Axis for effect

```

## Two-Axis Effects with Polar Coordinates

Setting up the direction for a polar two-axis effect is only a little more complicated. You set the DIEFF\_POLAR flag in **dwFlags** and set **rglDirection** to point to an array of two **LONGs**. The first element in this array is the direction from which you want the effect to come. The second element in the array must be zero.

The following example sets up the direction and axis parameters for a two-axis effect coming from the east:

```

DIEFFECT eff;
LONG   rglDirection = { 90 * DI_DEGREES, 0 }; // 90 degrees from
                                           // north, i.e. east
DWORD  rgdwAxes[2] = { DIJOFS_X, DIJOFS_Y }; // x- and y-axis

ZeroMemory(&eff, sizeof(DIEFFECT));
eff.cAxes = 2;           // Two axes
eff.dwFlags =
    DIEFF_POLAR | DIEFF_OBJECTOFFSETS; // Flags
eff.rglDirection = rglDirection; // Direction
eff.rgdwAxes = rgdwAxes; // Axis for effect

```

## Two-Axis Effects with Cartesian Coordinates

Setting up the direction for a Cartesian two-axis effect is a bit trickier, but not by much. You set the DIEFF\_CARTESIAN flag in **dwFlags** and again set **rglDirection** to point to an array of two **LONGs**. This time the first element in the array is the x-coordinate of the direction vector, and the second is the y-coordinate.

The following example sets up the direction and axis parameters for a two-axis effect coming from the east:

```

DIEFFECT eff;
LONG   rglDirection = { 1, 0 }; // Positive x = east
DWORD  rgdwAxes[2] = { DIJOFS_X, DIJOFS_Y }; // x- and y-axis

ZeroMemory(&eff, sizeof(DIEFFECT));
eff.cAxes = 2;           // Two axes
eff.dwFlags =
    DIEFF_CARTESIAN | DIEFF_OBJECTOFFSETS; // Flags
eff.rglDirection = rglDirection; // Direction

```

---

```
eff.rgdwAxes = rgdwAxes;           // Axis for effect
```

---

## Envelopes and Offsets

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

You can modify the basic magnitude of some effects by applying an envelope and an offset. For an overview, see Basic Concepts of Force Feedback.

To apply an envelope when creating or modifying an effect, initialize a **DIENVELOPE** structure and put a pointer to it in the **lpEnvelope** member of the **DIEFFECT** structure.

The device driver determines which effects support envelopes. Typically you can apply an envelope to a constant force, a ramp force, or a periodic effect, but not to a condition. To determine whether a particular effect supports an envelope, you call the **IDirectInputDevice2::GetEffectInfo** method and check for the **DIEP\_ENVELOPE** flag in the **dwStaticParams** member of the **DIEFFECTINFO** structure.

To apply an offset, set the **lOffset** member of the **DIPERIODIC** or **DICONDITION** structure pointed to by the **lpvTypeSpecificParams** member of the **DIEFFECT** structure. For periodic effects, the absolute value of the offset plus the magnitude of the effect must not exceed **DI\_FF NOMINALMAX**.

You cannot apply an offset to a constant force or ramp force. In these cases the same effect can be achieved by altering the magnitude.

---

## Effect Playback

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

There are two principal ways to start playback of an effect: manually by a call to the **IDirectInputEffect::Start** method, and automatically in response to a button press. Playback also starts when you change an effect by calling the **IDirectInputEffect::SetParameters** method with the **DIEP\_START** flag.

Passing INFINITE in the *dwIterations* parameter has the effect of playing the effect repeatedly, with the envelope being applied each time. If you want to repeat an effect without repeating the envelope—for example, to begin with a strong kick, then settle down to a steady throb—set *dwIterations* to 1 and set the **dwDuration** member of the **DIEFFECT** structure to INFINITE. (This is the structure passed to the **IDirectInputDevice2::CreateEffect** method.)

### Note

Some devices do not support multiple iterations of an effect and accept only the value 1 in the *dwIterations* parameter to the **Start** method. You should always check the return value from **Start** to make sure the effect played successfully.

To associate an effect with a button press, you set the **dwTriggerButton** member of the **DIEFFECT** structure. You also set the **dwTriggerRepeatInterval** member to the desired delay between playbacks when the button is held down; this is the interval, in microseconds, between the end of one playback and the start of the next. On some devices, multiple effects cannot be triggered by the same button; if you associate more than one effect with a button; the last effect downloaded will be the one triggered.

To dissociate an effect from its trigger button, you must either call the **IDirectInputEffect::Unload** method or set the parameters for the effect with **dwTriggerButton** set to DIEB\_NOTRIGGER.

Triggered effects, like all others, are lost when the application loses access to the device. In order to make them active again, you must download them as soon as the application reacquires the device. This step is not necessary for effects not associated with a trigger, because they are automatically downloaded if necessary whenever the **Start** method is called.

If an effect has a finite duration and is started by a call to the **Start** method, it will stop playing when the time has elapsed. If its duration was set to INFINITE, playback ends only when the **IDirectInputEffect::Stop** method is called. An effect associated with a trigger button starts when the button is pressed and stops when the button is released or the duration has elapsed, whichever comes sooner.

---

## Downloading and Unloading Effects

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

Before an effect can be played, it must be downloaded to the device. Downloading an effect means telling the driver to prepare the effect for playback. It is entirely up to

the driver to determine how this is done. Generally the driver will place the parameters of the effect in hardware memory in order to minimize the subsequent transfer of data between the device and the system. The consequent reduction in latency is particularly important for conditions and for effects played in response to a trigger, such as a "fire" button. Ideally the device will not have to communicate with the system at all in order to respond to axis movements and button presses.

Downloading is done automatically when you create an effect, provided the device is not full and is acquired at the exclusive cooperative level. By default it is also done when you start the effect or change its parameters. If you specify the `DIEP_NODOWNLOAD` flag when changing parameters, you must subsequently use the **IDirectInputEffect::Download** method to download or update the effect.

When the device is unacquired—for example, when it has been acquired with the exclusive foreground cooperative level and the application moves to the background—effects are unloaded and must be downloaded again when the application regains the foreground. As previously stated, this will be done automatically when you call the **IDirectInputEffect::Start** method, but you may choose to download all effects immediately on reacquiring the device. You always have to download effects associated with a trigger button, since the **Start** method will not normally be called for such effects.

If your application gets the `DIERR_DEVICEFULL` error when downloading an effect, you have to make room for the new effect by unloading an old one. You can remove an effect from the device by calling the **IDirectInputEffect::Unload** method. You can also remove all effects by resetting the device through a call to the **IDirectInputDevice2::SendForceFeedbackCommand** method.

When you create a force-feedback device, the hardware and driver are reset, so any existing effects are cleared.

---

## Changing an Effect

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

You can modify the parameters of an effect, in some cases even while the effect is playing. You do this by using the **IDirectInputEffect::SetParameters** method.

The `dwDynamicParams` member of the **DIEFFECTINFO** structure tells you which effect parameters can be changed while an effect is playing. If you attempt to modify an effect parameter that cannot be modified while the effect is playing, and the effect is still playing, then DirectX will normally stop the effect, update the parameters,

and restart the effect. You can override this default behavior by passing the `DIEP_NORESTART` flag.

The following C++ example changes the magnitude of the constant force that was set in the example under [Creating an Effect](#).

```
DIEFFECT    diEffect;    // parameters for effect
DICONSTANTFORCE diConstantForce;
    // type-specific parameters.

diConstantForce.IMagnitude = 5000;
diEffect.dwSize = sizeof(DIEFFECT);
diEffect.cbTypeSpecificParams = sizeof(DICONSTANTFORCE);
diEffect.lpvTypeSpecificParams = &diConstantForce;
hr = lpdiEffect->SetParameters(&diEffect, DIEP_TYPERESPECIFICPARAMS);
```

The flag ensures that the transfer of data from the **DIEFFECT** structure is restricted to the relevant members, so that you do not have to initialize the entire structure and so that the minimum possible amount of data needs to be sent to the device.

---

## Gain

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

You may want to scale the force of your effects according to the actual force exerted by different devices. For example, if an application's effects feel right on a device that puts out a maximum force of  $n$  Newtons on a given axis, then you may want to adjust the gain for a device that puts out more force. (You cannot use the gain to increase the maximum force of the axis, so you should set the basic effect magnitudes to values suitable for devices that put out less force.)

The actual force generated by a device object such as an axis or button is returned in the **dwFFMaxForce** member of the **DIDEVICEOBJECTINSTANCE** structure when objects are enumerated. (See [Device Object Enumeration](#).)

You can set the gain for the entire device by using the **IDirectInputDevice::SetProperty** method. You can also set the gain for individual effects when creating or modifying them. Put the new gain value in the **dwGain** member of the **DIEFFECT** structure. If modifying the effect with the **SetProperty** method, be sure to include `DIEP_GAIN` in the flags parameter.

The purpose of setting the device gain is to allow your application to have control over the strength of all effects all at once. For example, you might have a slider

control in your application to allow the user to specify how strong the force-feedback effects should be, like the master volume control on a sound mixer. By setting the device gain, your application won't need to adjust the gain of each individual effect to suit the user's preferences.

A gain value may be in the range 0 to 10,000 (or `DI_FFNO``MINALMAX`), where 10,000 indicates that magnitudes are not to be scaled, 7,500 means that forces are to be scaled to 75 percent of their nominal magnitudes, and so on.

---

## Force Feedback State

[This is preliminary documentation and subject to change.]

---

[Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

[C++]

The **IDirectInputDevice2::SendForceFeedbackCommand** method allows you to turn off the device's actuators (effectively causing it to ignore any effects that are being played), pause or stop playback of effects, and reset the device so that all downloaded effects are removed.

To retrieve the current force-feedback state, use the **IDirectInputDevice2::GetForceFeedbackState** method. This method returns information about whether the actuators are active, whether playback is paused, and whether the device has been reset. It also retrieves information about various switches and about whether the device is currently powered.

---

## Effect Object Enumeration

[This is preliminary documentation and subject to change.]

---

[Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

[C++]

Whenever you need to examine or manipulate all the effects you have created, you can use the **IDirectInputDevice2::EnumCreatedEffectObjects** method. As no flags are currently defined for this method, you cannot restrict the enumeration to particular kinds of effects; all effects will be enumerated.

### Note

This method enumerates created effects, not effects supported by a device. For more information on the distinction between the two, see Effect Enumeration.

Like other DirectInput enumerations, the **EnumCreatedEffectObjects** method requires a callback function. This standard callback is documented with the placeholder name **DIEnumCreatedEffectObjectsProc**, but you can use a different name. The function is called for each effect enumerated. Within the function you can perform any processing you want; however, it is not safe to create a new effect while enumeration is going on.

Here is a skeletal C++ example of the callback function, and the call to the **EnumCreatedEffectObjects** method. Note that the *pvRef* parameter of the callback can be any 32-bit value; in this case it is a pointer to the device interface.

```
HRESULT hr;
// LPDIRECTINPUTDEVICE lpdid; // already initialized

BOOL CALLBACK DIEnumCreatedEffectObjectsProc(
    LPDIRECTINPUTEFFECT peff, LPVOID pvRef);
{
    LPDIRECTINPUTDEVICE pdid = pvRef; // pointer to calling device
    DIEFFECT          diEffect; // params for created effect

    diEffect.dwSize = sizeof(DIEFFECTINFO);
    peff->GetParameters(&diEffect, DIEP_ALLPARAMS);
    // check or set parameters, or do anything else
    .
    .
    .
} // end of callback

// Set the callback into motion
hr = lpdid->EnumCreatedEffectObjects(&EnumCreatedEffectObjectsProc,
    &lpdid, 0);
```

---

## Constant Forces

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

A constant force is a force with a defined magnitude and duration.

You can apply an envelope to a constant force in order to give it shape. For example, suppose you have an effect with a nominal magnitude of 2,000 and a duration of 2 seconds. Then you apply an envelope with the following values:

Attack time	0.5 second
Initial attack level	5,000
Fade time	1 second
Fade level	0

When you play the effect, you get the following:

Elapsed time	Magnitude
0.0	5,000
0.1	4,400
0.2	3,800
0.3	3,200
0.4	2,600
0.5	2,000
(duration of sustain)	2,000
1.0:	2,000
1.1	1,800
1.2	1,600
1.3	1,400
1.4	1,200
1.5	1,000
1.6	800
1.7	600
1.8	400
1.9	200
2.0	0

You cannot apply an offset to a constant force.

To create a constant force, pass `GUID_ConstantForce` to the **IDirectInputDevice2::CreateEffect** method. You can also pass any other GUID obtained by the **IDirectInputDevice2::EnumEffects** method, provided the low byte of the **dwEffType** member of the **DIEFFECTINFO** structure (**DIEFT\_GETTYPE(dwEffType)**) is equal to `DIEFT_CONSTANTFORCE`. In this way you can use hardware-specific forces designed by the manufacturer, such as a "constant" force that actually varies in magnitude in a seemingly random fashion to simulate turbulence.

---

A constant force uses a **DICONSTANTFORCE** structure to define the magnitude of the force, while the duration is taken from the **DIEFFECT** structure. An envelope may be applied.

---

## Ramp Forces

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

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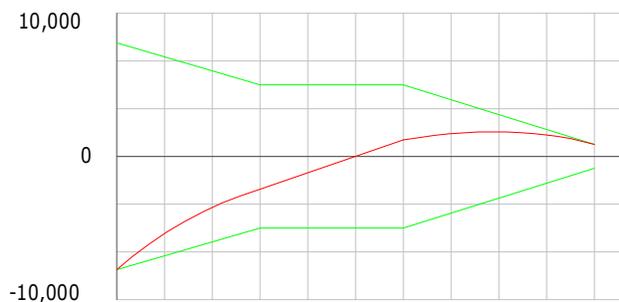
### [C++]

A ramp force is a force with defined starting and ending magnitudes and a finite duration. A ramp force may continue in a single direction, or it may start as a strong push in one direction, weaken, stop, and then strengthen in the opposite direction.

The following diagram shows a ramp force that starts at a magnitude of -5,000 and ends at 5,000:



You can apply an envelope to a ramp force in order to shape it further. The following diagram shows the effect of applying an envelope, shown in green, to the ramp force in the previous diagram.



Note that during the sustain portion of the envelope, the magnitude of the effect follows the same straight line as before the envelope was applied. For the duration of the attack and fade, the slope of the ramp is modified by the attack and fade levels.

You cannot apply an offset to a ramp force.

To create a ramp force, pass `GUID_RampForce` to the **IDirectInputDevice2::CreateEffect** method. You can also pass any other GUID obtained by the **IDirectInputDevice2::EnumEffects** method, provided the low byte of the **dwEffType** member of the **DIEFFECTINFO** structure (**DIEFT\_GETTYPE(dwEffType)**) is equal to `DIEFT_RAMPFORCE`. In this way you can use hardware-specific ramp forces designed by the manufacturer.

A ramp force uses a **DIRAMPFORCE** structure to define the starting and ending magnitude of the force, while the duration is taken from the **DIEFFECT** structure. Duration must never be set to `INFINITE`.

---

## Periodic Effects

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

Periodic effects are waveform effects. `DirectInput` defines the following forms:

- *Square*.
- *Sine*.
- *Cosine*.
- *Triangle*.
- *SawtoothUp*. The waveform drops vertically after it reaches maximum positive force. See the example at Basic Concepts of Force Feedback.
- *SawtoothDown*. The waveform rises vertically after it reaches maximum negative force.

An envelope can be applied to periodic effects. See the example at Basic Concepts of Force Feedback.

The phase of a periodic effect is the point along the waveform where the effect begins. Phase is measured in hundredths of a degree, from 0 to 35,999. The following table indicates where selected phase values (in degrees) lie along the various waveforms. *Max* is the top (+) or bottom (–) of the wave and *Mid* is the midpoint, where no force is applied in either direction.

0	90	180	270
---	----	-----	-----

---

Square	+Max	+Max	–Max	–Max
Sine	Mid	+Max	Mid	–Max
Triangle	+Max	Mid	–Max	Mid
SawtoothUp	–Max	–Max/2	Mid	+Max/2 (reaches +Max just before the cycle repeats)
SawtoothDown	+Max	+Max/2	Mid	–Max/2 (reaches –Max just before the cycle repeats)

A driver may round off a phase value to the nearest supported value. For example, for a sine effect some drivers support only values of 0 and 9,000 (to create a cosine); for other effects, only values of 0 and 18,000 are supported.

To create a periodic force, pass one of the following values in the *rguid* parameter of the **IDirectInputDevice2::CreateEffect** method:

- GUID\_Square
- GUID\_Sine
- GUID\_Triangle
- GUID\_SawtoothUp
- GUID\_SawtoothDown

You can also pass any other GUID obtained by the **IDirectInputDevice2::EnumEffects** method, provided the low byte of the **dwEffType** member of the **DIEFFECTINFO** structure (**DIEFT\_GETTYPE(dwEffType)**) is equal to **DIEFT\_PERIODIC**. In this way you can use hardware-specific forces designed by the manufacturer. For example, a hardware device might support a periodic effect that rotates the stick in a small circle.

The type-specific structure for periodic effects is **DIPERIODIC**.

---

## Conditions

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

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### [C++]

Conditions are forces applied in response to current sensor values within the device. In other words, conditions require information about device motion such as position or velocity of a joystick handle.

In general, conditions are not associated with individual events during a game or other application. They represent ambient phenomena such as the stiffness or looseness of a flight stick, or the tendency of a steering wheel to return to a straight-ahead position.

A condition does not have a predefined magnitude; the magnitude is scaled in proportion to the movement or position of the input object.

DirectInput defines the following types of condition effects:

- *Friction*. The force is applied when the axis is moved, and depends on the defined friction coefficient.
- *Damper*. The force increases in proportion to the velocity with which the user moves the axis.
- *Inertia*. The force increases in proportion to the acceleration of the axis.
- *Spring*. The force increases in proportion to the distance of the axis from a defined neutral point.

Most hardware devices do not support the application of envelopes to conditions. To determine whether a particular effect supports an envelope, check for the `DIEP_ENVELOPE` flag in the `dwStaticParams` member of the `DIEFFECTINFO` structure.

Conditions have the following type-specific parameters:

*Offset.*

The offset from the zero reading of the appropriate sensor value where the condition begins to be applied. For a spring effect, the neutral point — that is, the point along the axis where the spring would be considered at rest — would be defined by the offset for the condition. For a damper, the offset would define the greatest velocity value for which damping force is zero. Offset is not normally used for inertia or friction effects.

*Coefficient.*

A multiplier that scales the effect. For some devices, you can set separate coefficients for the positive and negative direction along the axis associated with the condition. For example, a flight stick controlling a damaged aircraft might move more easily to the right than to the left.

*Saturation.*

In force feedback, saturation is an expression of the maximum possible force for an effect. For example, suppose a flight stick has a spring condition on the x-axis. The offset is 0 and the coefficient is 10,000, so the maximum force is normally exerted when the stick is furthest from the center. But if you define a positive and negative saturation of 5,000, the force does not increase after the stick has been moved halfway to the right or left.

*Deadband.*

The deadband is a zone around the offset of an axis where the condition is not active. In the case of a spring that is at rest in the middle of an axis, the deadband enlarges this area of rest.

Conditions can have duration, though in most cases you would probably want to set the duration to INFINITE and stop the effect only in response to some event in the application.

To create a condition, pass one of the following values in the *rguid* parameter of the **IDirectInputDevice2::CreateEffect** method:

- GUID\_Spring
- GUID\_Damper
- GUID\_Inertia
- GUID\_Friction

You can also pass any other GUID obtained by the **IDirectInputDevice2::EnumEffects** method, provided the low byte of the **dwEffType** member of the **DIEFFECTINFO** structure (**DIEFT\_GETTYPE(dwEffType)**) is equal to DIEFT\_CONDITION. In this way you can use hardware-specific conditions designed by the manufacturer.

The type-specific structure for conditions is **DICONDITION**. For multiple-axis conditions you may provide an array of such structures, one for each axis, or a single structure that defines the condition in the specified direction. In either case you need to set the **cbTypeSpecificParams** member of the **DIEFFECT** structure to the actual number of bytes used; that is, to **sizeof(DICONDITION) \* n**, where *n* is the number of structures provided. For more information on how to use either single or multiple structures, see the Remarks for the **DICONDITION** structure.

An application should call the **IDirectInputDevice2::GetEffectInfo** method or the **IDirectInputDevice2::EnumEffects** method and examine the **dwEffectType** member of the **DIEFFECTINFO** structure in order to determine if the both a positive and negative coefficient and saturation for the effect are supported on the device. If the effect does not return the DIEFT\_POSNEGCOEFFICIENTS flag, it will ignore the value in the **INegativeCoefficient** member and the value in **IPositiveCoefficient** will be applied to the entire axis. Likewise, if the effect does not return the DIEFT\_POSNEGSATURATION flag, it will ignore the value in the **dwNegativeSaturation** and the value in **dwPositiveSaturation** will be used as the negative saturation level. Finally, if the effect does not return the DIEFT\_SATURATION flag, it will ignore both the **IPositiveSaturation** and **INegativeSaturation** values and no saturation will be applied.

Note that you can set a coefficient to a negative value, and this has the effect of generating the force in the opposite direction. For example, for a spring effect it would cause the spring to push away from the offset point rather than pulling toward it.

You should also check the **dwEffectType** member for the DIEFT\_DEADBAND flag, to see if deadband is supported for the condition. If it is not supported, the value in the **IDeadBand** member of the **DICONDITION** structure will be ignored.

---

---

## Custom Forces

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

Application writers can create their own effects by creating a custom force. A custom force is an array of constant force values played back by the device.

The type-specific structure for custom waveform effects is **DICUSTOMFORCE**.

You should set the **dwSamplePeriod** member of the **DICUSTOMFORCE** structure and the **dwSamplePeriod** member of the **DIEFFECT** structure to the same value. This is the length of time, in milliseconds, for which each element in the array of forces will be played.

The custom force is played repeatedly until the time set in the **dwDuration** member of the **DIEFFECT** structure has elapsed.

---

## Device-Specific Effects

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++. DirectX for Visual Basic does not support force feedback.

---

### [C++]

DirectInput provides a way to control device-specific effects. This is useful for hardware vendors who have extra effects that are not directly supported by DirectInput.

The hardware vendor must provide a GUID identifying the device-specific effect and may provide a custom structure for the type-specific parameters of the effect. Your application then must initialize a **DIEFFECT** structure and a type-specific structure, just as with any other effect. You then call the **IDirectInputDevice2::CreateEffect** method, passing the device-specific GUID and a pointer to the **DIEFFECT** structure.

When you obtain information about a device-specific effect in a **DIEFFECTINFO** structure, the low byte of the **dwEffType** member (**DIEFT\_GETTYPE(dwEffType)**) indicates into which of the predefined DirectInput effect categories (constant force, ramp force, periodic, or condition) the effect falls. If it does not fall into any of the predefined categories, then the value is **DIEFT\_HARDWARE**.

If a device-specific effect falls into one of the predefined categories, then the **lpvTypeSpecificParams** member of the **DIEFFECT** structure must point to the corresponding **DICONSTANTFORCE**, **DIRAMPFORCE**, **DIPERIODIC**, or **DICONDITION** structure, and the **cbTypeSpecificParams** member must be equal to the size of that structure.

If the **(DIEFT\_GETTYPE(dwEfftype) == DIEFT\_HARDWARE)**, then the values of the **lpvTypeSpecificParams** and **cbTypeSpecificParams** members depend on whether the effect requires custom type-specific parameters. If it does, then these values must refer to the appropriate structure defined in the manufacturer's header file and declared and initialized by your application. If the effect does not require custom parameters—that is, if the **dwStaticParams** member of the **DIEFFECTINFO** structure for the hardware effect does not have the **DIEP\_TYPESPECIFICPARAMS** flag—then **lpvTypeSpecificParams** must be **NULL** and **cbTypeSpecificParams** must be zero.

**DirectInput** passes the **GUID** and the **DIEFFECT** structure to the device driver for verification. If the **GUID** is unknown, the device will return **DIERR\_DEVICENOTREG**. If the **GUID** is known but the type-specific data is incorrect for that effect, the device will return **DIERR\_INVALIDPARAM**.

---

## Designing for Previous Versions of DirectInput

[This is preliminary documentation and subject to change.]

---

### [Visual Basic]

This topic pertains only to applications developed in C++.

---

### [C++]

In several places, **DirectInput** requires you to pass a version number to a method. This parameter specifies which version of **DirectX** the **DirectInput** subsystem should emulate.

Applications designed for the latest version of **DirectInput** should pass the value **DIRECTINPUT\_VERSION** as defined in **Dinput.h**.

Applications designed to run under previous versions should pass a value corresponding to the version of **DirectInput** for which they were designed, with the main version number in the high-order byte. For example, an application that was designed to run on **DirectInput 3** should pass a value of **0x0300**.

If you define **DIRECTINPUT\_VERSION** as **0x0300** before including the **Dinput.h** header file, then the header file will generate structure definitions compatible with **DirectInput 3.0**.

If you do not define **DIRECTINPUT\_VERSION** before including the **Dinput.h** header file, then the header file will generate structure definitions compatible with the

current version of DirectInput. However, the DirectX 3-compatible structures will be available under the same names with "\_DX3" appended. For example, the DirectX 3-compatible **DIDEVCAPS** structure is called **DIDEVCAPS\_DX3**.

---

## DirectInput Reference

[This is preliminary documentation and subject to change.]

This section contains reference information for the application programming interface (API) elements provided by DirectInput® in C/C++ and Visual Basic. Reference material is organized by language:

- DirectInput C/C++ Reference
- DirectInput Visual Basic Reference

## DirectInput C/C++ Reference

[This is preliminary documentation and subject to change.]

Reference material for the DirectInput C/C++ application programming interface is divided into the following categories:

- Interfaces
- Functions
- Callback Functions
- Macros
- Structures
- Device Constants
- Return Values

## Interfaces

[This is preliminary documentation and subject to change.]

This section contains references for methods of the following DirectInput interfaces:

- **IDirectInput**
- **IDirectInputDevice**
- **IDirectInputDevice2**
- **IDirectInputEffect**

**Note**

All **DirectInput** methods have corresponding macros that expand to C or C++ syntax depending on which language is defined. These macros are found in `Dinput.h` and are not documented separately.

## IDirectInput

[This is preliminary documentation and subject to change.]

Applications use the methods of the **IDirectInput** interface to enumerate, create, and retrieve the status of **DirectInput** devices, initialize the **DirectInput** object, and invoke an instance of the Windows Control Panel.

The **IDirectInput** interface is obtained by using the **DirectInputCreate** function.

The methods of the **IDirectInput** interface can be organized into the following groups.

**Device Management****CreateDevice****EnumDevices****GetDeviceStatus****Miscellaneous****Initialize****RunControlPanel**

The **IDirectInput** interface, like all COM interfaces, inherits the **IUnknown** interface methods. The **IUnknown** interface supports the following three methods:

**IUnknown****AddRef****QueryInterface****Release**

The **LPDIRECTINPUT** type is defined as a pointer to the **IDirectInput** interface:

```
typedef struct IDirectInput *LPDIRECTINPUT;
```

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInput::CreateDevice

[This is preliminary documentation and subject to change.]

---

The **IDirectInput::CreateDevice** method creates and initializes an instance of a device based on a given GUID.

```
HRESULT CreateDevice(  
    REFGUID rguid,  
    LPDIRECTINPUTDEVICE *lplpDirectInputDevice,  
    LPUNKNOWN pUnkOuter  
);
```

## Parameters

*rguid*

Reference to (C++) or address of (C) the instance GUID for the desired input device (see Remarks). The GUID is retrieved through the **IDirectInput::EnumDevices** method, or it can be one of the following predefined GUIDs:

*GUID\_SysKeyboard*

The default system keyboard.

*GUID\_SysMouse*

The default system mouse.

For the preceding GUID values to be valid, your application must define INITGUID before all other preprocessor directives at the beginning of the source file, or link to Dxguid.lib.

*lplpDirectInputDevice*

Address of a variable to receive the **IDirectInputDevice** interface pointer if successful.

*pUnkOuter*

Address of the controlling object's **IUnknown** interface for COM aggregation, or NULL if the interface is not aggregated. Most callers will pass NULL.

## Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following:

DIERR\_DEVICENOTREG

DIERR\_INVALIDPARAM

DIERR\_NOINTERFACE

DIERR\_NOTINITIALIZED

DIERR\_OUTOFMEMORY

## Remarks

In C++ the *rguid* parameter must be passed by reference; in C, which does not have pass-by-reference, it must be passed by address. The following is an example of a C++ call:

```
lpdi->CreateDevice(GUID_SysKeyboard, &pdev, NULL);
```

The following shows the same call in C:

```
lpdi->lpVtbl->CreateDevice(lpdi, &GUID_SysKeyboard, &pdev, NULL);
```

Calling this method with *pUnkOuter* = NULL is equivalent to creating the object by **CoCreateInstance**(&CLSID\_DirectInputDevice, NULL, CLSCTX\_INPROC\_SERVER, riid, lpplpDirectInputDevice) and then initializing it with **Initialize**.

Calling this method with *pUnkOuter* != NULL is equivalent to creating the object by **CoCreateInstance**(&CLSID\_DirectInputDevice, punkOuter, CLSCTX\_INPROC\_SERVER, &IID\_IUnknown, lpplpDirectInputDevice). The aggregated object must be initialized manually.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInput::EnumDevices

[This is preliminary documentation and subject to change.]

The **IDirectInput::EnumDevice** method enumerates devices that are either currently attached or could be attached to the computer.

```
HRESULT EnumDevices(
    DWORD dwDevType,
    LPDIENUMCALLBACK lpCallback,
    LPVOID pvRef,
    DWORD dwFlags
);
```

## Parameters

*dwDevType*

Device type filter. If this parameter is zero, all device types are enumerated. Otherwise, it is a `DIDEVTYPE_*` value (see **DIDEVICEINSTANCE**), indicating the device type that should be enumerated.

*lpCallback*

Address of a callback function that will be called with a description of each DirectInput device.

*pvRef*

An application-defined 32-bit value that will be passed to the enumeration callback each time it is called.

*dwFlags*

Flag value that specifies the scope of the enumeration. This parameter can be one or more of the following values:

`DIEDFL_ALLDEVICES`

All installed devices will be enumerated. This is the default behavior.

`DIEDFL_ATTACHEDONLY`

Only attached and installed devices.

`DIEDFL_FORCEFEEDBACK`

Only devices that support force feedback.

`DIEDFL_INCLUDEALIASES`

Include devices that are aliases for other devices.

`DIEDFL_INCLUDEPHANTOMS`

Include phantom (placeholder) devices.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

`DIERR_INVALIDPARAM`

`DIERR_NOTINITIALIZED`

## Remarks

Keep in mind that all installed devices can be enumerated, even if they are not present. For example, a flight stick may be installed on the system but not currently plugged into the computer. Set the *dwFlags* parameter to indicate whether only attached or all installed devices should be enumerated. If the `DIEDFL_ATTACHEDONLY` flag is not present, all installed devices will be enumerated.

A preferred device type can be passed as a *dwDevType* filter so that only the devices of that type are enumerated.

The *lpCallback* parameter specifies the address of a callback function of the type documented as **DIEnumDevicesProc**. DirectInput calls this function for every device

that is enumerated. In the callback, the device type and friendly name, and the product GUID and friendly name, are given for each device. If a single input device can function as more than one DirectInput device type, it will be returned for each device type it supports. For example, a keyboard with a built-in mouse will be enumerated as a keyboard and as a mouse. The product GUID would be the same for each device, however.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInput::GetDeviceStatus

[This is preliminary documentation and subject to change.]

The **IDirectInput::GetDeviceStatus** method retrieves the status of a specified device.

```
HRESULT GetDeviceStatus(  
    REFGUID rguidInstance  
);
```

## Parameters

*rguidInstance*

Instance identifier of the device whose status is being checked.

## Return Values

If the method succeeds, the return value is **DI\_OK** if the device is attached to the system, or **DI\_NOTATTACHED** otherwise.

If the method fails, the return value may be one of the following error values:

```
DIERR_GENERIC  
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInput::Initialize

[This is preliminary documentation and subject to change.]

The **IDirectInput::Initialize** method initializes a DirectInput object. The **DirectInputCreate** function automatically initializes the DirectInput object device after creating it. Applications normally do not need to call this method.

```
HRESULT Initialize(  
    HINSTANCE hinst,  
    DWORD dwVersion  
);
```

### Parameters

*hinst*

Instance handle to the application or DLL that is creating the DirectInput object. DirectInput uses this value to determine whether the application or DLL has been certified and to establish any special behaviors that may be necessary for backwards compatibility.

It is an error for a DLL to pass the handle of the parent application. For example, an ActiveX control embedded in a Web page that uses DirectInput must pass its own instance handle and not the handle of the web browser. This ensures that DirectInput recognizes the control and can enable any special behaviors that may be necessary.

*dwVersion*

Version number of DirectInput for which the application is designed. This value will normally be `DIRECTINPUT_VERSION`. Passing the version number of a previous version will cause DirectInput to emulate that version. For more information, see *Designing for Previous Versions of DirectInput*.

### Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

```
DIERR_BETADIRECTINPUTVERSION  
DIERR_OLDDIRECTINPUTVERSION
```

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for

Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInput::RunControlPanel

[This is preliminary documentation and subject to change.]

The **IDirectInput::RunControlPanel** method runs the Windows Control Panel to allow the user to install a new input device or modify configurations.

```
HRESULT RunControlPanel(  
    HWND hwndOwner,  
    DWORD dwFlags  
);
```

### Parameters

*hwndOwner*

Handle to the window to be used as the parent window for the subsequent user interface. If this parameter is NULL, no parent window is used.

*dwFlags*

This parameter is currently not used and must be set to zero.

### Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

### See Also

**IDirectInputDevice::RunControlPanel**

---

# IDirectInputDevice

[This is preliminary documentation and subject to change.]

Applications use the methods of the **IDirectInputDevice** interface to gain and release access to DirectInput devices, manage device properties and information, set behavior, perform initialization, and invoke a device's control panel.

The **IDirectInputDevice** interface is obtained by using the **IDirectInput::CreateDevice** method. For an example, see [Creating a DirectInput Device](#).

The methods of the **IDirectInputDevice** interface can be organized into the following groups.

<b>Accessing input devices</b>	<b>Acquire</b> <b>Unacquire</b>
<b>Device information</b>	<b>GetCapabilities</b> <b>GetDeviceData</b> <b>GetDeviceInfo</b> <b>GetDeviceState</b> <b>SetDataFormat</b> <b>SetEventNotification</b>
<b>Device objects</b>	<b>EnumObjects</b> <b>GetObjectInfo</b>
<b>Device properties</b>	<b>GetProperty</b> <b>SetProperty</b>
<b>Setting behavior</b>	<b>SetCooperativeLevel</b>
<b>Miscellaneous</b>	<b>Initialize</b> <b>RunControlPanel</b>

The **IDirectInputDevice** interface, like all COM interfaces, inherits the **IUnknown** interface methods. The **IUnknown** interface supports the following three methods:

<b>IUnknown</b>	<b>AddRef</b>
	<b>QueryInterface</b>
	<b>Release</b>

The **LPDIRECTINPUTDEVICE** type is defined as a pointer to the **IDirectInputDevice** interface:

```
typedef struct IDirectInputDevice *LPDIRECTINPUTDEVICE;
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## See Also

**IDirectInputDevice2**

## IDirectInputDevice::Acquire

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::Acquire** method obtains access to the input device.

```
HRESULT Acquire();
```

## Parameters

None.

## Return Values

If the method succeeds, the return value is **DI\_OK** or **S\_FALSE**.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED  
DIERR_OTHERAPPHASPRIO
```

If the method returns **S\_FALSE**, the device has already been acquired.

## Remarks

Before a device can be acquired, a data format must be set by using the **IDirectInputDevice::SetDataFormat** method.

Devices must be acquired before calling the **IDirectInputDevice::GetDeviceState** or **IDirectInputDevice::GetDeviceData** methods for that device.

Device acquisition does not use a reference count. Therefore, if an application calls the **IDirectInputDevice::Acquire** method twice, then calls the **IDirectInputDevice::Unacquire** method once, the device is unacquired.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice::EnumObjects

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::EnumObjects** method enumerates the input and force-feedback objects available on a device.

```
HRESULT EnumObjects(
    LPDIENUMDEVICEOBJECTSCALLBACK lpCallback,
    LPVOID pvRef,
    DWORD dwFlags
);
```

### Parameters

*lpCallback*

Address of a callback function that receives DirectInputDevice objects.

DirectInput provides a prototype of this function as

**DIDEnumDeviceObjectsProc**.

*pvRef*

Reference data (context) for callback.

*dwFlags*

Flags specifying the types of object to be enumerated. Each of the following values restricts the enumeration to objects of the described type:

**DIDFT\_ABSAXIS**

An absolute axis.

**DIDFT\_ALL**

All objects.

**DIDFT\_AXIS**

An axis, either absolute or relative.

**DIDFT\_BUTTON**

A push button or a toggle button.

**DIDFT\_COLLECTION**

A HID link collection. HID link collections do not generate data of their own.

**DIDFT\_ENUMCOLLECTION(*n*)**

An object that belongs to HID link collection number *n*.

**DIDFT\_FFACTUATOR**

An object that contains a force-feedback actuator. In other words, forces may be applied to this object.

**DIDFT\_FFEFFECTTRIGGER**

An object that can be used to trigger force-feedback effects.

**DIDFT\_NOCOLLECTION**

An object that does not belong to any HID link collection; in other words, an object for which the **wCollectionNumber** member of the **DIDDEVICEOBJECTINSTANCE** structure is 0.

**DIDFT\_NODATA**

An object that does not generate data.

**DIDFT\_OUTPUT**

An object to which data can be sent by using the **IDirectInputDevice2::SendDeviceData** method.

**DIDFT\_POV**

A point-of-view controller.

**DIDFT\_PSHBUTTON**

A push button. A push button is reported as down when the user presses it and as up when the user releases it.

**DIDFT\_RELAXIS**

A relative axis.

**DIDFT\_TGLBUTTON**

A toggle button. A toggle button is reported as down when the user presses it and remains so until the user presses the button a second time.

## Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

**DIERR\_INVALIDPARAM**

**DIERR\_NOTINITIALIZED**

## Remarks

The **DIDFT\_FFACTUATOR** and **DIDFT\_FFEFFECTTRIGGER** flags in the **dwFlags** member restrict enumeration to objects that meet all the criteria defined by the included flags. For all the other flags, an object is enumerated if it meets the criterion defined by any included flag in this category. For example, (**DIDFT\_FFACTUATOR** | **DIDFT\_FFEFFECTTRIGGER**) restricts enumeration to force-feedback trigger objects, and (**DIDFT\_FFEFFECTTRIGGER** |

DIDFT\_TGLBUTTON | DIDFT\_PSHBUTTON) restricts enumeration to buttons of any kind that can be used as effect triggers.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice::GetCapabilities

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetCapabilities** method obtains the capabilities of the **DirectInputDevice** object.

```
HRESULT GetCapabilities(  
    LPDIDEVCAPS lpDIDevCaps  
);
```

## Parameters

*lpDIDevCaps*

Address of a **DIDEVCAPS** structure to be filled with the device capabilities. The **dwSize** member of this structure must be initialized before calling this method.

## Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

## Remarks

For compatibility with DirectX 3, it is also valid to pass a **DIDEVCAPS\_DX3** structure with the **dwSize** member initialized to **sizeof(DIDEVCAPS\_DX3)**. For more information, see *Designing for Previous Versions of DirectInput*.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## **IDirectInputDevice::GetDeviceData**

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetDeviceData** method retrieves buffered data from the device.

```
HRESULT GetDeviceData(  
    DWORD cbObjectData,  
    LPDIDEVICEOBJECTDATA rgdod,  
    LPDWORD pdwInOut,  
    DWORD dwFlags  
);
```

### **Parameters**

*cbObjectData*

Size of the **DIDEVICEOBJECTDATA** structure, in bytes.

*rgdod*

Array of **DIDEVICEOBJECTDATA** structures to receive the buffered data.

The number of elements in this array must be equal to the value of the *pdwInOut* parameter. If this parameter is **NULL**, then the buffered data is not stored anywhere, but all other side-effects take place.

*pdwInOut*

On entry, the number of elements in the array pointed to by the *rgdod* parameter.

On exit, the number of elements actually obtained.

*dwFlags*

Flags that control the manner in which data is obtained. This value may be zero or the following flag:

**DIGDD\_PEEK**

Do not remove the items from the buffer. A subsequent

**IDirectInputDevice::GetDeviceData** call will read the same data. Normally, data is removed from the buffer after it is read.

### **Return Values**

If the method succeeds, the return value is **DI\_OK** or **DI\_BUFFEROVERFLOW**.

If the method fails, the return value may be one of the following error values:

**DIERR\_INPUTLOST**

**DIERR\_INVALIDPARAM**

**DIERR\_NOTACQUIRED**

---

DIERR\_NOTBUFFERED  
DIERR\_NOTINITIALIZED

## Remarks

Before device data can be obtained, you must set the data format by using the **IDirectInputDevice::SetDataFormat** method, set the buffer size with **IDirectInputDevice::SetProperty** method, and acquire the device by using the **IDirectInputDevice::Acquire** method.

The following example reads up to ten buffered data elements, removing them from the device buffer as they are read.

```
DIDeviceObjectData rgdod[10];
DWORD dwItems = 10;
hres = IDirectInputDevice_GetDeviceData(
    pdid,
    sizeof(DIDeviceObjectData),
    rgdod,
    &dwItems,
    0);
if (SUCCEEDED(hres)) {
    // dwItems = number of elements read (could be zero)
    if (hres == DI_BUFFEROVERFLOW) {
        // Buffer had overflowed.
    }
}
```

Your application can flush the buffer and retrieve the number of flushed items by specifying NULL for the *rgdod* parameter and a pointer to a variable containing INFINITE for the *pdwInOut* parameter. The following example illustrates how this can be done:

```
dwItems = INFINITE;
hres = IDirectInputDevice_GetDeviceData(
    pdid,
    sizeof(DIDeviceObjectData),
    NULL,
    &dwItems,
    0);
if (SUCCEEDED(hres)) {
    // Buffer successfully flushed.
    // dwItems = number of elements flushed
    if (hres == DI_BUFFEROVERFLOW) {
        // Buffer had overflowed.
    }
}
```

Your application can query for the number of elements in the device buffer by setting the *rgdod* parameter to NULL, setting *pdwInOut* to INFINITE and setting *dwFlags* to DIGDD\_PEEK. The following code fragment illustrates how this can be done:

```
dwItems = INFINITE;
hres = IDirectInputDevice_GetDeviceData(
    pdid,
    sizeof(DIDEVICEOBJECTDATA),
    NULL,
    &dwItems,
    DIGDD_PEEK);
if (SUCCEEDED(hres)) {
    // dwItems = number of elements in buffer
    if (hres == DI_BUFFEROVERFLOW) {
        // Buffer overflow occurred; not all data
        // were successfully captured.
    }
}
```

To query about whether a buffer overflow has occurred, set the *rgdod* parameter to NULL and the *pdwInOut* parameter to zero. The following example illustrates how this can be done:

```
dwItems = 0;
hres = IDirectInputDevice_GetDeviceData(
    pdid,
    sizeof(DIDEVICEOBJECTDATA),
    NULL,
    &dwItems,
    0);
if (hres == DI_BUFFEROVERFLOW) {
    // Buffer overflow occurred
}
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in *dinput.h*.

**Import Library:** Use *dinput.lib*.

## See Also

**IDirectInputDevice2::Poll**, Polling and Events

---

## IDirectInputDevice::GetDeviceInfo

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetDeviceInfo** method obtains information about the device's identity.

```
HRESULT GetDeviceInfo(  
    LPDIDEVICEINSTANCE pdi  
);
```

### Parameters

*pdi*

Address of a **DIDEVICEINSTANCE** structure to be filled with information about the device's identity. An application must initialize the structure's **dwSize** member before calling this method.

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

### Remarks

For compatibility with DirectX 3, it is also valid to pass a **DIDEVICEINSTANCE\_DX3** structure with the **dwSize** member initialized to **sizeof(DIDEVICEINSTANCE\_DX3)**. For more information, see *Designing for Previous Versions of DirectInput*.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in *dinput.h*.

**Import Library:** Use *dinput.lib*.

## IDirectInputDevice::GetDeviceState

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetDeviceState** method retrieves immediate data from the device.

```

HRESULT GetDeviceState(
    DWORD cbData,
    LPVOID lpvData
);

```

## Parameters

*cbData*

Size of the buffer in the *lpvData* parameter, in bytes.

*lpvData*

Address of a structure that receives the current state of the device. The format of the data is established by a prior call to the **IDirectInputDevice::SetDataFormat** method.

## Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```

DIERR_INPUTLOST
DIERR_INVALIDPARAM
DIERR_NOTACQUIRED
DIERR_NOTINITIALIZED
E_PENDING

```

## Remarks

Before device data can be obtained, set the cooperative level by using the **IDirectInputDevice::SetCooperativeLevel** method, then set the data format by using **IDirectInputDevice::SetDataFormat**, and acquire the device by using the **IDirectInputDevice::Acquire** method.

The four predefined data formats require corresponding device state structures according to the following table:

<b>Data Format</b>	<b>State Structure</b>
<i>c_dfDIMouse</i>	<b>DIMOUSESTATE</b>
<i>c_dfDIKeyboard</i>	array of 256 bytes
<i>c_dfDIJoystick</i>	<b>DIJOYSTATE</b>
<i>c_dfDIJoystick2</i>	<b>DIJOYSTATE2</b>

For example, if you passed the *c\_dfDIMouse* format to the **IDirectInputDevice::SetDataFormat** method, you must pass a **DIMOUSESTATE** structure to the **IDirectInputDevice::GetDeviceState** method.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## See Also

**IDirectInputDevice2::Poll**, Polling and Events, Buffered and Immediate Data

## IDirectInputDevice::GetObjectInfo

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetObjectInfo** method retrieves information about a device object such as a button or axis.

```
HRESULT GetObjectInfo(
    LPDIDEVICEOBJECTINSTANCE pdidoi,
    DWORD dwObj,
    DWORD dwHow
);
```

## Parameters

*pdidoi*

Address of a **DIDEVICEOBJECTINSTANCE** structure to be filled with information about the object. The structure's **dwSize** member must be initialized before this method is called.

*dwObj*

Value that identifies the object whose information will be retrieved. The value set for this parameter depends on the value specified in the *dwHow* parameter.

*dwHow*

Value specifying how the *dwObj* parameter should be interpreted. This value can be one of the following:

Value	Meaning
DIPH_BYOFFSET	The <i>dwObj</i> parameter is the offset into the current data format of the object whose information is being accessed.
DIPH_BYID	The <i>dwObj</i> parameter is the object type/instance identifier. This identifier is returned in the <b>dwType</b> member of the <b>DIDEVICEOBJECTINSTANCE</b> structure returned from a previous call to the <b>IDirectInputDevice::EnumObjects</b> method.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM
DIERR_NOTINITIALIZED
DIERR_OBJECTNOTFOUND
```

## Remarks

For compatibility with DirectX 3, it is also valid to pass a **DIDEVICEOBJECTINSTANCE\_DX3** structure with the **dwSize** member initialized to **sizeof(DIDEVICEOBJECTINSTANCE\_DX3)**. For more information, see *Designing for Previous Versions of DirectXInput*.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice::GetProperty

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::GetProperty** method retrieves information about the input device.

```
HRESULT GetProperty(
    REFGUID rguidProp,
    LPDIPROPHEADER pdiph
);
```

## Parameters

*rguidProp*

Identifier of the property to be retrieved. This can be one of the predefined values, or a pointer to a GUID that identifies the property. The following properties are predefined for an input device:

**DIPROP\_AUTOCENTER**

Specifies whether device objects are self-centering. See

**IDirectInputDevice::SetProperty** for more information.

**DIPROP\_AXISMODE**

---

Retrieves the axis mode. The retrieved value (DIPROPAXISMODE\_ABS or DIPROPAXISMODE\_REL) is set in the **dwData** member of the associated **DIPROPDWORD** structure. See the description for the *pdiph* parameter for more information.

#### DIPROP\_BUFFERSIZE

Retrieves the input-buffer size. The retrieved value is set in the **dwData** member of the associated **DIPROPDWORD** structure. See the description for the *pdiph* parameter for more information.

The buffer size determines the amount of data that the buffer can hold between calls to the **IDirectInputDevice::GetDeviceData** method before data is lost. This value may be set to zero to indicate that the application will not be reading buffered data from the device. If the buffer size in the **dwData** member of the **DIPROPDWORD** structure is too large to be supported by the device, the largest possible buffer size is set. To determine whether the requested buffer size was set, retrieve the buffer-size property and compare the result with the value you previously attempted to set.

#### DIPROP\_DEADZONE

Retrieves a value for the dead zone of a joystick, in the range 0 to 10,000, where 0 indicates there is no dead zone, 5,000 indicates that the dead zone extends over 50 percent of the physical range of the axis on both sides of center, and 10,000 indicates that the entire physical range of the axis is dead. When the axis is within the dead zone, it is reported as being at the center of its range.

#### DIPROP\_FFGAIN

Retrieves the gain of the device. See **IDirectInputDevice::SetProperty** for more information.

#### DIPROP\_FFLOAD

Retrieves the memory load for the device. This setting applies to the entire device, rather than to any particular object, so the **dwHow** member of the associated **DIPROPDWORD** structure must be DIPH\_DEVICE.

The **dwData** member contains a value in the range 0 to 100, indicating the percentage of device memory in use.

#### DIPROP\_GRANULARITY

Retrieves the input granularity. The retrieved value is set in the **dwData** member of the associated **DIPROPDWORD** structure. See the description of the *pdiph* parameter for more information.

Granularity represents the smallest distance the object will report movement. Most axis objects have a granularity of one, meaning that all values are possible. Some axes may have a larger granularity. For example, the wheel axis on a mouse may have a granularity of 20, meaning that all reported changes in position will be multiples of 20. In other words, when the user turns the wheel slowly, the device reports a position of zero, then 20, then 40, and so on.

This is a read-only property; you cannot set its value by calling the **IDirectInputDevice::SetProperty** method.

**DIPROP\_RANGE**

Retrieves the range of values an object can possibly report. The retrieved minimum and maximum values are set in the **IMin** and **IMax** members of the associated **DIPROPRANGE** structure. See the description of the *pdiph* parameter for more information.

For some devices, this is a read-only property; you cannot set its value by calling the **IDirectInputDevice::SetProperty** method.

**DIPROP\_SATURATION**

Retrieves a value for the saturation zones of a joystick, in the range 0 to 10,000. The saturation level is the point at which the axis is considered to be at its most extreme position. For example, if the saturation level is set to 9,500, then the axis reaches the extreme of its range when it has moved 95 percent of the physical distance from its center position (or from the dead zone).

*pdiph*

Address of the **DIPROPHEADER** portion of a larger property-dependent structure that contains the **DIPROPHEADER** structure as a member. When retrieving object range information, this value is the address of the **DIPROPHEADER** structure contained within the **DIPROPRANGE** structure. For most other properties, this value is the address of the **DIPROPHEADER** structure contained within the **DIPROPDWORD** structure.

**Return Values**

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

**DIERR\_INVALIDPARAM**  
**DIERR\_NOTINITIALIZED**  
**DIERR\_OBJECTNOTFOUND**  
**DIERR\_UNSUPPORTED**

**Remarks**

The following C example illustrates how to obtain the value of the **DIPROP\_BUFFER\_SIZE** property:

```
DIPROPDWORD dipdw; // DIPROPDWORD contains a DIPROPHEADER structure.  
HRESULT hr;  
dipdw.diph.dwSize = sizeof(DIPROPDWORD);  
dipdw.diph.dwHeaderSize = sizeof(DIPROPHEADER);  
dipdw.diph.dwObj = 0; // device property  
dipdw.diph.dwHow = DIPH_DEVICE;
```

```
hr = IDirectInputDevice_GetProperty(pdid, DIPROP_BUFFERSIZE, &dipdw.diph);
if (SUCCEEDED(hr)) {
    // The dipdw.dwData member contains the buffer size.
}
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## See Also

**IDirectInputDevice::SetProperty**

## IDirectInputDevice::Initialize

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::Initialize** method initializes a **DirectInputDevice** object. The **IDirectInput::CreateDevice** method automatically initializes a device after creating it; applications normally do not need to call this method.

```
HRESULT Initialize(
    HINSTANCE hinst,
    DWORD dwVersion,
    REFGUID rguid
);
```

## Parameters

*hinst*

Instance handle to the application or DLL that is creating the **DirectInput** device object. **DirectInput** uses this value to determine whether the application or DLL has been certified and to establish any special behaviors that may be necessary for backwards compatibility.

It is an error for a DLL to pass the handle to the parent application. For example, an **ActiveX** control embedded in a Web page that uses **DirectInput** must pass its own instance handle and not the handle to the web browser. This ensures that **DirectInput** recognizes the control and can enable any special behaviors that may be necessary.

*dwVersion*

Version number of **DirectInput** for which the application is designed. This value will normally be **DIRECTINPUT\_VERSION**. Passing the version number of a

previous version will cause DirectInput to emulate that version. For more information, see *Designing for Previous Versions of DirectInput*.

*rguid*

Identifier for the instance of the device for which the interface should be associated. The **IDirectInput::EnumDevices** method can be used to determine which instance GUIDs are supported by the system.

## Return Values

If the method succeeds, the return value is `DI_OK` or `S_FALSE`.

If the method fails, the return value may be one of the following error values:

`DIERR_ACQUIRED`  
`DIERR_DEVICENOTREG`

If the method returns `S_FALSE`, the device had already been initialized with the instance GUID passed in though *rGUID*.

## Remarks

If this method fails, the underlying object should be considered to be in an indeterminate state and must be reinitialized before use.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice::RunControlPanel

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::RunControlPanel** method runs the DirectInput control panel associated with this device. If the device does not have a control panel associated with it, the default device control panel is launched.

```
HRESULT RunControlPanel(  
    HWND hwndOwner,  
    DWORD dwFlags  
);
```

## Parameters

*hwndOwner*

---

Parent window handle. If this parameter is NULL, no parent window is used.

*dwFlags*

Not currently used. Zero is the only valid value.

## Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

DIERR\_INVALIDPARAM

DIERR\_NOTINITIALIZED

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice::SetCooperativeLevel

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::SetCooperativeLevel** method establishes the cooperative level for this instance of the device. The cooperative level determines how this instance of the device interacts with other instances of the device and the rest of the system.

```
HRESULT SetCooperativeLevel(  
    HWND hwnd,  
    DWORD dwFlags  
);
```

## Parameters

*hwnd*

Window handle to be associated with the device. This parameter must be a valid top-level window handle that belongs to the process. The window associated with the device must not be destroyed while it is still active in a DirectInput device.

*dwFlags*

Flags that describe the cooperative level associated with the device. The following flags are defined:

DISCL\_BACKGROUND

The application requires background access. If background access is granted, the device may be acquired at any time, even when the associated window is not the active window.

#### DISCL\_EXCLUSIVE

The application requires exclusive access. If exclusive access is granted, no other instance of the device may obtain exclusive access to the device while it is acquired. Note, however, non-exclusive access to the device is always permitted, even if another application has obtained exclusive access.

An application that acquires the mouse or keyboard device in exclusive mode should always unacquire the devices when it receives WM\_ENTERSIZEMOVE and WM\_ENTERMENULOOP messages. Otherwise, the user will not be able to manipulate the menu or move and resize the window.

#### DISCL\_FOREGROUND

The application requires foreground access. If foreground access is granted, the device is automatically unacquired when the associated window moves to the background.

#### DISCL\_NONEXCLUSIVE

The application requires non-exclusive access. Access to the device will not interfere with other applications that are accessing the same device.

Applications must specify either DISCL\_FOREGROUND or DISCL\_BACKGROUND; it is an error to specify both or neither. Similarly, applications must specify either DISCL\_EXCLUSIVE or DISCL\_NONEXCLUSIVE.

## Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

If the system mouse is acquired in exclusive mode, then the pointer will be removed from the screen until the device is unacquired.

Applications must call this method before acquiring the device by using the **IDirectInputDevice::Acquire** method.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice::SetDataFormat

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::SetDataFormat** method sets the data format for the DirectInput device.

```
HRESULT SetDataFormat(  
    LPCDIDATAFORMAT lpdf  
);
```

### Parameters

*lpdf*

Address of a structure that describes the format of the data the DirectInputDevice should return. An application can define its own **DIDATAFORMAT** structure or use one of the following predefined global variables:

- *c\_dfDIKeyboard*
- *c\_dfDIMouse*
- *c\_dfDIJoystick*
- *c\_dfDIJoystick2*

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_ACQUIRED  
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

### Remarks

The data format must be set before the device can be acquired by using the **IDirectInputDevice::Acquire** method. It is necessary to set the data format only once. The data format cannot be changed while the device is acquired.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## See Also

**IDirectInputDevice::GetDeviceState**

## IDirectInputDevice::SetEventNotification

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::SetEventNotification** method sets the event notification status. This method specifies an event that is to be set when the device state changes. It is also used to turn off event notification.

```
HRESULT SetEventNotification(  
    HANDLE hEvent  
);
```

## Parameters

*hEvent*

Handle to the event that is to be set when the device state changes. DirectInput will use the Win32 **SetEvent** function on the handle when the state of the device changes. If the *hEvent* parameter is NULL, then notification is disabled.

The application may create the handle as either a manual-reset or automatic-reset event by using the Win32 **CreateEvent** function. If the event is created as an automatic-reset event, then the operating system will automatically reset the event once a wait has been satisfied. If the event is created as a manual-reset event, then it is the application's responsibility to call the Win32 **ResetEvent** function to reset it. DirectInput will not call the Win32 **ResetEvent** function for event notification handles. Most applications will create the event as an automatic-reset event.

## Return Values

If the method succeeds, the return value is DI\_OK or DI\_POLLEDDEVICE.

If the method fails, the return value may be one of the following error values:

```
DIERR_ACQUIRED  
DIERR_HANDLEEXISTS  
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

## Remarks

A device state change is defined as any of the following:

- A change in the position of an axis
- A change in the state (pressed or released) of a button
- A change in the direction of a POV control
- Loss of acquisition

Do not call the Win32 **CloseHandle** function on the event while it has been selected into a `DirectInputDevice` object. You must call this method with the `hEvent` parameter set to `NULL` before closing the event handle.

The event notification handle cannot be changed while the device is acquired. If the function is successful, then the application can use the event handle in the same manner as any other Win32 event handle.

The following example checks if the handle is currently set without blocking:

```
dwResult = WaitForSingleObject(hEvent, 0);
if (dwResult == WAIT_OBJECT_0) {
    // Event is set. If the event was created as
    // automatic-reset, then it has also been reset.
}
```

The following example illustrates blocking indefinitely until the event is set. Note that this behavior is strongly discouraged because the thread will not respond to the system until the wait is satisfied. In particular, the thread will not respond to Windows messages.

```
dwResult = WaitForSingleObject(hEvent, INFINITE);
if (dwResult == WAIT_OBJECT_0) {
    // Event has been set. If the event was created
    // as automatic-reset, then it has also been reset.
}
```

The following example illustrates a typical message loop for a message-based application that uses two events:

```
HANDLE ah[2] = { hEvent1, hEvent2 };

while (TRUE) {

    dwResult = MsgWaitForMultipleObjects(2, ah, FALSE,
        INFINITE, QS_ALLINPUT);
    switch (dwResult) {
    case WAIT_OBJECT_0:
        // Event 1 has been set. If the event was created as
        // automatic-reset, then it has also been reset.
    }
```

```
    ProcessInputEvent1();
    break;

case WAIT_OBJECT_0 + 1:
    // Event 2 has been set. If the event was created as
    // automatic-reset, then it has also been reset.
    ProcessInputEvent2();
    break;

case WAIT_OBJECT_0 + 2:
    // A Windows message has arrived. Process
    // messages until there aren't any more.
    while(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE)){
        if (msg.message == WM_QUIT) {
            goto exitapp;
        }
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }
    break;

default:
    // Unexpected error.
    Panic();
    break;
}
}
```

The following example illustrates a typical application loop for a non-message-based application that uses two events:

```
HANDLE ah[2] = { hEvent1, hEvent2 };
DWORD dwWait = 0;

while (TRUE) {

    dwResult = MsgWaitForMultipleObjects(2, ah, FALSE,
                                        dwWait, QS_ALLINPUT);
    dwWait = 0;

    switch (dwResult) {
    case WAIT_OBJECT_0:
        // Event 1 has been set. If the event was
        // created as automatic-reset, then it has also
        // been reset.
        ProcessInputEvent1();
```

```
break;

case WAIT_OBJECT_0 + 1:
    // Event 2 has been set. If the event was
    // created as automatic-reset, then it has also
    // been reset.
    ProcessInputEvent2();
    break;

case WAIT_OBJECT_0 + 2:
    // A Windows message has arrived. Process
    // messages until there aren't any more.
    while(PeekMessage(&msg, NULL, 0, 0, PM_REMOVE)){
        if (msg.message == WM_QUIT) {
            goto exitapp;
        }
        TranslateMessage(&msg);
        DispatchMessage(&msg);
    }
    break;

default:
    // No input or messages waiting.
    // Do a frame of the game.
    // If the game is idle, then tell the next wait
    // to wait indefinitely for input or a message.
    if (!DoGame()) {
        dwWait = INFINITE;
    }
    break;
}
}
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## See Also

Polling and Events

## IDirectInputDevice::SetProperty

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::SetProperty** method sets properties that define the device behavior. These properties include input buffer size and axis mode.

```
HRESULT SetProperty(
    REFGUID rguidProp,
    LPCDIPROPHEADER pdiph
);
```

### Parameters

*rguidProp*

Identifier of the property to be set. This can be one of the predefined values, or a pointer to a GUID that identifies the property. The following property values are predefined for an input device:

**DIPROP\_AUTOCENTER**

Specifies whether device objects are self-centering. This setting applies to the entire device, rather than to any particular object, so the **dwHow** member of the associated **DIPROPDWORD** structure must be **DIPH\_DEVICE**.

The **dwData** member may be one of the following values:

**DIPROPAUTOCENTER\_OFF**: The device should not automatically center when the user releases the device. An application that uses force-feedback should disable the auto-centering spring before playing effects.

**DIPROPAUTOCENTER\_ON**: The device should automatically center when the user releases the device. For example, in this mode, a joystick would engage the self-centering spring.

Note that the use of force-feedback effects may interfere with the auto-centering spring. Some devices disable the auto-centering spring when a force-feedback effect is played.

Not all devices support the auto-center property.

**DIPROP\_AXISMODE**

Sets the axis mode. The value being set (**DIPROPAXISMODE\_ABS** or **DIPROPAXISMODE\_REL**) must be specified in the **dwData** member of the associated **DIPROPDWORD** structure. See the description of the *pdiph* parameter for more information.

This setting applies to the entire device, so the **dwHow** member of the associated **DIPROPDWORD** structure must be set to **DIPH\_DEVICE**.

**DIPROP\_BUFFERSIZE**

Sets the input-buffer size. The value being set must be specified in the **dwData** member of the associated **DIPROPDWORD** structure. See the description of the *pdiph* parameter for more information.

---

This setting applies to the entire device, so the **dwHow** member of the associated **DIPROPDWORD** structure must be set to **DIPH\_DEVICE**.

#### DIPROP\_CALIBRATIONMODE

Allows the application to specify whether DirectInput should retrieve calibrated or uncalibrated data from an axis. By default, DirectInput retrieves calibrated data.

Setting the calibration mode for the entire device is equivalent to setting it for each axis individually.

The **dwData** member of the **DIPROPDWORD** structure may be one of the following values:

**DIPROPCALIBRATIONMODE\_COOKED**: DirectInput should return data after applying calibration information. This is the default mode.

**DIPROPCALIBRATIONMODE\_RAW**: DirectInput should return raw, uncalibrated data. This mode is typically used only by Control Panel-type applications.

Note that setting a device into raw mode causes the dead zone, saturation, and range settings to be ignored.

#### DIPROP\_DEADZONE

Sets the value for the dead zone of a joystick, in the range 0 to 10,000, where 0 indicates there is no dead zone, 5,000 indicates that the dead zone extends over 50 percent of the physical range of the axis on both sides of center, and 10,000 indicates that the entire physical range of the axis is dead. When the axis is within the dead zone, it is reported as being at the center of its range.

This setting can be applied to either the entire device or to a specific axis.

#### DIPROP\_FFGAIN

Sets the gain for the device. This setting applies to the entire device, rather than to any particular object, so the **dwHow** member of the associated **DIPROPDWORD** structure must be **DIPH\_DEVICE**.

The **dwData** member contains a gain value that is applied to all effects created on the device. The value is an integer in the range 0 to 10,000, specifying the amount by which effect magnitudes should be scaled for the device. For example, a value of 10,000 indicates that all effect magnitudes are to be taken at face value. A value of 9,000 indicates that all effect magnitudes are to be reduced to 90% of their nominal magnitudes.

Setting a gain value is useful when an application wishes to scale down the strength of all force-feedback effects uniformly, based on user preferences.

Unlike other properties, the gain can be set when the device is in an acquired state.

#### DIPROP\_RANGE

Sets the range of values an object can possibly report. The minimum and maximum values are taken from the **IMin** and **IMax** members of the associated **DIPROPRANGE** structure.

For some devices, this is a read-only property.

---

You cannot set a reverse range; **IMax** must be greater than **IMin**.

#### DIPROP\_SATURATION

Sets the value for the saturation zones of a joystick, in the range 0 to 10,000.

The saturation level is the point at which the axis is considered to be at its most extreme position. For example, if the saturation level is set to 9,500, then the axis reaches the extreme of its range when it has moved 95 percent of the physical distance from its center position (or from the dead zone).

This setting can be applied to either the entire device or to a specific axis.

*pdiph*

Address of the **DIPROPHEADER** structure contained within the type-specific property structure.

### Return Values

If the method succeeds, the return value is **DI\_OK** or **DI\_PROPNOEFFECT**.

If the method fails, the return value may be one of the following error values:

**DIERR\_INVALIDPARAM**  
**DIERR\_NOTINITIALIZED**  
**DIERR\_OBJECTNOTFOUND**  
**DIERR\_UNSUPPORTED**

### Remarks

The buffer size determines the amount of data that the buffer can hold between calls to the **IDirectInputDevice::GetDeviceData** method before data is lost. This value may be set to zero to indicate that the application will not be reading buffered data from the device. If the buffer size in the **dwData** member of the **DIPROPDWORD** structure is too large to be supported by the device, the largest possible buffer size is set. To determine whether the requested buffer size was set, retrieve the buffer-size property and compare the result with the value you previously attempted to set.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

### See Also

**IDirectInputDevice::GetProperty**

## IDirectInputDevice::Unacquire

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice::Unacquire** method releases access to the device.

```
HRESULT Unacquire();
```

### Parameters

None.

### Return Values

The return value is **DI\_OK** if the device was unacquired, or **DI\_NOEFFECT** if the device was not in an acquired state.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice2

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2** interface inherits all the methods of **IDirectInputDevice**, and adds methods for polling devices and using force feedback. The inherited methods are unchanged, and it is unnecessary to obtain this interface unless you want to use the new methods.

The **IDirectInputDevice2** interface is obtained by calling the **IDirectInputDevice::QueryInterface** method. For an example, see [Creating a DirectInput Device](#).

The new methods of the **IDirectInputDevice2** interface can be grouped as follows:

<b>Polling</b>	<b>Poll</b>
<b>Effects</b>	<b>CreateEffect</b> <b>EnumCreatedEffectObjects</b> <b>EnumEffects</b> <b>GetEffectInfo</b>
<b>Control</b>	<b>Escape</b>

**SendDeviceData**  
**SendForceFeedbackCommand**

**Status**                      **GetForceFeedbackState**

The **IDirectInputDevice2** interface, like all COM interfaces, inherits the **IUnknown** interface methods. The **IUnknown** interface supports the following three methods:

**IUnknown**                      **AddRef**  
    **QueryInterface**  
    **Release**

The **LPDIRECTINPUTDEVICE2** type is defined as a pointer to the **IDirectInputDevice2** interface:

```
typedef struct IDirectInputDevice2 *LPDIRECTINPUTDEVICE2;
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice2::CreateEffect

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::CreateEffect** method creates and initializes an instance of an effect identified by the effect GUID.

```
HRESULT CreateEffect(  

    REFGUID rguid,  

    LPCDIEFFECT lpeff,  

    LPDIRECTINPUTEFFECT * ppdeff,  

    LPUNKNOWN punkOuter  

);
```

### Parameters

*rguid*

The identity of the effect to be created. This can be a predefined effect GUID, or it can be a GUID obtained from **IDirectInputDevice2::EnumEffects**.

The following effect GUIDs are defined:

GUID\_ConstantForce  
 GUID\_RampForce  
 GUID\_Square  
 GUID\_Sine  
 GUID\_Triangle  
 GUID\_SawtoothUp  
 GUID\_SawtoothDown  
 GUID\_Spring  
 GUID\_Damper  
 GUID\_Inertia  
 GUID\_Friction  
 GUID\_CustomForce

*lpeff*

A **DIEFFECT** structure that provides parameters for the created effect. This parameter is optional. If it is NULL, then the effect object is created without parameters. The application must then call the **IDirectInputEffect::SetParameters** method to set the parameters of the effect before it can download the effect.

*ppdeff*

Address of a variable to receive a pointer to the **IDirectInputEffect** interface, if successful.

*punkOuter*

The controlling unknown for COM aggregation. The value is NULL if the interface is not aggregated. Most callers will pass NULL.

## Return Values

If the method succeeds, the return value is DI\_OK or S\_FALSE.

If the method fails, the return value may be one of the following error values:

DIERR\_DEVICENOTREG  
 DIERR\_DEVICEFULL  
 DIERR\_INVALIDPARAM  
 DIERR\_NOTINITIALIZED

If the return value is S\_FALSE, the effect was created and the parameters of the effect were updated, but the effect could not be downloaded because the associated device is not acquired in exclusive mode.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

---

## IDirectInputDevice2::EnumCreatedEffect Objects

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::EnumCreatedEffectObjects** method enumerates all of the currently created effects for this device. Effects created by **IDirectInputDevice2::CreateEffect** are enumerated.

```
HRESULT EnumCreatedEffectObjects(  
    LPDIENUMCREATEDEFFECTOBJECTSCALLBACK lpCallback,  
    LPVOID pvRef,  
    DWORD fl  
);
```

### Parameters

*lpCallback*

Address of an application-defined callback function. DirectInput provides the prototype function **DIEnumCreatedEffectObjectsProc**.

*pvRef*

Reference data (context) for callback.

*fl*

No flags are currently defined. This parameter must be 0.

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

### Remarks

The results will be unpredictable if you create or destroy an effect while an enumeration is in progress. However, the callback function can safely release the effect passed to it.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice2::EnumEffects

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::EnumEffects** method enumerates all of the effects supported by the force-feedback system on the device. The enumerated GUIDs may represent predefined effects as well as effects peculiar to the device manufacturer.

```
HRESULT EnumEffects(  
    LPDIENUMEFFECTSCALLBACK lpCallback,  
    LPVOID pvRef,  
    DWORD dwEffType  
);
```

### Parameters

*lpCallback*

Address of an application-defined callback function. DirectInput provides the prototype function **DIEnumEffectsProc**.

*pvRef*

A 32-bit application-defined value to be passed to the callback function. This parameter may be any 32-bit value; it is declared as **LPVOID** for convenience.

*dwEffType*

Effect type filter. Use one of the **DIEFT\_\*** values to indicate the effect type to be enumerated, or **DIEFT\_ALL** to enumerate all effect types. For a list of these values, see **DIEFFECTINFO**.

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

If the callback stops the enumeration prematurely, the enumeration is considered to have succeeded.

### Remarks

An application can use the **dwEffType** member of the **DIEFFECTINFO** structure to obtain general information about the effect, such as its type and which envelope and condition parameters are supported by the effect.

In order to exploit an effect to its fullest, you must contact the device manufacturer to obtain information on the semantics of the effect and its effect-specific parameters.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice2::Escape

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::Escape** method sends a hardware-specific command to the driver.

```
HRESULT Escape(  
    LPDIEFFESCAPE pesc  
);
```

## Parameters

*pesc*

A **DIEFFESCAPE** structure that describes the command to be sent. On success, the **cbOutBuffer** member contains the number of bytes of the output buffer actually used.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

```
DIERR_DEVICEFULL  
DIERR_NOTINITIALIZED
```

Other device-specific error codes are also possible. Ask the hardware manufacturer for details.

## Remarks

Since each driver implements different escapes, it is the application's responsibility to ensure that it is sending the escape to the correct driver by comparing the value of the **guidFFDriver** member of the **DIDeviceInstance** structure against the value the application is expecting.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice2::GetEffectInfo

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::GetEffectInfo** method obtains information about an effect.

```
HRESULT GetEffectInfo(  
    LPDIEFFECTINFO pdei,  
    REFGUID rguid  
);
```

### Parameters

*pdei*

A **DIEFFECTINFO** structure that receives information about the effect. The caller must initialize the **dwSize** member of the structure before calling this method.

*rguid*

Identifier of the effect for which information is being requested.

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

```
DIERR_DEVICENOTREG  
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED
```

### Remarks

In C++ the *rguid* parameter must be passed by reference; in C, which does not have pass-by-reference, it must be passed by address. The following is an example of a C++ call:

```
lpdev2->GetEffectInfo(&dei, GUID_Effect);
```

The following shows the same call in C:

```
lpdev2->lpVtbl->GetEffectInfo(lpdev2, &dei, &GUID_Effect);
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice2::GetForceFeedbackState

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::GetForceFeedbackState** method retrieves the state of the device's force-feedback system.

```
HRESULT GetForceFeedbackState(  
    LPDWORD pdwOut  
);
```

## Parameters

*pdwOut*

Location for flags that describe the current state of the device's force-feedback system.

The value is a combination of the following constants:

**DIGFFS\_ACTUATORSOFF**

The device's force-feedback actuators are disabled.

**DIGFFS\_ACTUATORSON**

The device's force-feedback actuators are enabled.

**DIGFFS\_DEVICELOST**

The device suffered an unexpected failure and is in an indeterminate state. It must be reset either by unacquiring and reacquiring the device, or by sending a **DISFFC\_RESET** command.

**DIGFFS\_EMPTY**

The device has no downloaded effects.

**DIGFFS\_PAUSED**

Playback of all active effects has been paused.

**DIGFFS\_POWEROFF**

The force-feedback system is not currently available. If the device cannot report the power state, then neither **DIGFFS\_POWERON** nor **DIGFFS\_POWEROFF** will be returned.

**DIGFFS\_POWERON**

Power to the force-feedback system is currently available. If the device cannot report the power state, then neither DIGFFS\_POWERON nor DIGFFS\_POWEROFF will be returned.

**DIGFFS\_SAFETYSWITCHOFF**

The safety switch is currently off, meaning that the device cannot operate. If the device cannot report the state of the safety switch, then neither DIGFFS\_SAFETYSWITCHON nor DIGFFS\_SAFETYSWITCHOFF will be returned.

**DIGFFS\_SAFETYSWITCHON**

The safety switch is currently on, meaning that the device can operate. If the device cannot report the state of the safety switch, then neither DIGFFS\_SAFETYSWITCHON nor DIGFFS\_SAFETYSWITCHOFF will be returned.

**DIGFFS\_STOPPED**

No effects are playing and the device is not paused.

**DIGFFS\_USERFFSWITCHOFF**

The user force-feedback switch is currently off, meaning that the device cannot operate. If the device cannot report the state of the user force-feedback switch, then neither DIGFFS\_USERFFSWITCHON nor DIGFFS\_USERFFSWITCHOFF will be returned.

**DIGFFS\_USERFFSWITCHON**

The user force-feedback switch is currently on, meaning that the device can operate. If the device cannot report the state of the user force-feedback switch, then neither DIGFFS\_USERFFSWITCHON nor DIGFFS\_USERFFSWITCHOFF will be returned.

Future versions of DirectInput may define additional flags. Applications should ignore any flags that are not currently defined.

## Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_NOTEXCLUSIVEACQUIRED  
DIERR\_NOTINITIALIZED  
DIERR\_UNSUPPORTED

## Remarks

The device must be acquired at the exclusive cooperative level for this method to succeed.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputDevice2::Poll

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::Poll** method retrieves data from polled objects on a DirectInput device. If the device does not require polling, then calling this method has no effect. If a device that requires polling is not polled periodically, no new data will be received from the device. Calling this method causes DirectInput to update the device state, generate input events (if buffered data is enabled), and set notification events (if notification is enabled).

**HRESULT Poll()**

### Parameters

None.

### Return Values

If the method succeeds, the return value is `DI_OK`, or `DI_NOEFFECT` if the device does not require polling.

If the method fails, the return value may be one of the following error values:

`DIERR_INPUTLOST`  
`DIERR_NOTACQUIRED`  
`DIERR_NOTINITIALIZED`

### Remarks

Before a device data can be polled, the data format must be set by using the **IDirectInputDevice::SetDataFormat** method, and the device must be acquired by using the **IDirectInputDevice::Acquire** method.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.  
**Import Library:** Use `dinput.lib`.

## See Also

Polling and Events

## IDirectInputDevice2::SendDeviceData

[This is preliminary documentation and subject to change.]

The **IDirectInputDevice2::SendDeviceData** method sends data to a device that accepts output. The device must be in an acquired state.

```
HRESULT SendDeviceData(  
    DWORD cbObjectData,  
    LPCDIDEVICEOBJECTDATA rgdod,  
    LPDWORD pdwInOut,  
    DWORD fl  
);
```

## Parameters

*cbObjectData*

Size in bytes of a single **DIDEVICEOBJECTDATA** structure.

*rgdod*

Array of **DIDEVICEOBJECTDATA** structures containing the data to send to the device. It must consist of *\*pdwInOut* elements.

The **dwOfs** field of each **DIDEVICEOBJECTDATA** structure must contain the device object identifier (as obtained from the **dwType** field of the **DIDEVICEOBJECTINSTANCE** structure) for the device object to which the data is directed. The **dwTimeStamp** and **dwSequence** members must be zero.

*pdwInOut*

On entry, the variable pointed to by this parameter contains the number of elements in the array pointed to by *rgdod*. On exit, it contains the number of elements actually sent to the device.

*fl*

Flags controlling the manner in which data is sent. This may be zero or the following value:

**DISDD\_CONTINUE**

The device data sent will be overlaid on the previously sent device data. See Remarks.

## Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

DIERR\_INPUTLOST  
DIERR\_NOTACQUIRED  
DIERR\_REPORTFULL  
DIERR\_UNPLUGGED

## Remarks

There is no guarantee that the individual data elements will be sent in a particular order. However, data sent by successive calls to **IDirectInputDevice2::SendDeviceData** will not be interleaved. Furthermore, if multiple pieces of data are sent to the same object with a single call, it is unspecified which piece of data is sent.

Consider, for example, a device that can be sent data in packets, each packet describing two pieces of information, call them A and B. Suppose the application attempts to send three data elements: B = 2, A = 1, and B = 0.

The actual device will be sent a single packet. The A field of the packet will contain the value 1, and the B field of the packet will be either 2 or 0.

If the data must to be sent to the device exactly as specified, then three calls to **IDirectInputDevice2::SendDeviceData** should be performed, each call sending one data element.

In response to the first call, the device will be sent a packet where the A field is blank and the B field contains the value 2.

In response to the second call, the device will be sent a packet where the A field contains the value 1, and the B field is blank.

Finally, in response to the third call, the device will be sent a packet where the A field is blank and the B field contains the value 0.

If the DISDD\_CONTINUE flag is set, then the device data sent will be overlaid on the previously sent device data. Otherwise, the device data sent will start from scratch.

For example, suppose a device supports two button outputs, Button0 and Button1. If an application first calls **IDirectInputDevice2::SendDeviceData** passing "Button0 pressed", then a packet of the form "Button0 pressed, Button1 not pressed" is sent to the device. If the application then makes another call, passing "Button1 pressed" and the DISDD\_CONTINUE flag, then a packet of the form "Button0 pressed, Button1 pressed" is sent to the device. However, if the application had not passed the DISDD\_CONTINUE flag, the packet sent to the device would have been "Button0 not pressed, Button1 pressed".

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputDevice2::SendForceFeedbackCommand

[This is preliminary documentation and subject to change.]

The `IDirectInputDevice2::SendForceFeedbackCommand` method sends a command to the device's force-feedback system.

```
HRESULT SendForceFeedbackCommand(  
    DWORD dwFlags  
);
```

## Parameters

*dwFlags*

A single value indicating the desired change in state. The value may be one of the following:

`DISFFC_CONTINUE`

Paused playback of all active effects is to be continued. It is an error to send this command when the device is not in a paused state.

`DISFFC_PAUSE`

Playback of all active effects is to be paused. This command also stops the clock on effects, so that they continue playing to their full duration when restarted.

While the device is paused, new effects may not be started and existing ones may not be modified. Doing so may result in the subsequent `DISFFC_CONTINUE` command failing to perform properly.

To abandon a pause and stop all effects, use the `DISFFC_STOPALL` or `DISFCC_RESET` commands.

`DISFFC_RESET`

The device's force-feedback system is to be put in its startup state. All effects are removed from the device, are no longer valid, and must be recreated if they are to be used again. The device's actuators are disabled.

`DISFFC_SETACTUATORSOFF`

The device's force-feedback actuators are to be disabled. While the actuators are off, effects continue to play but are ignored by the device. Using the analogy of a sound playback device, they are muted rather than paused.

**DISFFC\_SETACTUATORSON**

The device's force-feedback actuators are to be enabled.

**DISFFC\_STOPALL**

Playback of any active effects is to be stopped. All active effects will be reset, but are still being maintained by the device and are still valid. If the device is in a paused state, that state is lost.

This command is equivalent to calling the **IDirectInputEffect::Stop** method for each effect playing.

**Return Values**

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

DIERR\_INPUTLOST

DIERR\_INVALIDPARAM

DIERR\_NOTEXCLUSIVEACQUIRED

DIERR\_NOTINITIALIZED

DIERR\_UNSUPPORTED

**Remarks**

The device must be acquired at the exclusive cooperative level for this method to succeed.

**QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

# IDirectInputEffect

[This is preliminary documentation and subject to change.]

Applications use the methods of the **IDirectInputEffect** interface to manage effects of force-feedback devices.

The interface is obtained by using the **IDirectInputDevice2::CreateEffect** method.

The methods of the **IDirectInputEffect** interface can be organized into the following groups.

**Effect information**

**GetEffectGuid**

---

	<b>GetEffectStatus</b>
	<b>GetParameters</b>
<b>Effect manipulation</b>	<b>Download</b>
	<b>Initialize</b>
	<b>SetParameters</b>
	<b>Start</b>
	<b>Stop</b>
	<b>Unload</b>
<b>Miscellaneous</b>	<b>Escape</b>

The **IDirectInputEffect** interface, like all COM interfaces, inherits the **IUnknown** interface methods. The **IUnknown** interface supports the following three methods:

<b>IUnknown</b>	<b>AddRef</b>
	<b>QueryInterface</b>
	<b>Release</b>

The **LPDIRECTINPUTEFFECT** type is defined as a pointer to the **IDirectInputEffect** interface:

```
typedef struct IDirectInputEffect *LPDIRECTINPUTEFFECT;
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputEffect::Download

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::Download** method places the effect on the device. If the effect is already on the device, then the existing effect is updated to match the values set by the **IDirectInputEffect::SetParameters** method.

```
HRESULT Download(void);
```

## Return Values

If the method succeeds, the return value is `DI_OK` or `S_FALSE`.

If the method fails, the return value may be one of the following error values:

```
DIERR_NOTINITIALIZED
DIERR_DEVICEFULL
DIERR_INCOMPLETEEFFECT
DIERR_INPUTLOST
DIERR_NOTEXCLUSIVEACQUIRED
DIERR_INVALIDPARAM
DIERR_EFFECTPLAYING
```

If the method returns `S_FALSE`, the effect has already been downloaded to the device.

## Remarks

It is valid to update an effect while it is playing. The semantics of such an operation are explained in the reference for `IDirectInputEffect::SetParameters`.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::Escape

[This is preliminary documentation and subject to change.]

The `IDirectInputEffect::Escape` method sends a hardware-specific command to the driver.

```
HRESULT Escape(
    LPDIEFFESCAPE pesc
);
```

## Parameters

*pesc*

A `DIEFFESCAPE` structure that describes the command to be sent. On success, the `cbOutBuffer` member contains the number of bytes of the output buffer actually used.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

```
DIERR_NOTINITIALIZED
DIERR_DEVICEFULL
```

Other device-specific error codes are also possible. Ask the hardware manufacturer for details.

## Remarks

Since each driver implements different escapes, it is the application's responsibility to ensure that it is sending the escape to the correct driver by comparing the value of the `guidFFDriver` member of the `DIDEVICEINSTANCE` structure against the value the application is expecting.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::GetEffectGuid

[This is preliminary documentation and subject to change.]

The `IDirectInputEffect::GetEffectGuid` method retrieves the GUID for the effect represented by the `IDirectInputEffect` object.

```
HRESULT GetEffectGuid(
    LPGUID pguid
);
```

## Parameters

*pguid*

A **GUID** structure that is filled by the method.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

Additional information about the effect can be obtained by passing the GUID to **IDirectInputDevice2::GetEffectInfo**.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputEffect::GetEffectStatus

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::GetEffectStatus** method retrieves the status of an effect.

```
HRESULT GetEffectStatus(  
    LPDWORD pdwFlags  
);
```

## Parameters

*pdwFlags*

Status flags for the effect. The value may be zero, or one or more of the following constants:

DIEGES\_PLAYING

The effect is playing.

DIEGES\_EMULATED

The effect is emulated.

## Return Values

If the method succeeds, the return value is DI\_OK.

If the method fails, the return value may be one of the following error values:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## IDirectInputEffect::GetParameters

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::GetParameters** method retrieves information about an effect.

```
HRESULT GetParameters(
    LPDIEFFECT peff,
    DWORD dwFlags
);
```

### Parameters

*peff*

Address of a **DIEFFECT** structure that receives effect information. The **dwSize** member must be filled in by the application before calling this method.

*dwFlags*

Flags specifying which portions of the effect information is to be retrieved. The value may be zero, or one or more of the following constants:

**DIEP\_ALLPARAMS**

The union of all other **DIEP\_\*** flags, indicating that all members of the **DIEFFECT** structure are being requested.

**DIEP\_ALLPARAMS\_DX5**

The union of all other **DIEP\_\*** flags.

**DIEP\_AXES**

The **cAxes** and **rgdwAxes** members should receive data. The **cAxes** member on entry contains the sizes (in **DWORDs**) of the buffer pointed to by the **rgdwAxes** member. If the buffer is too small, then the method returns **DIERR\_MOREDATA** and sets **cAxes** to the necessary size of the buffer.

**DIEP\_DIRECTION**

The **cAxes** and **rgIDirection** members should receive data. The **cAxes** member on entry contains the size (in **DWORDs**) of the buffer pointed to by the **rgIDirection** member. If the buffer is too small, then the **GetParameters** method returns **DIERR\_MOREDATA** and sets **cAxes** to the necessary size of the buffer.

The **dwFlags** member must include at least one of the coordinate system flags (**DIEFF\_CARTESIAN**, **DIEFF\_POLAR**, or **DIEFF\_SPHERICAL**).

---

DirectInput will return the direction of the effect in one of the coordinate systems you specified, converting between coordinate systems as necessary. On exit, exactly one of the coordinate system flags will be set in the **dwFlags** member, indicating which coordinate system DirectInput used. In particular, passing all three coordinate system flags will retrieve the coordinates in exactly the same format in which they were set.

**DIEP\_DURATION**

The **dwDuration** member should receive data.

**DIEP\_ENVELOPE**

The **lpEnvelope** member points to a **DIENVELOPE** structure that should receive data. If the effect does not have an envelope associated with it, then the **lpEnvelope** member will be set to NULL.

**DIEP\_GAIN**

The **dwGain** member should receive data.

**DIEP\_SAMPLEPERIOD**

The **dwSamplePeriod** member should receive data.

**DIEP\_TRIGGERBUTTON**

The **dwTriggerButton** member should receive data.

**DIEP\_TRIGGERREPEATINTERVAL**

The **dwTriggerRepeatInterval** member should receive data.

**DIEP\_TYPESPECIFICPARAMS**

The **lpvTypeSpecificParams** member points to a buffer whose size is specified by the **cbTypeSpecificParams** member. On return, the buffer will be filled in with the type-specific data associated with the effect, and the **cbTypeSpecificParams** member will contain the number of bytes copied. If the buffer supplied by the application is too small to contain all the type-specific data, then the method returns **DIERR\_MOREDATA**, and the **cbTypeSpecificParams** member will contain the required size of the buffer in bytes.

## Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be one of the following error values:

**DIERR\_INVALIDPARAM**

**DIERR\_MOREDATA**

**DIERR\_NOTINITIALIZED**

## Remarks

Common errors resulting in a **DIERR\_INVALIDPARAM** error include not setting the **dwSize** member of the **DIEFFECT** structure, passing invalid flags, or not setting

up the members in the **DIEFFECT** structure properly in preparation for receiving the effect information. For example, if information is to be retrieved in the **dwTriggerButton** member, the **dwFlags** member must be set to either **DIEFF\_OBJECTIDS** or **DIEFF\_OBJECTOFFSETS**, so that **DirectInput** knows how to describe the button.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::Initialize

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::Initialize** method initializes a **DirectInputEffect** object.

```
HRESULT Initialize(  
    HINSTANCE hinst,  
    DWORD dwVersion,  
    REFGUID rguid  
);
```

### Parameters

*hinst*

Instance handle to the application or DLL that is creating the **DirectInputEffect** object. **DirectInput** uses this value to determine whether the application or DLL has been certified and to establish any special behaviors that may be necessary for backwards compatibility. It is an error for a DLL to pass the handle to the parent application.

*dwVersion*

Version number of **DirectInput** for which the application is designed. This value will normally be **DIRECTINPUT\_VERSION**. Passing the version number of a previous version will cause **DirectInput** to emulate that version. For more information, see *Designing for Previous Versions of DirectInput*.

*rguid*

Identifier of the effect with which the interface is associated. The **IDirectInputDevice2::EnumEffects** method can be used to determine which effect GUIDs are supported by the device.

### Return Values

If the method succeeds, the return value is **DI\_OK**.

If the method fails, the return value may be `DIERR_DEVICENOTREG`.

## Remarks

If this method fails, the underlying object should be considered to be an indeterminate state and needs to be reinitialized before it can be subsequently used.

The `IDirectInputDevice2::CreateEffect` method automatically initializes the effect after creating it. Applications normally do not need to call the `Initialize` method.

In C++ the *rguid* parameter must be passed by reference; in C, which does not have pass-by-reference, it must be passed by address. The following is an example of a C++ call:

```
lpeff->Initialize(g_hinstDll, DIRECTINPUT_VERSION, GUID_Effect);
```

The following shows the same call in C:

```
lpeff->lpVtbl->Initialize(lpeff, g_hinstDll,  
    DIRECTINPUT_VERSION, &GUID_Effect);
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::SetParameters

[This is preliminary documentation and subject to change.]

The `IDirectInputEffect::SetParameters` method sets information about an effect.

```
HRESULT SetParameters(  
    LPCDIEFFECT peff,  
    DWORD dwFlags  
);
```

## Parameters

*peff*

A `DIEFFECT` structure that contains effect information. The `dwSize` member must be filled in by the application before calling this method, as well as any members specified by corresponding bits in the *dwFlags* parameter.

*dwFlags*

---

Flags specifying which portions of the effect information are to be set and how the downloading of the parameters should be handled. The value may be zero, or one or more of the following constants:

**DIEP\_AXES**

The **cAxes** and **rgdwAxes** members contain data.

**DIEP\_DIRECTION**

The **cAxes** and **rglDirection** members contain data. The **dwFlags** member specifies (with **DIEFF\_CARTESIAN** or **DIEFF\_POLAR**) the coordinate system in which the values should be interpreted.

**DIEP\_DURATION**

The **dwDuration** member contains data.

**DIEP\_ENVELOPE**

The **lpEnvelope** member points to a **DIENVELOPE** structure that contains data. To detach any existing envelope from the effect, pass this flag and set the **lpEnvelope** member to **NULL**.

**DIEP\_GAIN**

The **dwGain** member contains data.

**DIEP\_NODOWNLOAD**

Suppress the automatic **IDirectInputEffect::Download** that is normally performed after the parameters are updated. See Remarks.

**DIEP\_NORESTART**

Suppress the stopping and restarting of the effect in order to change parameters. See Remarks.

**DIEP\_SAMPLEPERIOD**

The **dwSamplePeriod** member contains data.

**DIEP\_START**

The effect is to be started (or restarted if it is currently playing) after the parameters are updated. By default, the play state of the effect is not altered.

**DIEP\_TRIGGERBUTTON**

The **dwTriggerButton** member contains data.

**DIEP\_TRIGGERDELAY**

The **dwTriggerDelay** member contains data.

**DIEP\_TRIGGERREPEATINTERVAL**

The **dwTriggerRepeatInterval** member contains data.

**DIEP\_TYPESPECIFICPARAMS**

The **lpvTypeSpecificParams** and **cbTypeSpecificParams** members of the **DIEFFECT** structure contain the address and size of type-specific data for the effect.

## Return Values

If the method succeeds, the return value is one of the following:

DI\_OK  
DI\_EFFECTRESTARTED  
DI\_DOWNLOADSKIPPED  
DI\_TRUNCATED  
DI\_TRUNCATEDANDRESTARTED

If the method fails, the return value may be one of the following error values:

DIERR\_NOTINITIALIZED  
DIERR\_INCOMPLETEEFFECT  
DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_EFFECTPLAYING

## Remarks

The **dwDynamicParams** member of the **DIEFFECTINFO** structure for the effect specifies which parameters can be dynamically updated while the effect is playing.

The **IDirectInputEffect::SetParameters** method automatically downloads the effect, but this behavior can be suppressed by setting the **DIEP\_NODOWNLOAD** flag. If automatic download has been suppressed, then you can manually download the effect by invoking the **IDirectInputEffect::Download** method.

If the effect is playing while the parameters are changed, then the new parameters take effect as if they were the parameters when the effect started.

For example, suppose a periodic effect with a duration of three seconds is started. After two seconds, the direction of the effect is changed. The effect will then continue for one additional second in the new direction. The envelope, phase, amplitude, and other parameters of the effect continue smoothly as if the direction had not changed.

In the same scenario, if after two seconds the duration of the effect were changed to 1.5 seconds, then the effect would stop.

Normally, if the driver cannot update the parameters of a playing effect, the driver is permitted to stop the effect, update the parameters, and then restart the effect. Passing the **DIEP\_NORESTART** flag suppresses this behavior. If the driver cannot update the parameters of an effect while it is playing, the error code **DIERR\_EFFECTPLAYING** is returned and the parameters are not updated.

No more than one of the **DIEP\_NODOWNLOAD**, **DIEP\_START**, and **DIEP\_NORESTART** flags should be set. (It is also valid to pass none of them.)

These three flags control download and playback behavior as follows:

If **DIEP\_NODOWNLOAD** is set, the effect parameters are updated but not downloaded to the device.

If the `DIEP_START` flag is set, the effect parameters are updated and downloaded to the device, and the effect is started just as if the `IDirectInputEffect::Start` method had been called with the `dwIterations` parameter set to 1 and with no flags. (Combining the update with `DIEP_START` is slightly faster than calling `Start` separately, because it requires less information to be transmitted to the device.)

If neither `DIEP_NODOWNLOAD` nor `DIEP_START` is set and the effect is not playing, then the parameters are updated and downloaded to the device.

If neither `DIEP_NODOWNLOAD` nor `DIEP_START` is set and the effect is playing, then the parameters are updated if the device supports on-the-fly updating. Otherwise the behavior depends on the state of the `DIEP_NORESTART` flag. If it is set, the error code `DIERR_EFFECTPLAYING` is returned. If it is clear, the effect is stopped, the parameters are updated, and the effect is restarted.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::Start

[This is preliminary documentation and subject to change.]

The `IDirectInputEffect::Start` method begins playing an effect. If the effect is already playing, it is restarted from the beginning. If the effect has not been downloaded or has been modified since its last download, then it will be downloaded before being started. This default behavior can be suppressed by passing the `DIES_NODOWNLOAD` flag.

```
HRESULT Start(
    DWORD dwIterations,
    DWORD dwFlags
);
```

## Parameters

### *dwIterations*

Number of times to play the effect in sequence. The envelope is re-articulated with each iteration.

To play the effect exactly once, pass 1. To play the effect repeatedly until explicitly stopped, pass `INFINITE`. To play the effect until explicitly stopped without re-articulating the envelope, modify the effect parameters with the `IDirectInputEffect::SetParameters` method and change its `dwDuration` member to `INFINITE`.

### *dwFlags*

Flags that describe how the effect should be played by the device. The value may be zero or one or more of the following values:

#### DIES\_SOLO

All other effects on the device should be stopped before the specified effect is played. If this flag is omitted, then the effect is mixed with existing effects already started on the device.

#### DIES\_NODOWNLOAD

Do not automatically download the effect.

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

`DIERR_INVALIDPARAM`

`DIERR_INCOMPLETEEFFECT`

`DIERR_NOTEXCLUSIVEACQUIRED`

`DIERR_NOTINITIALIZED`

`DIERR_UNSUPPORTED`

## Remarks

The device must be acquired at the exclusive cooperative level for this method to succeed.

Not all devices support multiple iterations.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::Stop

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::Stop** method stops playing an effect. The parent device must be acquired.

**HRESULT Stop(void);**

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

`DIERR_NOTEXCLUSIVEACQUIRED`  
`DIERR_NOTINITIALIZED`

## Remarks

The device must be acquired at the exclusive cooperative level for this method to succeed.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

## IDirectInputEffect::Unload

[This is preliminary documentation and subject to change.]

The **IDirectInputEffect::Unload** method removes the effect from the device. If the effect is playing, it is automatically stopped before it is unloaded.

**HRESULT Unload(void);**

## Return Values

If the method succeeds, the return value is `DI_OK`.

If the method fails, the return value may be one of the following error values:

`DIERR_INPUTLOST`  
`DIERR_INVALIDPARAM`  
`DIERR_NOTEXCLUSIVEACQUIRED`  
`DIERR_NOTINITIALIZED`

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** Use dinput.lib.

## Functions

[This is preliminary documentation and subject to change.]

This section is a reference for DirectInput functions other than COM interface methods and callback functions.

The following is the only function that falls into this category:

- **DirectInputCreate** is used to create the DirectInput system.

## DirectInputCreate

[This is preliminary documentation and subject to change.]

The **DirectInputCreate** function creates a DirectInput object that supports the **IDirectInput** COM interface.

```
HRESULT WINAPI DirectInputCreate(  
    HINSTANCE hinst,  
    DWORD dwVersion,  
    LPDIRECTINPUT * lplpDirectInput,  
    LPUNKNOWN punkOuter  
);
```

### Parameters

*hinst*

Instance handle to the application or DLL that is creating the DirectInput object. DirectInput uses this value to determine whether the application or DLL has been certified and to establish any special behaviors that may be necessary for backwards compatibility.

It is an error for a DLL to pass the handle to the parent application. For example, an ActiveX control embedded in a Web page that uses DirectInput must pass its own instance handle and not the handle to the web browser. This ensures that DirectInput recognizes the control and can enable any special behaviors that may be necessary.

*dwVersion*

Version number of DirectInput for which the application is designed. This value will normally be `DIRECTINPUT_VERSION`. Passing the version number of a previous version will cause DirectInput to emulate that version. For more information, see *Designing for Previous Versions of DirectInput*.

*lplpDirectInput*

Address of a variable to receive a valid **IDirectInput** interface pointer if the call succeeds.

*punkOuter*

Pointer to the address of the controlling object's **IUnknown** interface for COM aggregation, or NULL if the interface is not aggregated. Most callers will pass NULL. If aggregation is requested, the object returned in *\*lplpDirectInput* will be a pointer to the **IUnknown** rather than an **IDirectInput** interface, as required by COM aggregation.

## Return Values

If the function succeeds, the return value is `DI_OK`.

If the function fails, the return value may be one of the following error values:

`DIERR_BETADIRECTINPUTVERSION`  
`DIERR_INVALIDPARAM`  
`DIERR_OLDDIRECTINPUTVERSION`  
`DIERR_OUTOFMEMORY`

## Remarks

Calling this function with *punkOuter* = NULL is equivalent to creating the object through **CoCreateInstance**(*&CLSID\_DirectInput*, *punkOuter*, *CLSCTX\_INPROC\_SERVER*, *&IID\_IDirectInput*, *lplpDirectInput*), then initializing it with **Initialize**.

Calling this function with *punkOuter* != NULL is equivalent to creating the object through **CoCreateInstance**(*&CLSID\_DirectInput*, *punkOuter*, *CLSCTX\_INPROC\_SERVER*, *&IID\_IUnknown*, *lplpDirectInput*). The aggregated object must be initialized manually.

There are separate ANSI and Unicode versions of this service. The ANSI version creates an object that supports the **IDirectInputA** interface, whereas the Unicode version creates an object that supports the **IDirectInputW** interface. As with other system services that are sensitive to character set issues, macros in the header file map **DirectInputCreate** to the appropriate character set variation.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** Use `dinput.lib`.

---

## Callback Functions

[This is preliminary documentation and subject to change.]

The following four functions are prototype callback functions for use with various enumeration methods. Applications can declare one of these callback functions under any name and define it in any way, but the parameter and return types must be the same as in the prototype.

- **DIEnumCreatedEffectObjectsProc**
- **DIEnumDeviceObjectsProc**
- **DIEnumDevicesProc**
- **DIEnumEffectsProc**

## DIEnumCreatedEffectObjectsProc

[This is preliminary documentation and subject to change.]

The **DIEnumCreatedEffectObjectsProc** function is an application-defined callback function that receives **DirectInputDevice** effects as a result of a call to the **IDirectInputDevice2::EnumCreatedEffectObjects** method.

```
BOOL CALLBACK DIEnumCreatedEffectObjectsProc(  
    LPDIRECTINPUTEFFECT peff,  
    LPVOID pvRef  
);
```

### Parameters

*peff*

Pointer to an effect object that has been created.

*pvRef*

The application-defined value given in the **IDirectInputDevice2::EnumCreatedEffectObjects** method.

### Return Values

Returns **DIENUM\_CONTINUE** to continue the enumeration or **DIENUM\_STOP** to stop the enumeration.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** User-defined.

---

## DIEnumDeviceObjectsProc

[This is preliminary documentation and subject to change.]

The **DIEnumDeviceObjectsProc** function is an application-defined callback function that receives **DirectInputDevice** objects as a result of a call to the **IDirectInputDevice::EnumObjects** method.

```
BOOL CALLBACK DIEnumDeviceObjectsProc(  
    LPCDIDEVICEOBJECTINSTANCE lpddoi,  
    LPVOID pvRef  
);
```

### Parameters

*lpddoi*

A **DIDEVICEOBJECTINSTANCE** structure that describes the object being enumerated.

*pvRef*

The application-defined value given in the **IDirectInputDevice::EnumObjects** method.

### Return Values

Returns **DIENUM\_CONTINUE** to continue the enumeration or **DIENUM\_STOP** to stop the enumeration.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** User-defined.

## DIEnumDevicesProc

[This is preliminary documentation and subject to change.]

The **DIEnumDevicesProc** function is an application-defined callback function that receives **DirectInput** devices as a result of a call to the **IDirectInput::EnumDevices** method.

```
BOOL CALLBACK DIEnumDevicesProc(  
    LPCDIDEVICEINSTANCE lpddi,  
    LPVOID pvRef  
);
```

## Parameters

*lpddi*

Address of a **DIDEVICEINSTANCE** structure that describes the device instance.

*pvRef*

The application-defined value given in the **IDirectInput::EnumDevices** method.

## Return Values

Returns **DIENUM\_CONTINUE** to continue the enumeration or **DIENUM\_STOP** to stop the enumeration.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

**Import Library:** User-defined.

# DIEnumEffectsProc

[This is preliminary documentation and subject to change.]

The **DIEnumEffectsProc** function is an application-defined callback function used with the **IDirectInputDevice2::EnumEffects** method.

```
BOOL CALLBACK DIEnumEffectsProc(  
    LPCDIEFFECTINFO pdei,  
    LPVOID pvRef  
);
```

## Parameters

*pdei*

A **DIEFFECTINFO** structure that describes the enumerated effect.

*pvRef*

Address of application-defined data given to the **IDirectInputDevice2::EnumEffects** method.

## Return Values

Returns **DIENUM\_CONTINUE** to continue the enumeration, or **DIENUM\_STOP** to stop it.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

**Import Library:** User-defined.

## Macros

[This is preliminary documentation and subject to change.]

This section describes the following macros used in DirectInput:

- **DIDFT\_GETINSTANCE**
- **DIDFT\_GETTYPE**
- **DIDFT\_MAKEINSTANCE**
- **DIEFT\_GETTYPE**
- **DISEQUENCE\_COMPARE**
- **GET\_DIDEVICE\_SUBTYPE**
- **GET\_DIDEVICE\_TYPE**

Dinput.h also defines macros for C calls to all the methods of the **IDirectInput** and **IDirectInputDevice** interfaces. These macros eliminate the need for pointers to method tables. For example, here is a C call to the **IDirectInputDevice::Release** method:

```
lpdid->lpVtbl->Release(lpdid);
```

The equivalent macro call looks like this:

```
IDirectInputDevice_Release(lpdid);
```

All these macros take the same parameters as the method calls themselves.

## DIDFT\_GETINSTANCE

[This is preliminary documentation and subject to change.]

The **DIDFT\_GETINSTANCE** macro extracts the object instance number code from a data format type.

```
DIDFT_GETINSTANCE(n) LOWORD((n) >> 8)
```

## Parameters

*n*

---

The DirectInput data format type. The possible values for this parameter are identical to those found in the **dwType** member of the **DIOBJECTDATAFORMAT** structure.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

### See Also

DIDFT\_MAKEINSTANCE, DIDFT\_GETTYPE

## DIDFT\_GETTYPE

[This is preliminary documentation and subject to change.]

The **DIDFT\_GETTYPE** macro extracts the object type code from a data format type.

DIDFT\_GETTYPE(n) LOBYTE(n)

### Parameters

*n*

The DirectInput data format type. The possible values for this parameter are identical to those found in the **dwType** member of the **DIOBJECTDATAFORMAT** structure.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

### See Also

DIDFT\_GETINSTANCE

## DIDFT\_MAKEINSTANCE

[This is preliminary documentation and subject to change.]

The **DIDFT\_MAKEINSTANCE** macro creates an instance identifier of a device object for packing in the **dwType** member of the **DIOBJECTDATAFORMAT** structure.

---

DIDFT\_MAKEINSTANCE(n) ((WORD)(n) << 8)

## Parameters

*n*

Instance of the object; for example, 1 for button 1 of a mouse.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## See Also

DIDFT\_GETINSTANCE

# DIEFT\_GETTYPE

[This is preliminary documentation and subject to change.]

The **DIEFT\_GETTYPE** macro extracts the effect type code from an effect format type.

DIEFT\_GETTYPE(n) LOBYTE(n)

## Parameters

*n*

The DirectInput effect format type. The possible values for this parameter are identical to those found in the **dwEffType** member of the **DIEFFECTINFO** structure.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DISEQUENCE\_COMPARE

[This is preliminary documentation and subject to change.]

The **DISEQUENCE\_COMPARE** macro compares two DirectInput sequence numbers, compensating for wraparound.

```
DISEQUENCE_COMPARE(dwSequence1, cmp, dwSequence2) \  
((int)((dwSequence1) - (dwSequence2)) cmp 0)
```

## Parameters

*dwSequence1*

First sequence number to compare.

*cmp*

One of the following comparison operators: ==, !=, <, >, <=, or >=.

*dwSequence2*

Second sequence number to compare.

## Return Values

Returns a nonzero value if the result of the comparison specified by the *cmp* parameter is true, or zero otherwise.

## Remarks

The following example checks whether the *dwSequence1* parameter value precedes the *dwSequence2* parameter value chronologically:

```
BOOL Sooner = (DISEQUENCE_COMPARE(dwSequence1, <, dwSequence2));
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# GET\_DIDEVICE\_SUBTYPE

[This is preliminary documentation and subject to change.]

The **GET\_DIDEVICE\_SUBTYPE** macro extracts the device subtype code from a device type description code.

```
GET_DIDEVICE_SUBTYPE(dwDevType) HIBYTE(dwDevType)
```

## Parameters

*dwDevType*

---

DirectInput device type description code. The possible values for this parameter are identical to those found in the **dwDevType** member of the **DIDEVICEINSTANCE** structure.

## Remarks

The interpretation of the subtype code depends on the primary type.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

## See Also

**GET\_DIDEVICE\_TYPE**, **DIDEVICEINSTANCE**

# GET\_DIDEVICE\_TYPE

[This is preliminary documentation and subject to change.]

The **GET\_DIDEVICE\_TYPE** macro extracts the device primary type code from a device type description code.

```
GET_DIDEVICE_TYPE(dwDevType) LOBYTE(dwDevType)
```

## Parameters

*dwDevType*

DirectInput device type description code. Possible values for this parameter are identical to those found in the **dwDevType** member of the **DIDEVICEINSTANCE** structure.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

## See Also

**GET\_DIDEVICE\_SUBTYPE**, **DIDEVICEINSTANCE**

---

## Structures

[This is preliminary documentation and subject to change.]

This section contains information on the following structures used with DirectInput:

- **DICONDITION**
- **DICONSTANTFORCE**
- **DICUSTOMFORCE**
- **DIDATAFORMAT**
- **DIDEVCAPS**
- **DIDEVICEINSTANCE**
- **DIDEVICEOBJECTDATA**
- **DIDEVICEOBJECTINSTANCE**
- **DIEFFECT**
- **DIEFFECTINFO**
- **DIEFFESCAPE**
- **DIENVELOPE**
- **DIJOYSTATE**
- **DIJOYSTATE2**
- **DIMOUSESTATE**
- **DIOBJECTDATAFORMAT**
- **DIPERIODIC**
- **DIPROPDWORD**
- **DIPROPHEADER**
- **DIPROPRANGE**
- **DIRAMPFORCE**

### Note

The memory for all DirectX structures must be initialized to zero before use. In addition, all structures that contain a **dwSize** member should set the member to the size of the structure, in bytes, before use. The following example performs these tasks on a common structure, **DIDEVCAPS**:

```
DIDEVCAPS didevcaps; // Can't use this yet.
```

```
ZeroMemory(&didevcaps, sizeof(didevcaps));  
didevcaps.dwSize = sizeof(didevcaps);
```

```
// Now the structure can be used.
```

```
.  
.
```

---

# DICONDITION

[This is preliminary documentation and subject to change.]

The **DICONDITION** structure contains type-specific information for effects that are marked as **DIEFT\_CONDITION**.

A pointer to an array of **DICONDITION** structures for an effect is passed in the **lpvTypeSpecificParams** member of the **DIEFFECT** structure. The number of elements in the array must be either one, or equal to the number of axes associated with the effect.

```
typedef struct DICONDITION {
    LONG IOffset;
    LONG IPositiveCoefficient;
    LONG INegativeCoefficient;
    DWORD dwPositiveSaturation;
    DWORD dwNegativeSaturation;
    LONG IDeadBand;
} DICONDITION, *LPDICONDITION;

typedef const DICONDITION *LPCDICONDITION;
```

## Members

### **IOffset**

The offset for the condition, in the range -10,000 to +10,000.

### **IPositiveCoefficient**

The coefficient constant on the positive side of the offset, in the range -10,000 to +10,000.

### **INegativeCoefficient**

The coefficient constant on the negative side of the offset, in the range -10,000 to +10,000.

If the device does not support separate positive and negative coefficients, then the value of **INegativeCoefficient** is ignored and the value of **IPositiveCoefficient** is used as both the positive and negative coefficients.

### **dwPositiveSaturation**

The maximum force output on the positive side of the offset, in the range 0 to 10,000.

If the device does not support force saturations, then the value of this member is ignored.

### **dwNegativeSaturation**

The maximum force output on the negative side of the offset, in the range 0 to 10,000.

If the device does not support force saturations, then the value of this member is ignored.

If the device does not support separate positive and negative saturations, then the value of **dwNegativeSaturation** is ignored and the value of **dwPositiveSaturation** is used as both the positive and negative saturations.

### **IDeadBand**

The region around **IOffset** where the condition is not active, in the range 0 to 10,000. In other words, the condition is not active between **IOffset - IDeadBand** and **IOffset + IDeadBand**.

### **Remarks**

Different types of conditions will interpret the parameters differently, but the basic idea is that force resulting from a condition is equal to  $A(q - q_0)$  where  $A$  is a scaling coefficient,  $q$  is some metric, and  $q_0$  is the neutral value for that metric.

The preceding simplified formula must be adjusted if a nonzero dead band is provided. If the metric is less than **IOffset - IDeadBand**, then the resulting force is given by the following formula:

$$force = \mathbf{INegativeCoefficient} * (q - (\mathbf{IOffset} - \mathbf{IDeadBand}))$$

Similarly, if the metric is greater than **IOffset + IDeadBand**, then the resulting force is given by the following formula:

$$force = \mathbf{IPositiveCoefficient} * (q - (\mathbf{IOffset} + \mathbf{IDeadBand}))$$

A spring condition uses axis position as the metric.

A damper condition uses axis velocity as the metric.

An inertia condition uses axis acceleration as the metric.

If the number of **DICONDITION** structures in the array is equal to the number of axes for the effect, then the first structure applies to the first axis, the second applies to the second axis, and so on. For example, a two-axis spring condition with **IOffset** set to zero in both **DICONDITION** structures would have the same effect as the joystick self-centering spring. When a condition is defined for each axis in this way, the effect must not be rotated.

If there is a single **DICONDITION** structure for an effect with more than one axis, then the direction along which the parameters of the **DICONDITION** structure are in effect is determined by the direction parameters passed in the **rglDirection** field of the **DIEFFECT** structure. For example, a friction condition rotated 45 degrees (in polar coordinates) would resist joystick motion in the northeast-southwest direction but would have no effect on joystick motion in the northwest-southeast direction.

### **QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for

Windows 95.

**Header:** Declared in dinput.h.

## DICONSTANTFORCE

[This is preliminary documentation and subject to change.]

The **DICONSTANTFORCE** structure contains type-specific information for effects that are marked as **DIEFT\_CONSTANTFORCE**.

The structure describes a constant force effect.

A pointer to a single **DICONSTANTFORCE** structure for an effect is passed in the **lpvTypeSpecificParams** member of the **DIEFFECT** structure.

```
typedef struct DICONSTANTFORCE {
    LONG IMagnitude;
} DICONSTANTFORCE, *LPDICONSTANTFORCE;

typedef const DICONSTANTFORCE *LPCDICONSTANTFORCE;
```

### Members

#### IMagnitude

The magnitude of the effect, in the range -10,000 to +10,000. If an envelope is applied to this effect, then the value represents the magnitude of the sustain. If no envelope is applied, then the value represents the amplitude of the entire effect.

### QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## DICUSTOMFORCE

[This is preliminary documentation and subject to change.]

The **DICUSTOMFORCE** structure contains type-specific information for effects that are marked as **DIEFT\_CUSTOMFORCE**.

The structure describes a custom or user-defined force.

A pointer to a **DICUSTOMFORCE** structure for an effect is passed in the **lpvTypeSpecificParams** member of the **DIEFFECT** structure.

```
typedef struct DICUSTOMFORCE {
    DWORD cChannels;
```

```
DWORD dwSamplePeriod;
DWORD cSamples;
LPLONG rgfForceData;
} DICUSTOMFORCE, *LPDICUSTOMFORCE;

typedef const DICUSTOMFORCE *LPCDICUSTOMFORCE;
```

## Members

### cChannels

The number of channels (axes) affected by this force.

The first channel is applied to the first axis associated with the effect, the second to the second, and so on. If there are fewer channels than axes, then nothing is associated with the extra axes.

If there is but a single channel, then the effect will be rotated in the direction specified by the **rgfDirection** member of the **DIEFFECT** structure. If there is more than one channel, then rotation is not allowed.

Not all devices support rotation of custom effects.

### dwSamplePeriod

The sample period in microseconds.

### cSample

The total number of samples in the **rgfForceData**. It must be an integral multiple of the **cChannels**.

### rgfForceData

Pointer to an array of force values representing the custom force. If multiple channels are provided, then the values are interleaved. For example, if **cChannels** is 3, then the first element of the array belongs to the first channel, the second to the second, and the third to the third.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## DIDATAFORMAT

[This is preliminary documentation and subject to change.]

The **DIDATAFORMAT** structure carries information describing a device's data format. This structure is used with the **IDirectInputDevice::SetDataFormat** method.

```
typedef struct DIDATAFORMAT {
    DWORD dwSize;
```

```
DWORD dwObjSize;  
DWORD dwFlags;  
DWORD dwDataSize;  
DWORD dwNumObjs;  
LPDIOBJECTDATAFORMAT rgodf;  
} DIDATAFORMAT, *LPDIDATAFORMAT;  
  
typedef const DIDATAFORMAT *LPCDIDATAFORMAT;
```

## Members

### dwSize

Size of this structure, in bytes.

### dwObjSize

Size of the **DIOBJECTDATAFORMAT** structure, in bytes.

### dwFlags

Flags describing other attributes of the data format. This value can be one of the following:

#### DIDF\_ABSAXIS

The axes are in absolute mode. Setting this flag in the data format is equivalent to manually setting the axis mode property using the **IDirectInputDevice::SetProperty** method. This may not be combined with DIDF\_RELAXIS flag.

#### DIDF\_RELAXIS

The axes are in relative mode. Setting this flag in the data format is equivalent to manually setting the axis mode property using the **IDirectInputDevice::SetProperty** method. This may not be combined with the DIDF\_ABSAXIS flag.

### dwDataSize

Size of a data packet returned by the device, in bytes. This value must be a multiple of 4 and must exceed the largest offset value for an object's data within the data packet.

### dwNumObjs

Number of objects in the **rgodf** array.

### rgodf

Address to an array of **DIOBJECTDATAFORMAT** structures. Each structure describes how one object's data should be reported in the device data. Typical errors include placing two pieces of information in the same location and placing one piece of information in more than one location.

## Remarks

Applications do not typically need to create a **DIDATAFORMAT** structure. An application can use one of the predefined global data format variables, *c\_dfDIMouse*, *c\_dfDIKeyboard*, *c\_dfDIJoystick*, or *c\_dfDIJoystick2*.

The following declarations set a data format that can be used by applications that need two axes (reported in absolute coordinates) and two buttons.

```
// Suppose an application uses the following
// structure to read device data.

typedef struct MYDATA {
    LONG IX;           // x-axis goes here
    LONG IY;           // y-axis goes here
    BYTE bButtonA;     // One button goes here
    BYTE bButtonB;     // Another button goes here
    BYTE bPadding[2];  // Must be dword multiple in size
} MYDATA;

// Then it can use the following data format.

DIOBJECTDATAFORMAT rgodf[ ] = {
    { &GUID_XAxis, FIELD_OFFSET(MYDATA, IX),
      DIDFT_AXIS | DIDFT_ANYINSTANCE, 0, },
    { &GUID_YAxis, FIELD_OFFSET(MYDATA, IY),
      DIDFT_AXIS | DIDFT_ANYINSTANCE, 0, },
    { &GUID_Button, FIELD_OFFSET(MYDATA, bButtonA),
      DIDFT_BUTTON | DIDFT_ANYINSTANCE, 0, },
    { &GUID_Button, FIELD_OFFSET(MYDATA, bButtonB),
      DIDFT_BUTTON | DIDFT_ANYINSTANCE, 0, },
};
#define numObjects (sizeof(rgodf) / sizeof(rgodf[0]))

DIDATAFORMAT df = {
    sizeof(DIDATAFORMAT),    // this structure
    sizeof(DIOBJECTDATAFORMAT), // size of object data format
    DIDF_ABSAXIS,           // absolute axis coordinates
    sizeof(MYDATA),         // device data size
    numObjects,             // number of objects
    rgodf,                  // and here they are
};
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for

Windows 95.

**Header:** Declared in dinput.h.

## DIDEVCAPS

[This is preliminary documentation and subject to change.]

The **DIDEVCAPS** structure contains information about a DirectInput device's capabilities. This structure is used with the **IDirectInputDevice::GetCapabilities** method.

```
typedef struct DIDEVCAPS {
    DWORD dwSize;
    DWORD dwFlags;
    DWORD dwDevType;
    DWORD dwAxes;
    DWORD dwButtons;
    DWORD dwPOVs;
    DWORD dwFFSamplePeriod;
    DWORD dwFFMinTimeResolution;
    DWORD dwFirmwareRevision;
    DWORD dwHardwareRevision;
    DWORD dwFFDriverVersion;
} DIDEVCAPS, *LPDIDEVCAPS;
```

### Members

#### dwSize

Size of this structure, in bytes. This member must be initialized by the application before a call to the **IDirectInputDevice::GetCapabilities** method.

#### dwFlags

Flags associated with the device. This value can be a combination of the following:

##### DIDC\_ALIAS

The device is a duplicate of another DirectInput device. Alias devices are by default not enumerated by **IDirectInput::EnumDevices**.

##### DIDC\_PHANTOM

The device does not really exist. It is a placeholder for a device which may exist in the future. Phantom devices are by default not enumerated by **IDirectInput::EnumDevices**.

##### DIDC\_ATTACHED

The device is physically attached.

##### DIDC\_DEADBAND

The device supports deadband for at least one force-feedback condition.

##### DIDC\_EMULATED

---

Device functionality is emulated.

#### DIDC\_FORCEFEEDBACK

The device supports force feedback.

#### DIDC\_FFFADE

The force-feedback system supports the fade parameter for at least one effect. If the device does not support fade then the fade level and fade time parameters of the **DIENVELOPE** structure will be ignored by the device.

After a call to the **IDirectInputDevice2::GetEffectInfo** method, an individual effect will set the DIEFT\_FFFADE flag if fade is supported for that effect.

#### DIDC\_FFATTACK

The force-feedback system supports the attack envelope parameter for at least one effect. If the device does not support attack then the attack level and attack time parameters of the **DIENVELOPE** structure will be ignored by the device.

After a call to the **IDirectInputDevice2::GetEffectInfo** method, an individual effect will set the DIEFT\_FFATTACK flag if attack is supported for that effect.

#### DIDC\_POLLEDDATAFORMAT

At least one object in the current data format is polled rather than interrupt-driven. For these objects, the application must explicitly call the **IDirectInputDevice2::Poll** method in order to obtain data.

#### DIDC\_POLLEDDEVICE

At least one object on the device is polled rather than interrupt-driven. For these objects, the application must explicitly call the **IDirectInputDevice2::Poll** method in order to obtain data. HID devices may contain a mixture of polled and non-polled objects.

#### DIDC\_POSNEGCOEFFICIENTS

The force-feedback system supports two coefficient values for conditions (one for the positive displacement of the axis and one for the negative displacement of the axis) for at least one condition. If the device does not support both coefficients, then the negative coefficient in the **DICONDITION** structure will be ignored.

After a call to the **IDirectInputDevice2::GetEffectInfo** method, an individual condition will set the DIEFT\_POSNEGCOEFFICIENTS flag if separate positive and negative coefficients are supported for that condition.

#### DIDC\_POSNEGSATURATION

The force-feedback system supports a maximum saturation for both positive and negative force output for at least one condition. If the device does not support both saturation values, then the negative saturation in the **DICONDITION** structure will be ignored.

After a call to the **IDirectInputDevice2::GetEffectInfo** method, an individual condition will set the DIEFT\_POSNEGSATURATION flag if separate positive and negative saturations are supported for that condition.

#### DIDC\_SATURATION

The force-feedback system supports the saturation of condition effects for at least one condition. If the device does not support saturation, then the force generated by a condition is limited only by the maximum force which the device can generate.

After a call to the **IDirectInputDevice2::GetEffectInfo** method, an individual condition will set the DIEFT\_SATURATION flag if saturation is supported for that condition.

**dwDevType**

Device type specifier. This member can contain values identical to those in the **dwDevType** member of the **DIDEVICEINSTANCE** structure.

**dwAxes**

Number of axes available on the device.

**dwButtons**

Number of buttons available on the device.

**dwPOVs**

Number of point-of-view controllers available on the device.

**dwFFSamplePeriod**

The minimum time between playback of consecutive raw force commands.

**dwFFMinTimeResolution**

The minimum amount of time, in microseconds, that the device can resolve. The device rounds any times to the nearest supported increment. For example, if the value of **dwFFMinTimeResolution** is 1000, then the device would round any times to the nearest millisecond.

**dwFirmwareRevision**

Specifies the firmware revision of the device.

**dwHardwareRevision**

The hardware revision of the device.

**dwFFDriverVersion**

The version number of the device driver.

**Remarks**

The semantics of version numbers are left to the manufacturer of the device. The only guarantee is that newer versions will have larger numbers.

**QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## See Also

DIDEVICEINSTANCE

# DIDEVICEINSTANCE

[This is preliminary documentation and subject to change.]

The **DIDEVICEINSTANCE** structure contains information about an instance of a DirectInput device. This structure is used with the **IDirectInput::EnumDevices** and **IDirectInputDevice::GetDeviceInfo** methods.

```
typedef struct DIDEVICEINSTANCE {
    DWORD dwSize;
    GUID guidInstance;
    GUID guidProduct;
    DWORD dwDevType;
    TCHAR tszInstanceName[MAX_PATH];
    TCHAR tszProductName[MAX_PATH];
    GUID guidFFDriver;
    WORD wUsagePage;
    WORD wUsage;
} DIDEVICEINSTANCE, *LPDIDEVICEINSTANCE;

typedef const DIDEVICEINSTANCE *LPCDIDEVICEINSTANCE;
```

## Members

### dwSize

Size of this structure, in bytes. This member must be initialized before the structure is used.

### guidInstance

Unique identifier for the instance of the device. An application may save the instance GUID into a configuration file and use it at a later time. Instance GUIDs are specific to a particular computer. An instance GUID obtained from one computer is unrelated to instance GUIDs on another.

### guidProduct

Unique identifier for the product. This identifier is established by the manufacturer of the device.

### dwDevType

Device type specifier. The least-significant byte of the device type description code specifies the device type. The next-significant byte specifies the device subtype. This value can be one of the following types combined with their respective subtypes and optionally with **DIDEVTYPE\_HID**, which specifies a Human Interface Device.

### Device Types

DIDEVTYPE\_MOUSE

A mouse or mouse-like device (such as a trackball).

DIDEVTYPE\_KEYBOARD

A keyboard or keyboard-like device.

DIDEVTYPE\_JOYSTICK

A joystick or similar device, such as a steering wheel.

DIDEVTYPE\_DEVICE

A device that does not fall into the previous categories.

**Mouse subtypes**

DIDEVTYPEMOUSE\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEMOUSE\_TRADITIONAL

The device is a traditional mouse.

DIDEVTYPEMOUSE\_FINGERSTICK

The device is a fingerstick.

DIDEVTYPEMOUSE\_TOUCHPAD

The device is a touchpad.

DIDEVTYPEMOUSE\_TRACKBALL

The device is a trackball.

**Keyboard subtypes**

DIDEVTYPEKEYBOARD\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEKEYBOARD\_PCXT

IBM PC/XT 83-key keyboard.

DIDEVTYPEKEYBOARD\_OLIVETTI

Olivetti 102-key keyboard.

DIDEVTYPEKEYBOARD\_PCAT

IBM PC/AT 84-key keyboard.

DIDEVTYPEKEYBOARD\_PCENH

IBM PC Enhanced 101/102-key or Microsoft Natural® keyboard.

DIDEVTYPEKEYBOARD\_NOKIA1050

Nokia 1050 keyboard.

DIDEVTYPEKEYBOARD\_NOKIA9140

Nokia 9140 keyboard.

DIDEVTYPEKEYBOARD\_NEC98

Japanese NEC PC98 keyboard.

DIDEVTYPEKEYBOARD\_NEC98LAPTOP

Japanese NEC PC98 laptop keyboard.

DIDEVTYPEKEYBOARD\_NEC98106

Japanese NEC PC98 106-key keyboard.

DIDEVTYPEKEYBOARD\_JAPAN106

Japanese 106-key keyboard.

DIDEVTYPEKEYBOARD\_JAPANAX

Japanese AX keyboard.

DIDEVTYPEKEYBOARD\_J3100

Japanese J3100 keyboard.

#### **Joystick Subtypes**

DIDEVTYPEJOYSTICK\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEJOYSTICK\_TRADITIONAL

A traditional joystick.

DIDEVTYPEJOYSTICK\_FLIGHTSTICK

A joystick optimized for flight simulation.

DIDEVTYPEJOYSTICK\_GAMEPAD

A device whose primary purpose is to provide button input.

DIDEVTYPEJOYSTICK\_RUDDER

A device for yaw control.

DIDEVTYPEJOYSTICK\_WHEEL

A steering wheel.

DIDEVTYPEJOYSTICK\_HEADTRACKER

A device that tracks the movement of the user's head.

#### **Flags in the High Word**

DIDEVTYPE\_HID

The device uses the Human Interface Device (HID) protocol.

**tszInstanceName[MAX\_PATH]**

Friendly name for the instance. For example, "Joystick 1."

**tszProductName[MAX\_PATH]**

Friendly name for the product.

**guidFFDriver**

Unique identifier for the driver being used for force feedback. This identifier is established by the manufacturer of the driver.

**wUsagePage**

If the device is a HID device, then this member contains the HID usage page code.

**wUsage**

If the device is a HID, then this member contains the HID usage code.

## **Remarks**

For compatibility with previous versions of DirectX, a **DIDEVICEINSTANCE\_DX3** structure is also defined, containing only the first six members of the **DIDEVICEINSTANCE** structure.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIDeviceObjectData

[This is preliminary documentation and subject to change.]

The **DIDeviceObjectData** structure contains raw buffered device information. This structure is used with the **IDirectInputDevice::GetDeviceData** and **IDirectInputDevice2::SendDeviceData** methods.

```
typedef struct DIDeviceObjectData {
    DWORD dwOfs;
    DWORD dwData;
    DWORD dwTimeStamp;
    DWORD dwSequence;
} DIDeviceObjectData, *LPDIDeviceObjectData;

typedef const DIDeviceObjectData *LPCDIDeviceObjectData;
```

## Members

### dwOfs

For **GetDeviceData**, the offset into the current data format of the object whose data is being reported; that is, the location where the **dwData** would have been stored if the data had been obtained by a call to the **IDirectInputDevice::GetDeviceState** method. If the device is accessed as a mouse, keyboard, or joystick, the **dwOfs** member will be one of the mouse device constants, keyboard device constants, or joystick device constants. If a custom data format has been set, then it will be an offset relative to the custom data format.

For **SendDeviceData**, the instance ID of the object to which the data is being sent, as obtained from the **dwType** member of a **DIDeviceObjectInstance** structure.

### dwData

Data obtained from or sent to the device.

For axis input, if the device is in relative axis mode, then the relative axis motion is reported. If the device is in absolute axis mode, then the absolute axis coordinate is reported.

For button input, only the low byte of **dwData** is significant. The high bit of the low byte is set if the button went down; it is clear if the button went up.

### dwTimeStamp

Tick count at which the input event was generated, in milliseconds. The current system tick count can be obtained by calling the Win32 **GetTickCount** function. Remember that this value wraps around approximately every 50 days.

When the structure is used with the **SendDeviceData** method, this member must be zero.

#### **dwSequence**

DirectInput sequence number for this event. All input events are assigned an increasing sequence number. This allows events from different devices to be sorted chronologically. Since this value can wrap around, care must be taken when comparing two sequence numbers. The **DISEQUENCE\_COMPARE** macro can be used to perform this comparison safely.

When the structure is used with the **SendDeviceData** method, this member must be zero.

### **QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## **DIDEVICEOBJECTINSTANCE**

[This is preliminary documentation and subject to change.]

The **DIDEVICEOBJECTINSTANCE** structure contains information about a device object instance. This structure is used with the **IDirectInputDevice::EnumObjects** method to provide the **DIEnumDeviceObjectsProc** callback function with information about a particular object associated with a device, like an axis or button. It is also used with the **IDirectInputDevice::GetObjectInfo** method to retrieve information about a device object.

```
typedef struct DIDEVICEOBJECTINSTANCE {
    DWORD dwSize;
    GUID guidType;
    DWORD dwOfs;
    DWORD dwType;
    DWORD dwFlags;
    TCHAR tszName[MAX_PATH];
    DWORD dwFFMaxForce;
    DWORD dwFFForceResolution;
    WORD wCollectionNumber;
    WORD wDesignatorIndex;
    WORD wUsagePage;
    WORD wUsage;
    DWORD dwDimension;
```

```
WORD wExponent;  
WORD wReserved;  
} DIDEVICEOBJECTINSTANCE, *LPDIDEVICEOBJECTINSTANCE;  
  
typedef const DIDEVICEOBJECTINSTANCE *LPCDIDEVICEOBJECTINSTANCE;
```

## Members

### dwSize

Size of the structure, in bytes. During enumeration, the application may inspect this value to determine how many members of the structure are valid. When the structure is passed to the **IDirectInputDevice::GetObjectInfo** method, this member must be initialized to **sizeof(DIDEVICEOBJECTINSTANCE)**.

### guidType

Unique identifier that indicates the object type. This member is optional. If present, it can be one of the following values:

#### GUID\_XAxis

The horizontal axis. For example, it may represent the left-right motion of a mouse.

#### GUID\_YAxis

The vertical axis. For example, it may represent the forward-backward motion of a mouse.

#### GUID\_ZAxis

The z-axis. For example, it may represent rotation of the wheel on a mouse, or movement of a throttle control on a joystick.

#### GUID\_RxAxis

Rotation around the x-axis.

#### GUID\_RyAxis

Rotation around the y-axis.

#### GUID\_RzAxis

Rotation around the z-axis (often a rudder control).

#### GUID\_Slider

A slider axis.

#### GUID\_Button

A button on a mouse.

#### GUID\_Key

A key on a keyboard.

#### GUID\_POV

A point-of-view indicator or "hat".

#### GUID\_Unknown

Unknown.

Other object types may be defined in the future.

### dwOfs

---

Offset within the data format at which data is reported for this object. This value can be used to identify the object in method calls and structures that accept the `DIPH_BYOFFSET` flag.

**dwType**

Device type that describes the object. It is a combination of `DIDFT_*` flags that describe the object type (axis, button, and so forth) and contains the object instance number in the middle 16 bits. Use the `DIDFT_GETINSTANCE` macro to extract the object instance number. For the `DIDFT_*` flags, see **IDirectInputDevice::EnumObjects**.

**dwFlags**

Flags describing other attributes of the data format. This value can be one of the following:

`DIDOI_ASPECTACCEL`

The object reports acceleration information.

`DIDOI_ASPECTFORCE`

The object reports force information.

`DIDOI_ASPECTMASK`

The bits that are used to report aspect information. An object can represent at most one aspect.

`DIDOI_ASPECTPOSITION`

The object reports position information.

`DIDOI_ASPECTVELOCITY`

The object reports velocity information.

`DIDOI_FFACTUATOR`

The object can have force-feedback effects applied to it.

`DIDOI_FFEFFECTTRIGGER`

The object can trigger playback of force-feedback effects.

`DIDOI_POLLED`

The object does not return data until the **IDirectInputDevice2::Poll** method is called.

**tszName[MAX\_PATH]**

Name of the object; for example, "X-Axis" or "Right Shift."

**dwFFMaxForce**

The magnitude of the maximum force that can be created by the actuator associated with this object. Force is expressed in newtons and measured in relation to where the hand would be during normal operation of the device.

**dwFFForceResolution**

The force resolution of the actuator associated with this object. The returned value represents the number of gradations, or subdivisions, of the maximum force that can be expressed by the force-feedback system from 0 (no force) to maximum force.

**wCollectionNumber**

The HID link collection to which the object belongs.

**wDesignatorIndex**

---

An index that refers to a designator in the HID physical descriptor. This number can be passed to functions in the HID parsing library (Hidpi.h) to obtain additional information about the device object.

**wUsagePage**

The HID usage page associated with the object, if known. Human Interface Devices will always report a usage page. Non-HID devices may optionally report a usage page; if they do not, then the value of this member will be zero.

**wUsage**

The HID usage associated with the object, if known. Human Interface Devices will always report a usage. Non-HID devices may optionally report a usage; if they do not, then the value of this member will be zero.

**dwDimension**

The dimensional units in which the object's value is reported, if known, or zero if not known. Applications can use this field to distinguish between, for example, the position and velocity of a control.

**wExponent**

The exponent to associate with the dimension, if known.

**wReserved**

Reserved.

## Remarks

Applications can use the **wUsagePage** and **wUsage** members to obtain additional information about how the object was designed to be used. For example, if **wUsagePage** has the value 0x02 (vehicle controls) and **wUsage** has the value 0xB9 (elevator trim), then the object was designed to be the elevator trim control on a flightstick. A flight simulator application can use this information to provide more reasonable defaults for objects on the device. HID usage codes are determined by the USB standards committee.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIEFFECT

[This is preliminary documentation and subject to change.]

The **DIEFFECT** structure is used by the **IDirectInputDevice2::CreateEffect** method to initialize a new **IDirectInputEffect** object. It is also used by the **IDirectInputEffect::SetParameters** and **IDirectInputEffect::GetParameters** methods.

```
typedef struct DIEFFECT {
    DWORD dwSize;
    DWORD dwFlags;
    DWORD dwDuration;
    DWORD dwSamplePeriod;
    DWORD dwGain;
    DWORD dwTriggerButton;
    DWORD dwTriggerRepeatInterval;
    DWORD cAxes;
    LPDWORD rgdwAxes;
    LPLONG rgldirection;
    LPDIENVELOPE lpEnvelope;
    DWORD cbTypeSpecificParams;
    LPVOID lpvTypeSpecificParams;
} DIEFFECT, *LPDIEFFECT;

typedef const DIEFFECT *LPCDIEFFECT;
```

## Members

### dwSize

Specifies the size, in bytes, of the structure. This member must be initialized before the structure is used.

### dwFlags

Flags associated with the effect. This value can be a combination of one or more of the following values:

#### DIEFF\_CARTESIAN

The values of **rgldirection** are to be interpreted as Cartesian coordinates.

#### DIEFF\_OBJECTIDS

The values of **dwTriggerButton** and **rgdwAxes** are object identifiers as obtained by **IDirectInputDevice::EnumObjects**.

#### DIEFF\_OBJECTOFFSETS

The values of **dwTriggerButton** and **rgdwAxes** are data format offsets, relative to the data format selected by **IDirectInput::SetDataFormat**.

#### DIEFF\_POLAR

The values of **rgldirection** are to be interpreted as polar coordinates.

#### DIEFF\_SPHERICAL

The values of **rgldirection** are to be interpreted as spherical coordinates.

### dwDuration

The total duration of the effect in microseconds. If this value is INFINITE, then the effect has infinite duration. If an envelope has been applied to the effect, then the attack will be applied, followed by an infinite sustain.

### dwSamplePeriod

The period at which the device should play back the effect, in microseconds. A value of zero indicates that the default playback sample rate should be used.

If the device is not capable of playing back the effect at the specified rate, it will choose the supported rate that is closest to the requested value.

Setting a custom **dwSamplePeriod** can be used for special effects. For example, playing a sine wave at an artificially large sample period results in a rougher texture.

**dwGain**

The gain to be applied to the effect, in the range 0 to 10,000. The gain is a scaling factor applied to all magnitudes of the effect and its envelope.

**dwTriggerButton**

The identifier or offset of the button to be used to trigger playback of the effect. The flags **DIEFF\_OBJECTIDS** and **DIEFF\_OBJECTOFFSETS** determine the semantics of the value. If this member is set to **DIEB\_NOTRIGGER**, then no trigger button is associated with the effect.

**dwTriggerRepeatInterval**

The interval, in microseconds, between the end of one playback and the start of the next when the effect is triggered by a button press and the button is held down. Setting this value to **INFINITE** suppresses repetition.

Support for trigger repeat for an effect is indicated by the presence of the **DIEP\_TRIGGERREPEATINTERVAL** flag in the **dwStaticParams** member of the **DIEFFECTINFO** structure.

**cAxes**

Number of axes involved in the effect. This member must be filled in by the caller if changing or setting the axis list or the direction list.

The number of axes for an effect cannot be changed once it has been set.

**rgdwAxes**

Pointer to a **DWORD** array (of **cAxes** elements) containing identifiers or offsets identifying the axes to which the effect is to be applied. The flags **DIEFF\_OBJECTIDS** and **DIEFF\_OBJECTOFFSETS** determine the semantics of the values in the array.

The list of axes associated with an effect cannot be changed once it has been set.

No more than 32 axes can be associated with a single effect.

**rglDirection**

Pointer to a **LONG** array (of **cAxes** elements) containing either Cartesian coordinates or polar coordinates. The flags **DIEFF\_CARTESIAN**, **DIEFF\_POLAR**, and **DIEFF\_SPHERICAL** determine the semantics of the values in the array.

If Cartesian, then each value in **rglDirection** is associated with the corresponding axis in **rgdwAxes**.

If polar, then the angle is measured in hundredths of degrees from the (0, -1) direction, rotated in the direction of (1, 0). This usually means that "north" is away from the user, and "east" is to the user's right. The last element is not used.

If spherical, then the first angle is measured in hundredths of degrees from the (1, 0) direction, rotated in the direction of (0, 1). The second angle (if the number of axes is three or more) is measured in hundredths of degrees towards (0, 0, 1). The third angle (if the number of axes is four or more) is measured in hundredths of degrees towards (0, 0, 0, 1), and so on. The last element is not used.

### Note

The **rglDirection** array must contain **cAxes** entries, even if polar or spherical coordinates are given. In these cases the last element in the **rglDirection** array is reserved for future use and must be zero.

### lpEnvelope

Optional pointer to a **DIENVELOPE** structure that describes the envelope to be used by this effect. Note that not all effect types use envelopes. If no envelope is to be applied, then the member should be set to NULL.

### cbTypeSpecificParams

Number of bytes of additional type-specific parameters for the corresponding effect type.

### lpvTypeSpecificParams

Pointer to type-specific parameters, or NULL if there are no type-specific parameters.

If the effect is of type **DIEFT\_CONDITION**, then this member contains a pointer to an array of **DICONDITION** structures that define the parameters for the condition. A single structure may be used, in which case the condition is applied in the direction specified in the **rglDirection** array. Otherwise there must be one structure for each axis, in the same order as the axes in **rgdwAxes** array. If a structure is supplied for each axis, the effect should not be rotated; you should use the following values in the **rglDirection** array:

- **DIEFF\_SPHERICAL**: 0, 0, ...
- **DIEFF\_POLAR**: 9000, 0, ...
- **DIEFF\_CARTESIAN**: 1, 0, ...

If the effect is of type **DIEFT\_CUSTOMFORCE**, then this member contains a pointer to a **DICUSTOMFORCE** structure that defines the parameters for the custom force.

If the effect is of type **DIEFT\_PERIODIC**, then this member contains a pointer to a **DIPERIODIC** structure that defines the parameters for the effect.

If the effect is of type **DIEFT\_CONSTANTFORCE**, then this member contains a pointer to a **DICONSTANTFORCE** structure that defines the parameters for the constant force.

If the effect is of type **DIEFT\_RAMPFORCE**, then this member contains a pointer to a **DIRAMPFORCE** structure that defines the parameters for the ramp force.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIEFFECTINFO

[This is preliminary documentation and subject to change.]

The **DIEFFECTINFO** structure is used by the **IDirectInputDevice2::EnumEffects** and **IDirectInputDevice2::GetEffectInfo** methods to return information about a particular effect supported by a device.

```
typedef struct DIEFFECTINFO {
    DWORD dwSize;
    GUID guid;
    DWORD dwEffType;
    DWORD dwStaticParams;
    DWORD dwDynamicParams;
    TCHAR tszName[MAX_PATH];
} DIEFFECTINFO, *LPDIEFFECTINFO;

typedef const DIEFFECTINFO *LPCDIEFFECTINFO;
```

## Members

### dwSize

The size of the structure in bytes. During enumeration, the application may inspect this value to determine how many members of the structure are valid. This member must be initialized before the structure is passed to the **IDirectInputDevice2::GetEffectInfo** method.

### guid

Identifier of the effect.

### dwEffType

Zero or more of the following values:

#### DIEFT\_ALL

Valid only for **IDirectInputDevice2::EnumEffects**. Enumerate all effects, regardless of type. This flag may not be combined with any of the other flags.

#### DIEFT\_CONDITION

The effect represents a condition. When creating or modifying a condition, the **lpvTypeSpecificParams** member of the **DIEFFECT** structure must point to an array of **DICONDITION** structures (one per axis) and the **cbTypeSpecificParams** member must be set to **cAxis \* sizeof(DICONDITION)**.

Not all devices support all the parameters of conditions. Check the effect capability flags to determine which capabilities are available.

The flag can be passed to **IDirectInputDevice2::EnumEffects** to restrict the enumeration to conditions.

#### DIEFT\_CONSTANTFORCE

The effect represents a constant-force effect. When creating or modifying a constant-force effect, the **lpvTypeSpecificParams** member of the **DIEFFECT** must point to a **DICONSTANTFORCE** structure and the **cbTypeSpecificParams** member must be set to **sizeof(DICONSTANTFORCE)**.

The flag can be passed to **IDirectInputDevice2::EnumEffects** to restrict the enumeration to constant-force effects.

#### DIEFT\_CUSTOMFORCE

The effect represents a custom-force effect. When creating or modifying a custom-force effect, the **lpvTypeSpecificParams** member of the **DIEFFECT** structure must point to a **DICUSTOMFORCE** structure and the **cbTypeSpecificParams** member must be set to **sizeof(DICUSTOMFORCE)**.

The flag can be passed to **IDirectInputDevice2::EnumEffects** to restrict the enumeration to custom-force effects.

#### DIEFT\_DEADBAND

The effect generator for this condition effect supports the **IDeadBand** parameter.

#### DIEFT\_FFATTACK

The effect generator for this effect supports the attack envelope parameter. If the effect generator does not support attack then the attack level and attack time parameters of the **DIENVELOPE** structure will be ignored by the effect.

If neither **DIEFT\_FFATTACK** nor **DIEFT\_FFFADE** is set, then the effect does not support an envelope, and any provided envelope will be ignored.

#### DIEFT\_FFFADE

The effect generator for this effect supports the fade parameter. If the effect generator does not support fade then the fade level and fade time parameters of the **DIENVELOPE** structure will be ignored by the effect.

If neither **DIEFT\_FFATTACK** nor **DIEFT\_FFFADE** is set, then the effect does not support an envelope, and any provided envelope will be ignored.

#### DIEFT\_HARDWARE

The effect represents a hardware-specific effect. For additional information on using a hardware-specific effect, consult the hardware documentation.

The flag can be passed to the **IDirectInputDevice2::EnumEffects** method to restrict the enumeration to hardware-specific effects.

#### DIEFT\_PERIODIC

The effect represents a periodic effect. When creating or modifying a periodic effect, the **lpvTypeSpecificParams** member of the **DIEFFECT** structure

must point to a **DIPERIODIC** structure and the **cbTypeSpecificParams** member must be set to **sizeof(DIPERIODIC)**.

The flag can be passed to **IDirectInputDevice2::EnumEffects** to restrict the enumeration to periodic effects.

#### **DIEFT\_POSNEGCOEFFICIENTS**

The effect generator for this effect supports two coefficient values for conditions, one for the positive displacement of the axis and one for the negative displacement of the axis. If the device does not support both coefficients, then the negative coefficient in the **DICONDITION** structure will be ignored and the positive coefficient will be used in both directions.

#### **DIEFT\_POSNEGSATURATION**

The effect generator for this effect supports a maximum saturation for both positive and negative force output. If the device does not support both saturation values, then the negative saturation in the **DICONDITION** structure will be ignored and the positive saturation will be used in both directions.

#### **DIEFT\_RAMPFORCE**

The effect represents a ramp-force effect. When creating or modifying a ramp-force effect, the **lpvTypeSpecificParams** member of the **DIEFFECT** structure must point to a **DIRAMPFORCE** structure and the **cbTypeSpecificParams** member must be set to **sizeof(DIRAMPFORCE)**.

The flag can be passed to **IDirectInputDevice2::EnumEffects** to restrict the enumeration to ramp-force effects.

#### **DIEFT\_SATURATION**

The effect generator for this effect supports the saturation of condition effects. If the effect generator does not support saturation, then the force generated by a condition is limited only by the maximum force that the device can generate.

#### **dwStaticParams**

Zero or more **DIEP\_\*** values describing the parameters supported by the effect. For example, if **DIEP\_ENVELOPE** is set, then the effect supports an envelope. For a list of possible values, see **IDirectInputEffect::GetParameters**.

It is not an error for an application to attempt to use effect parameters which are not supported by the device. The unsupported parameters are merely ignored.

This information is provided to allow the application to tailor its use of force feedback to the capabilities of the specific device.

#### **dwDynamicParams**

Zero or more **DIEP\_\*** values denoting parameters of the effect that can be modified while the effect is playing. For a list of possible values, see **IDirectInputEffect::GetParameters**.

If an application attempts to change a parameter while the effect is playing, and the driver does not support modifying that effect dynamically, then driver is permitted to stop the effect, update the parameters, then restart it. For more information, see **IDirectInputEffect::SetParameters**.

#### **tszName[MAX\_PATH]**

---

Name of the effect; for example, "Sawtooth up" or "Constant force".

## Remarks

Use the **DIEFT\_GETTYPE** macro to extract the effect type from the **dwEffType** flags.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

# DIEFFESCAPE

[This is preliminary documentation and subject to change.]

The **DIEFFESCAPE** structure is used by the **IDirectInputDevice2::Escape** and **IDirectInputEffect::Escape** methods to pass hardware-specific data directly to the device driver.

```
typedef struct DIEFFESCAPE {
    DWORD dwSize;
    DWORD dwCommand;
    LPVOID lpvInBuffer;
    DWORD cbInBuffer;
    LPVOID lpvOutBuffer;
    DWORD cbOutBuffer;
} DIEFFESCAPE, *LPDIEFFESCAPE;
```

## Members

### **dwSize**

Size of the structure in bytes. This member must be initialized before the structure is used.

### **dwCommand**

Driver-specific command number. Consult the driver documentation for a list of valid commands.

### **lpvInBuffer**

Buffer containing the data required to perform the operation.

### **cbInBuffer**

The size, in bytes, of the **lpvInBuffer** buffer.

### **lpvOutBuffer**

Buffer in which the operation's output data is returned.

### **cbOutBuffer**

---

On entry, the size in bytes of the **lpvOutBuffer** buffer. On exit, the number of bytes actually produced by the command.

## Remarks

Since each driver implements different escapes, it is the application's responsibility to ensure that it is talking to the correct driver by comparing the **guidFFDriver** member in the **DIDEVICEINSTANCE** structure against the value the application is expecting.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

# DIENVELOPE

[This is preliminary documentation and subject to change.]

The **DIENVELOPE** structure is used by the **DIEFFECT** structure to specify the optional envelope parameters for an effect. The sustain level for the envelope is represented by the **dwMagnitude** member of the **DIPERIODIC** structure and the **IMagnitude** member of the **DICONSTANTFORCE** structure. The sustain time is represented by **dwDuration** member of the **DIEFFECT** structure.

```
typedef struct DIENVELOPE {
    DWORD dwSize;
    DWORD dwAttackLevel;
    DWORD dwAttackTime;
    DWORD dwFadeLevel;
    DWORD dwFadeTime;
} DIENVELOPE, *LPDIENVELOPE;
```

```
typedef const DIENVELOPE *LPCDIENVELOPE;
```

## Members

### dwSize

The size, in bytes, of the structure. This member must be initialized before the structure is used.

### dwAttackLevel

Amplitude for the start of the envelope, relative to the baseline, in the range 0 to 10,000. If the effect's type-specific data does not specify a baseline, then the amplitude is relative to zero.

**dwAttackTime**

The time, in microseconds, to reach the sustain level.

**dwFadeLevel**

Amplitude for the end of the envelope, relative to the baseline, in the range 0 to 10,000. If the effect's type-specific data does not specify a baseline, then the amplitude is relative to zero.

**dwFadeTime**

The time, in microseconds, to reach the fade level.

**QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## DIJOYSTATE

[This is preliminary documentation and subject to change.]

The **DIJOYSTATE** structure contains information about the state of a joystick device. This structure is used with the **IDirectInputDevice::GetDeviceState** method.

```
typedef struct DIJOYSTATE {
    LONG   IX;
    LONG   IY;
    LONG   IZ;
    LONG   IRx;
    LONG   IRy;
    LONG   IRz;
    LONG   rgSlider[2];
    DWORD  rgdwPOV[4];
    BYTE   rgbButtons[32];
} DIJOYSTATE, *LPDIJOYSTATE;
```

### Members

**IX**

Information about the joystick x-axis (usually the left-right movement of a stick).

**IY**

Information about the joystick y-axis (usually the forward-backward movement of a stick).

**IZ**

Information about the joystick z-axis (often the throttle control). If the joystick does not have this axis, the value is zero.

**IRx**

Information about the joystick x-axis rotation. If the joystick does not have this, the value is zero.

**IRy**

Information about the joystick y-axis rotation. If the joystick does not have this axis, the value is zero.

**IRz**

Information about the joystick z-axis rotation (often called the rudder). If the joystick does not have this axis, the value is zero.

**rglSlider[2]**

Two additional axis values (formerly called the u-axis and v-axis) whose semantics depend on the joystick. Use the **IDirectInputDevice::GetObjectInfo** method to obtain semantic information about these values.

**rgdwPOV[4]**

The current position of up to four direction controllers (such as point-of-view hats). The position is indicated in hundredths of degrees clockwise from north (away from the user). The center position is normally reported as -1; but see Remarks. For indicators that have only five positions, the value for a controller will be -1, 0, 9,000, 18,000, or 27,000.

**rgbButtons[32]**

Array of button states. The high-order bit of the byte is set if the corresponding button is down and clear if the button is up or does not exist.

**Remarks**

You must prepare the device for joystick-style access by calling the **IDirectInputDevice::SetDataFormat** method, passing the *c\_dfDIJoystick* global data format variable.

If an axis is in relative mode, then the appropriate member contains the change in position. If it is in absolute mode, then the member contains the absolute axis position.

Some drivers report the centered position of the POV indicator as 65,535. Determine whether the indicator is centered as follows:

```
BOOL POVCentered = (LOWORD(dwPOV) == 0xFFFF);
```

**QuickInfo**

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in *dinput.h*.

---

## DIJOYSTATE2

[This is preliminary documentation and subject to change.]

The **DIJOYSTATE2** structure contains information about the state of a joystick device with extended capabilities. This structure is used with the **IDirectInputDevice::GetDeviceState** method.

```
typedef struct DIJOYSTATE2 {
    LONG IX;
    LONG IY;
    LONG IZ;
    LONG IRx;
    LONG IRy;
    LONG IRz;
    LONG rgSlider[2];
    DWORD rgdwPOV[4];
    BYTE rgbButtons[128];
    LONG IVX;
    LONG IVY;
    LONG IVZ;
    LONG IVRx;
    LONG IVRy;
    LONG IVRz;
    LONG rgIVSlider[2];
    LONG IAX;
    LONG IAY;
    LONG IAZ;
    LONG IARx;
    LONG IARy;
    LONG IARz;
    LONG rgIASlider[2];
    LONG IFX;
    LONG IFY;
    LONG IFZ;
    LONG IFRx;
    LONG IFRy;
    LONG IFRz;
    LONG rgIFSslider[2];
} DIJOYSTATE2, *LPDIJOYSTATE2;
```

### IX

Information about the joystick x-axis (usually the left-right movement of a stick).

### IY

Information about the joystick y-axis (usually the forward-backward movement of a stick).

**IZ**

Information about the joystick z-axis (often the throttle control). If the joystick does not have this axis, the value is zero.

**IRx**

Information about the joystick x-axis rotation. If the joystick does not have this, the value is zero.

**IRy**

Information about the joystick y-axis rotation. If the joystick does not have this axis, the value is zero.

**IRz**

Information about the joystick z-axis rotation (often called the rudder). If the joystick does not have this axis, the value is zero.

**rglSlider[2]**

Two additional axis values (formerly called the u-axis and v-axis) whose semantics depend on the joystick. Use the **IDirectInputDevice::GetObjectInfo** method to obtain semantic information about these values.

**rgdwPOV[4]**

The current position of up to four direction controllers (such as point-of-view hats). The position is indicated in hundredths of degrees clockwise from north (away from the user). The center position is normally reported as -1; but see Remarks. For indicators that have only five positions, the value for a controller will be -1, 0, 9,000, 18,000, or 27,000.

**rgbButtons[128]**

Array of button states. The high-order bit of the byte is set if the corresponding button is down and clear if the button is up or does not exist.

**IVX**

Information about the x-axis velocity.

**IVY**

Information about the y-axis velocity.

**IVZ**

Information about the z-axis velocity.

**IVRx**

Information about the x-axis angular velocity.

**IVRy**

Information about the y-axis angular velocity.

**IVRz**

Information about the z-axis angular velocity.

**rglVSlider[2]**

Information about extra axis velocities.

**IAX**

Information about the x-axis acceleration.

**IAY**

Information about the y-axis acceleration.

**IAZ**

Information about the z-axis acceleration.

**IARx**

Information about the x-axis angular acceleration.

**IARy**

Information about the y-axis angular acceleration.

**IARz**

Information about the z-axis angular acceleration.

**rglASlider[2]**

Information about extra axis accelerations.

**IFX**

Information about the x-axis force.

**IFY**

Information about the y-axis force.

**IFZ**

Information about the z-axis force.

**IFRx**

Information about the x-axis torque.

**IFRy**

Information about the y-axis torque.

**IFRz**

Information about the z-axis torque.

**rglFSlider[2]**

Information about extra axis forces.

## Remarks

You must prepare the device for access to a joystick with extended capabilities by calling the **IDirectInputDevice::SetDataFormat** method, passing the *c\_dfDIJoystick2* global data format variable.

The **DIJOYSTATE2** structure has no special association with the **IDirectInputDevice2** interface. You can use either **DIJOYSTATE** or **DIJOYSTATE2** with either the **IDirectInputDevice** or the **IDirectInputDevice2** interface.

If an axis is in relative mode, then the appropriate member contains the change in position. If it is in absolute mode, then the member contains the absolute axis position.

Some drivers report the centered position of the POV indicator as 65,535. Determine whether the indicator is centered as follows:

```
BOOL POVCentered = (LOWORD(dwPOV) == 0xFFFF);
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIMOUSESTATE

[This is preliminary documentation and subject to change.]

The **DIMOUSESTATE** structure contains information about the state of a mouse device or another device that is being accessed as if it were a mouse device. This structure is used with the **IDirectInputDevice::GetDeviceState** method.

```
typedef struct DIMOUSESTATE {
    LONG IX;
    LONG IY;
    LONG IZ;
    BYTE rgbButtons[4];
} DIMOUSESTATE, *LPDIMOUSESTATE;
```

## Members

### IX

Information about the mouse x-axis.

### IY

Information about the mouse y-axis.

### IZ

Information about the mouse z-axis (typically a wheel). If the mouse does not have a z-axis, then the value is zero.

### rgbButtons[4]

Array of button states. The high-order bit of the byte is set if the corresponding button is down.

## Remarks

You must prepare the device for mouse-style access by calling the **IDirectInputDevice::SetDataFormat** method, passing the *c\_dfDIMouse* global data format variable.

The mouse is a relative-axis device, so the absolute axis positions for mouse axes are simply accumulated relative motion. As a result, the value of the absolute axis position is not meaningful except in comparison with other absolute axis positions.

If an axis is in relative mode, then the appropriate member contains the change in position. If it is in absolute mode, then the member contains the absolute axis position.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIOBJECTDATAFORMAT

[This is preliminary documentation and subject to change.]

The **DIOBJECTDATAFORMAT** structure contains information about a device object's data format for use with the **IDirectInputDevice::SetDataFormat** method.

```
typedef struct DIOBJECTDATAFORMAT {
    const GUID * pguid;
    DWORD      dwOfs;
    DWORD      dwType;
    DWORD      dwFlags;
} DIOBJECTDATAFORMAT, *LPDIOBJECTDATAFORMAT;

typedef const DIOBJECTDATAFORMAT *LPCDIOBJECTDATAFORMAT;
```

## Members

### pguid

Unique identifier for the axis, button, or other input source. When requesting a data format, making this member NULL indicates that any type of object is permissible.

### dwOfs

Offset within the data packet where the data for the input source will be stored. This value must be a multiple of four for **DWORD** size data, such as axes. It can be byte-aligned for buttons.

### dwType

Device type that describes the object. It is a combination of the following flags describing the object type (axis, button, and so forth) and containing the object-instance number in the middle 16 bits. When requesting a data format, the instance portion must be set to **DIDFT\_ANYINSTANCE** to indicate that any instance is permissible, or to **DIDFT\_MAKEINSTANCE(*n*)** to restrict the request to instance *n*. See the examples under Remarks.

DIDFT\_ABSAXIS

---

The object selected by the **IDirectInput::SetDataFormat** method must be an absolute axis.

**DIDFT\_AXIS**

The object selected by the **SetDataFormat** method must be an absolute or relative axis.

**DIDFT\_BUTTON**

The object selected by the **SetDataFormat** method must be a push button or a toggle button.

**DIDFT\_FFACTUATOR**

The object selected by the **SetDataFormat** method must contain a force-feedback actuator; in other words, it must be possible to apply forces to the object.

**DIDFT\_FFEFFECTTRIGGER**

The object selected by the **SetDataFormat** method must be a valid force-feedback effect trigger.

**DIDFT\_POV**

The object selected by the **SetDataFormat** method must be a point-of-view controller.

**DIDFT\_PSHBUTTON**

The object selected by the **SetDataFormat** method must be a push button.

**DIDFT\_RELAXIS**

The object selected by **SetDataFormat** must be a relative axis.

**DIDFT\_TGLBUTTON**

The object selected by **SetDataFormat** must be a toggle button.

**dwFlags**

Zero or more of the following values:

**DIDOI\_ASPECTACCEL**

The object selected by **SetDataFormat** must report acceleration information.

**DIDOI\_ASPECTFORCE**

The object selected by **SetDataFormat** must report force information.

**DIDOI\_ASPECTPOSITION**

The object selected by **SetDataFormat** must report position information.

**DIDOI\_ASPECTVELOCITY**

The object selected by **SetDataFormat** must report velocity information.

**Remarks**

A data format is made up of several **DIOBJECTDATAFORMAT** structures, one for each object (axis, button, and so on). An array of these structures is contained in the **DIDATAFORMAT** structure that is passed to **IDirectInputDevice::SetDataFormat**. An application typically does not need to create an array of **DIOBJECTDATAFORMAT** structures; rather, it can use one of the predefined data formats, *c\_dfDIMouse*, *c\_dfDIKeyboard*, *c\_dfDIJoystick*, or *c\_dfDIJoystick2*, which have predefined settings for **DIOBJECTDATAFORMAT**.

The following object data format specifies that DirectInput should choose the first available axis and report its value in the **DWORD** at offset 4 in the device data.

```
DIOBJECTDATAFORMAT dfAnyAxis = {
    0,                // Wildcard
    4,                // Offset
    DIDFT_AXIS | DIDFT_ANYINSTANCE, // Any axis is okay
    0,                // Don't care about aspect
};
```

The following object data format specifies that the x-axis of the device should be stored in the **DWORD** at offset 12 in the device data. If the device has more than one x-axis, the first available one should be selected.

```
DIOBJECTDATAFORMAT dfAnyXAxis = {
    &GUID_XAxis,      // Must be an X axis
    12,               // Offset
    DIDFT_AXIS | DIDFT_ANYINSTANCE, // Any X axis is okay
    0,                // Don't care about aspect
};
```

The following object data format specifies that DirectInput should choose the first available button and report its value in the high bit of the byte at offset 16 in the device data.

```
DIOBJECTDATAFORMAT dfAnyButton = {
    0,                // Wildcard
    16,               // Offset
    DIDFT_BUTTON | DIDFT_ANYINSTANCE, // Any button is okay
    0,                // Don't care about aspect
};
```

The following object data format specifies that button 0 of the device should be reported as the high bit of the byte stored at offset 18 in the device data.

If the device does not have a button 0, the attempt to set this data format will fail.

```
DIOBJECTDATAFORMAT dfButton0 = {
    0,                // Wildcard
    18,               // Offset
    DIDFT_BUTTON | DIDFT_MAKEINSTANCE(0), // Button zero
    0,                // Don't care about aspect
};
```

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for

Windows 95.

**Header:** Declared in `dinput.h`.

## DIPERIODIC

[This is preliminary documentation and subject to change.]

The **DIPERIODIC** structure contains type-specific information for effects that are marked as **DIEFT\_PERIODIC**.

The structure describes a periodic effect.

A pointer to a single **DIPERIODIC** structure for an effect is passed in the **lpvTypeSpecificParams** member of the **DIEFFECT** structure.

```
typedef struct DIPERIODIC {
    DWORD dwMagnitude;
    LONG IOffset;
    DWORD dwPhase;
    DWORD dwPeriod;
} DIPERIODIC, *LPDIPERIODIC;

typedef const DIPERIODIC *LPCDIPERIODIC;
```

### Members

#### **dwMagnitude**

The magnitude of the effect, in the range 0 to 10,000. If an envelope is applied to this effect, then the value represents the magnitude of the sustain. If no envelope is applied, then the value represents the amplitude of the entire effect.

#### **IOffset**

The offset of the effect. The range of forces generated by the effect will be **IOffset - dwMagnitude** to **IOffset + dwMagnitude**. The value of the **IOffset** member is also the baseline for any envelope that is applied to the effect.

#### **dwPhase**

The position in the cycle of the periodic effect at which playback begins, in the range 0 to 35,999. See Remarks.

#### **dwPeriod**

The period of the effect in microseconds.

### Remarks

A device driver may not provide support for all values in the **dwPhase** member. In this case the value will be rounded off to the nearest supported value.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIPROPDWORD

[This is preliminary documentation and subject to change.]

The **DIPROPDWORD** is a generic structure used to access **DWORD** properties.

```
typedef struct DIPROPDWORD {
    DIPROPHEADER  diph;
    DWORD         dwData;
} DIPROPDWORD, *LPDIPROPDWORD;

typedef const DIPROPDWORD *LPCDIPROPDWORD;
```

## Members

### diph

A **DIPROPHEADER** structure that must be initialized as follows:

Member	Value
<b>dwSize</b>	<b>sizeof(DIPROPDWORD)</b>
<b>dwHeaderSize</b>	<b>sizeof(DIPROPHEADER)</b>
<b>dwObj</b>	If the <b>dwHow</b> member is <b>DIPH_DEVICE</b> , this member must be zero.  If the <b>dwHow</b> member is <b>DIPH_BYID</b> , this member must be the identifier for the object whose property setting is to be set or retrieved.  If the <b>dwHow</b> member is <b>DIPH_BYOFFSET</b> , this member must be a data format offset for the object whose property setting is to be set or retrieved. For example, if the <i>c_dfDIMouse</i> data format is selected, it must be one of the <b>DIIMOF*_*</b> values.
<b>dwHow</b>	Specifies how the <b>dwObj</b> member should be interpreted. If <b>dwObj</b> is <b>DIPROP_AXISMODE</b> or <b>DIPROP_BUFFER_SIZE</b> , <b>dwHow</b> should be <b>DIPH_DEVICE</b> .

### dwData

The property-specific value being set or retrieved.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## See Also

**IDirectInputDevice::GetProperty**, **IDirectInputDevice::SetProperty**

# DIPROPHEADER

[This is preliminary documentation and subject to change.]

**DIPROPHEADER** is a generic structure placed at the beginning of all property structures.

```
typedef struct DIPROPHEADER {
    DWORD   dwSize;
    DWORD   dwHeaderSize;
    DWORD   dwObj;
    DWORD   dwHow;
} DIPROPHEADER, *LPDIPROPHEADER;

typedef const DIPROPHEADER *LPCDIPROPHEADER;
```

## Members

### dwSize

Size of the enclosing structure. This member must be initialized before the structure is used.

### dwHeaderSize

Size of the **DIPROPHEADER** structure.

### dwObj

Object for which the property is to be accessed. The value set for this member depends on the value specified in the **dwHow** member.

### dwHow

Value specifying how the **dwObj** member should be interpreted. This value can be one of the following:

Value	Meaning
DIPH_DEVICE	The <b>dwObj</b> member must be zero.
DIPH_BYOFFSET	The <b>dwObj</b> member is the offset into the current data format of the object whose property is being accessed.

DIPH\_BYID

The **dwObj** member is the object type/instance identifier. This identifier is returned in the **dwType** member of the **DIDEVICEOBJECTINSTANCE** structure returned from a previous call to the **IDirectInputDevice::EnumObjects** member.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

# DIPROP\_RANGE

[This is preliminary documentation and subject to change.]

The **DIPROP\_RANGE** structure contains information about the range of an object within a device. This structure is used with the **DIPROP\_RANGE** flag set in the **IDirectInputDevice::GetProperty** and **IDirectInputDevice::SetProperty** methods.

```
typedef struct DIPROP_RANGE {
    DIPROPHEADER diph;
    LONG    IMin;
    LONG    IMax;
} DIPROP_RANGE, *LPDIPROP_RANGE;

typedef const DIPROP_RANGE *LPCDIPROP_RANGE;
```

## Members

### diph

A **DIPROPHEADER** structure that must be initialized as follows:

Member	Value
<b>dwSize</b>	<b>sizeof(DIPROP_RANGE)</b>
<b>dwHeaderSize</b>	<b>sizeof(DIPROPHEADER)</b>
<b>dwObj</b>	Identifier of the object whose range is being retrieved or set.
<b>dwHow</b>	How the <b>dwObj</b> member should be interpreted.

### IMin

The lower limit of the range, inclusive. If the range of the device is unrestricted, this value will be **DIPROP\_RANGE\_NOMIN** when the

**IDirectInputDevice::GetProperty** method returns.

### IMax

---

The upper limit of the range, inclusive. If the range of the device is unrestricted, this value will be `DIPROPRANGE_NOMAX` when the `IDirectInputDevice::GetProperty` method returns.

## Remarks

The range values for devices whose ranges are unrestricted will wrap around.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in `dinput.h`.

## See Also

`IDirectInputDevice::GetProperty`, `IDirectInputDevice::SetProperty`

# DIRAMPFORCE

[This is preliminary documentation and subject to change.]

The `DIRAMPFORCE` structure contains type-specific information for effects that are marked as `DIEFT_RAMPFORCE`. The structure describes a ramp force effect.

A pointer to a single `DIRAMPFORCE` structure for an effect is passed in the `lpvTypeSpecificParams` member of the `DIEFFECT` structure.

```
typedef struct DIPROPRANGE {
    LONG IStart;
    LONG IEnd;
} DIRAMPFORCE, *LPDIRAMPFORCE;

typedef const DIRAMPFORCE *LPCDIRAMPFORCE;
```

## Members

### IStart

The magnitude at the start of the effect, in the range -10,000 to +10,000.

### IEnd

The magnitude at the end of the effect, in the range -10,000 to +10,000.

## Remarks

The `dwDuration` for a ramp force effect cannot be `INFINITE`.

## QuickInfo

**Windows NT/2000:** Requires Windows 2000.

**Windows 95/98:** Requires Windows 95 or later. Available as a redistributable for Windows 95.

**Header:** Declared in dinput.h.

## Device Constants

[This is preliminary documentation and subject to change.]

This section is a reference for constants used to interpret data for keys, buttons, and axes.

- Keyboard Device Constants
- DirectInput and Japanese Keyboards
- Mouse Device Constants
- Joystick Device Constants

## Keyboard Device Constants

[This is preliminary documentation and subject to change.]

Keyboard device constants, defined in Dinput.h, represent offsets within a keyboard device's data packet, a 256-byte array. The data at a given offset is associated with a keyboard key. Typically, these values will be used in the **dwOfs** member of the **DIDeviceObjectData**, **DIOBJECTDATAFORMAT** or **DIDeviceObjectInstance** structures, or as indices when accessing data within the array using array notation.

The standard keyboard device constants are the following (in ascending order):

Constant	Note
DIK_ESCAPE	
DIK_1	On main keyboard
DIK_2	On main keyboard
DIK_3	On main keyboard
DIK_4	On main keyboard
DIK_5	On main keyboard
DIK_6	On main keyboard
DIK_7	On main keyboard
DIK_8	On main keyboard
DIK_9	On main keyboard
DIK_0	On main keyboard
DIK_MINUS	On main keyboard

DIK_EQUALS	On main keyboard
DIK_BACK	The BACKSPACE key
DIK_TAB	
DIK_Q	
DIK_W	
DIK_E	
DIK_R	
DIK_T	
DIK_Y	
DIK_U	
DIK_I	
DIK_O	
DIK_P	
DIK_LBRACKET	The [ key
DIK_RBRACKET	The ] key
DIK_RETURN	ENTER key on main keyboard
DIK_LCONTROL	Left CTRL key
DIK_A	
DIK_S	
DIK_D	
DIK_F	
DIK_G	
DIK_H	
DIK_J	
DIK_K	
DIK_L	
DIK_SEMICOLON	
DIK_APOSTROPHE	
DIK_GRAVE	Grave accent (`) key
DIK_LSHIFT	Left SHIFT key
DIK_BACKSLASH	
DIK_Z	
DIK_X	
DIK_C	
DIK_V	
DIK_B	
DIK_N	

---

DIK_M	
DIK_COMMA	
DIK_PERIOD	On main keyboard
DIK_SLASH	Forward slash on main keyboard
DIK_RSHIFT	Right SHIFT key
DIK_MULTIPLY	The * key on numeric keypad
DIK_LMENU	Left ALT key
DIK_SPACE	SPACEBAR
DIK_CAPITAL	CAPS LOCK key
DIK_F1	
DIK_F2	
DIK_F3	
DIK_F4	
DIK_F5	
DIK_F6	
DIK_F7	
DIK_F8	
DIK_F9	
DIK_F10	
DIK_NUMLOCK	
DIK_SCROLL	SCROLL LOCK
DIK_NUMPAD7	
DIK_NUMPAD8	
DIK_NUMPAD9	
DIK_SUBTRACT	MINUS SIGN on numeric keypad
DIK_NUMPAD4	
DIK_NUMPAD5	
DIK_NUMPAD6	
DIK_ADD	PLUS SIGN on numeric keypad
DIK_NUMPAD1	
DIK_NUMPAD2	
DIK_NUMPAD3	
DIK_NUMPAD0	
DIK_DECIMAL	PERIOD (decimal point) on numeric keypad
DIK_F11	
DIK_F12	
DIK_F13	
DIK_F14	

---

DIK_F15	
DIK_KANA	On Japanese keyboard
DIK_CONVERT	On Japanese keyboard
DIK_NOCONVERT	On Japanese keyboard
DIK_YEN	On Japanese keyboard
DIK_NUMPADEQUALS	On numeric keypad (NEC PC98)
DIK_CIRCUMFLEX	On Japanese keyboard
DIK_AT	On Japanese keyboard
DIK_COLON	On Japanese keyboard
DIK_UNDERLINE	On Japanese keyboard
DIK_KANJI	On Japanese keyboard
DIK_STOP	On Japanese keyboard
DIK_AX	On Japanese keyboard
DIK_UNLABELED	On Japanese keyboard
DIK_NUMPADENTER	
DIK_RCONTROL	Right CTRL key
DIK_NUMPADCOMMA	COMMA on NEC PC98 numeric keypad
DIK_DIVIDE	Forward slash on numeric keypad
DIK_SYSRQ	
DIK_RMENU	Right ALT key
DIK_HOME	
DIK_UP	UP ARROW
DIK_PRIOR	PAGE UP
DIK_LEFT	LEFT ARROW
DIK_RIGHT	RIGHT ARROW
DIK_END	
DIK_DOWN	DOWN ARROW
DIK_NEXT	PAGE DOWN
DIK_INSERT	
DIK_DELETE	
DIK_LWIN	Left Windows key
DIK_RWIN	Right Windows key
DIK_APPS	Application key
DIK_PAUSE	

The following alternate names are available:

<b>Alternate name</b>	<b>Regular name</b>	<b>Note</b>
DIK_BACKSPACE	DIK_BACK	BACKSPACE

DIK_NUMPADSTAR	DIK_MULTIPLY	* key on numeric keypad
DIK_LALT	DIK_LMENU	Left ALT
DIK_CAPSLOCK	DIK_CAPITAL	CAPSLOCK
DIK_NUMPADMINUS	DIK__SUBTRACT	Minus key on numeric keypad
DIK_NUMPADPLUS	DIK_ADD	Plus key on numeric keypad
DIK_NUMPADPERIOD	DIK_DECIMAL	Period key on numeric keypad
DIK_NUMPADSLASH	DIK__DIVIDE	Forward slash on numeric keypad
DIK_RALT	DIK_RMENU	Right ALT
DIK_UPARROW	DIK_UP	On arrow keypad
DIK_PGUP	DIK_PRIOR	On arrow keypad
DIK_LEFTARROW	DIK_LEFT	On arrow keypad
DIK_RIGHTARROW	DIK_RIGHT	On arrow keypad
DIK_DOWNARROW	DIK_DOWN	On arrow keypad
DIK_PGDN	DIK_NEXT	On arrow keypad

For information on Japanese keyboards, see DirectInput and Japanese Keyboards.

## DirectInput and Japanese Keyboards

[This is preliminary documentation and subject to change.]

There are substantial differences between Japanese and U.S. keyboards. The chart below lists the additional keys that are available on each type of Japanese keyboard. It also lists the keys that are available on U.S. keyboards but are missing on the various Japanese keyboards.

Also note that on some NEC PC-98 keyboards, the DIK\_CAPSLOCK and DIK\_KANA keys are toggle buttons and not push buttons. These generate a down event when first pressed, then generate an up event when pressed a second time.

Keyboard	Additional Keys	Missing Keys
DOS/V 106 Keyboard, NEC PC-98 106 Keyboard	DIK_AT, DIK_CIRCUMFLEX, DIK_COLON, DIK_CONVERT, DIK_KANA, DIK_KANJI, DIK_NOCONVERT, DIK_YEN	DIK_APOSTROPHE, DIK_EQUALS, DIK_GRAVE

NEC PC-98 Standard Keyboard, NEC PC-98 Laptop Keyboard	DIK_AT, DIK_CIRCUMFLEX, DIK_COLON, DIK_F13, DIK_F14, DIK_F15, DIK_KANA, DIK_KANJI, DIK_NOCONVERT, DIK_NUMPADCOMMA, DIK_NUMPADEQUALS, DIK_STOP, DIK_UNDERLINE, DIK_YEN	DIK_APOSTROPHE, DIK_BACKSLASH, DIK_EQUALS, DIK_GRAVE, DIK_NUMLOCK, DIK_NUMPADENTER, DIK_RCONTROL, DIK_RMENU, DIK_RSHIFT, DIK_SCROLL
AX Keyboard	DIK_AX, DIK_CONVERT, DIK_KANJI, DIK_NOCONVERT, DIK_YEN	DIK_RCONTROL, DIK_RMENU
J-3100 Keyboard	DIK_KANA, DIK_KANJI, DIK_NOLABEL, DIK_YEN	DIK_RCONTROL, DIK_RMENU

## Mouse Device Constants

[This is preliminary documentation and subject to change.]

Mouse device constants, defined in `Dinput.h`, represent offsets within a mouse device's data packet, the **DIMOUSESTATE** structure. The data at a given offset is associated with a device object (button or axis). Typically, these values will be used in the **dwOfs** member of the **DIDeviceObjectData**, **DIOBJECTDATAFORMAT** or **DIDeviceObjectInstance** structures.

The mouse device constants are the following:

<b>DIMOFS_BUTTON0</b>	Offset of the data representing the state of mouse button 0.
<b>DIMOFS_BUTTON1</b>	Offset of the data representing the state of mouse button 1.
<b>DIMOFS_BUTTON2</b>	Offset of the data representing the state of mouse button 2.
<b>DIMOFS_BUTTON3</b>	Offset of the data representing the state of mouse button 3.
<b>DIMOFS_X</b>	Offset of the data representing the mouse's position on the x-axis.
<b>DIMOFS_Y</b>	Offset of the data representing the mouse's position on the y-axis.
<b>DIMOFS_Z</b>	Offset of the data representing the mouse's position on

the z-axis.

## Joystick Device Constants

[This is preliminary documentation and subject to change.]

Joystick device constants represent offsets within a joystick device's data packet, the **DIJOYSTATE** structure. The data at a given offset is associated with a device object; that is, a button or axis. Typically, these values will be used in the **dwOfs** member of the **DIDEVICEOBJECTDATA**, **DIOBJECTDATAFORMAT** or **DIDEVICEOBJECTINSTANCE** structures.

The following macros return a constant indicating the offset of the data for a particular button or axis relative to the beginning of the **DIJOYSTATE** structure:

DIJOFS_BUTTON0 to DIJOFS_BUTTON31 or DIJOFS_BUTTON( <i>n</i> )	A button.
DIJOFS_POV( <i>n</i> )	A point-of-view indicator.
DIJOFS_RX	The x-axis rotation.
DIJOFS_RY	The y-axis rotation.
DIJOFS_RZ	The z-axis rotation (rudder).
DIJOFS_X	The x-axis.
DIJOFS_Y	The y-axis.
DIJOFS_Z	The z-axis.
DIJOFS_SLIDER( <i>n</i> )	A slider axis.

## Return Values

[This is preliminary documentation and subject to change.]

This table lists the **HRESULT** values that can be returned by DirectInput methods and functions. Errors are represented by negative values and cannot be combined.

For a list of the error values each method or function can return, see the individual descriptions. Lists of error codes in the documentation are necessarily incomplete. For example, any DirectInput method can return **DIERR\_OUTOFMEMORY** even though the error code is not explicitly listed as a possible return value in the documentation for that method.

<b>DI_BUFFEROVERFLOW</b>	The device buffer overflowed and some input was lost. This value is equal to the <b>S_FALSE</b> standard COM return value.
<b>DI_DOWNLOADSKIPPED</b>	The parameters of the effect were successfully updated, but the effect could not be downloaded because the associated device was not acquired in exclusive mode.

**DI\_EFFECTRESTARTED**

The effect was stopped, the parameters were updated, and the effect was restarted.

**DI\_NOEFFECT**

The operation had no effect. This value is equal to the S\_FALSE standard COM return value.

**DI\_NOTATTACHED**

The device exists but is not currently attached. This value is equal to the S\_FALSE standard COM return value.

**DI\_OK**

The operation completed successfully. This value is equal to the S\_OK standard COM return value.

**DI\_POLLEDDEVICE**

The device is a polled device. As a result, device buffering will not collect any data and event notifications will not be signaled until the **IDirectInputDevice2::Poll** method is called.

**DI\_PROPNOEFFECT**

The change in device properties had no effect. This value is equal to the S\_FALSE standard COM return value.

**DI\_TRUNCATED**

The parameters of the effect were successfully updated, but some of them were beyond the capabilities of the device and were truncated to the nearest supported value.

**DI\_TRUNCATEDANDRESTARTED**

Equal to DI\_EFFECTRESTARTED | DI\_TRUNCATED.

**DIERR\_ACQUIRED**

The operation cannot be performed while the device is acquired.

**DIERR\_ALREADYINITIALIZED**

This object is already initialized

**DIERR\_BADDRIVERVER**

The object could not be created due to an incompatible driver version or mismatched or incomplete driver components.

**DIERR\_BETADIRECTINPUTVERSION**

The application was written for an unsupported prerelease version of DirectInput.

**DIERR\_DEVICEFULL**

The device is full.

**DIERR\_DEVICENOTREG**

The device or device instance is not registered with DirectInput. This value is equal to the REGDB\_E\_CLASSNOTREG standard COM return value.

**DIERR\_EFFECTPLAYING**

The parameters were updated in memory but were not downloaded to the device because the device does not support updating an effect while it is still playing.

**DIERR\_HASEFFECTS**

The device cannot be reinitialized because there are still effects attached to it.

**DIERR\_GENERIC**

An undetermined error occurred inside the DirectInput subsystem. This value is equal to the E\_FAIL standard COM return value.

**DIERR\_HANDLEEXISTS**

The device already has an event notification associated with it. This value is equal to the E\_ACCESSDENIED standard COM return value.

**DIERR\_INCOMPLETEEFFECT**

The effect could not be downloaded because essential information is missing. For example, no axes have been associated with the effect, or no type-specific information has been supplied.

**DIERR\_INPUTLOST**

Access to the input device has been lost. It must be reacquired.

**DIERR\_INVALIDPARAM**

An invalid parameter was passed to the returning function, or the object was not in a state that permitted the function to be called. This value is equal to the E\_INVALIDARG standard COM return value.

**DIERR\_MOREDATA**

Not all the requested information fitted into the buffer.

**DIERR\_NOAGGREGATION**

This object does not support aggregation.

**DIERR\_NOINTERFACE**

The specified interface is not supported by the object. This value is equal to the E\_NOINTERFACE standard COM return value.

**DIERR\_NOTACQUIRED**

The operation cannot be performed unless the device is acquired.

**DIERR\_NOTBUFFERED**

The device is not buffered. Set the DIPROP\_BUFFERSIZE property to enable buffering.

**DIERR\_NOTDOWNLOADED**

The effect is not downloaded.

**DIERR\_NOTEXCLUSIVEACQUIRED**

The operation cannot be performed unless the device is acquired in DISCL\_EXCLUSIVE mode.

**DIERR\_NOTFOUND**

The requested object does not exist.

**DIERR\_NOTINITIALIZED**

This object has not been initialized.

**DIERR\_OBJECTNOTFOUND**

The requested object does not exist.

**DIERR\_OLDDIRECTINPUTVERSION**

The application requires a newer version of DirectInput.

**DIERR\_OTHERAPPHASPRIO**

Another application has a higher priority level, preventing this call from succeeding. This value is equal to the E\_ACCESSDENIED standard COM return value. This error can be returned when an application has only foreground access to a device but is attempting to acquire the device while in the background.

**DIERR\_OUTOFMEMORY**

The DirectInput subsystem couldn't allocate sufficient memory to complete the call. This value is equal to the E\_OUTOFMEMORY standard COM return value.

**DIERR\_READONLY**

The specified property cannot be changed. This value is equal to the E\_ACCESSDENIED standard COM return value.

**DIERR\_REPORTFULL**

More information was requested to be sent than can be sent to the device.

**DIERR\_UNPLUGGED**

The operation could not be completed because the device is not plugged in.

**DIERR\_UNSUPPORTED**

The function called is not supported at this time. This value is equal to the E\_NOTIMPL standard COM return value.

**E\_PENDING**

Data is not yet available.

## DirectInput Visual Basic Reference

[This is preliminary documentation and subject to change.]

Reference material for the DirectInput Visual Basic application programming interface is divided into the following categories:

- Classes
- Types
- Enumerations
- Keyboard Keys
- Error Codes

### Classes

[This is preliminary documentation and subject to change.]

This section contains references for methods of the following DirectInput classes:

- **DirectInput**
- **DirectInputDevice**

- **DirectInputDeviceInstance**
- **DirectInputDeviceObjectInstance**
- **DirectInputEnumDeviceObjects**
- **DirectInputEnumDevices**

## DirectInput

# [This is preliminary documentation and subject to change.]

The **DirectInput** class represents the DirectInput system. An application should have a single object of this class, which is used to enumerate available devices, create devices, and retrieve the status of devices, as well as to invoke an instance of the Windows Control Panel.

The **DirectInput** object is obtained by using the **DirectX7.DirectInputCreate** method.

The **DirectInput** class has the following methods:

<b>Device Management</b>	<b>CreateDevice</b>
	<b>GetDeviceStatus</b>
	<b>GetDIEnumDevices</b>
<b>Miscellaneous</b>	<b>RunControlPanel</b>

## DirectInput.CreateDevice

# [This is preliminary documentation and subject to change.]

The **DirectInput.CreateDevice** method creates and initializes an instance of a device based on a given GUID.

*object*.**CreateDevice(guid As String) As DirectInputDevice**

*object*

**Object** expression that resolves to a **DirectInput** object.

*guid*

The instance GUID for the desired input device. The GUID is retrieved from the **DirectInputDeviceInstance** object returned by the **DirectInputEnumDevices.GetItem** method, or it can be one of the following strings:

GUID\_SysKeyboard  
The default system keyboard.

GUID\_SysMouse  
The default system mouse.

---

# IDH\_\_dx\_DirectInput\_dinput\_vb

# IDH\_\_dx\_DirectInput.CreateDevice\_dinput\_vb

## Return Values

If the method succeeds, a **DirectInputDevice** object is returned.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be set to one of the following:

- DIERR\_DEVICENOTREG
- DIERR\_INVALIDPARAM
- DIERR\_NOINTERFACE
- DIERR\_NOTINITIALIZED
- DIERR\_OUTOFMEMORY

## See Also

Using GUIDs

## DirectInput.GetDeviceStatus

# [This is preliminary documentation and subject to change.]

The **DirectInput.GetDeviceStatus** method determines whether a device is attached to the system.

*object*.**GetDeviceStatus**(*guid* As String) As Long

*object*

**Object** expression that resolves to a **DirectInput** object.

*guid*

The instance GUID for the desired input device. The GUID is retrieved by using the **DirectInputDeviceInstance.GetGuidInstance** method on the object returned by **DirectInputEnumDevices.GetItem** method, or it can be one of the following strings:

- GUID\_SysKeyboard  
The default system keyboard.
- GUID\_SysMouse  
The default system mouse.

## Return Values

The method returns 0 if the device is attached, and 1 otherwise.

---

# IDH\_\_dx\_DirectInput.GetDeviceStatus\_dinput\_vb

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

```
DIERR_GENERIC
DIERR_INVALIDPARAM
DIERR_NOTINITIALIZED
```

## See Also

Using GUIDs

## DirectInput.GetDIEnumDevices

# [This is preliminary documentation and subject to change.]

The **DirectInput.GetDIEnumDevices** method returns a **DirectInputEnumDevices** object which is used to enumerate devices that are either currently attached or could be attached to the computer.

```
object.GetDIEnumDevices( _
    deviceType As CONST_DIDEVICETYPE, _
    flags As CONST_DIENUMDEVICESFLAGS) _
    As DirectInputEnumDevices
```

*object*

**Object** expression that resolves to a **DirectInput** object.

*deviceType*

Device type filter. If this parameter is 0, all device types are enumerated.

Otherwise, it is one of the following DIDEVTYPE\_\* constants of the **CONST\_DIDEVICETYPE** enumeration, indicating the device type that should be enumerated.

DIDEVTYPE\_MOUSE

A mouse or mouse-like device (such as a trackball).

DIDEVTYPE\_KEYBOARD

A keyboard or keyboard-like device.

DIDEVTYPE\_JOYSTICK

A joystick or similar device, such as a steering wheel.

DIDEVTYPE\_DEVICE

A device that does not fall into the previous categories.

*flags*

Flag value that specifies the scope of the enumeration. This parameter can be one of the following constants of the **CONST\_DIENUMDEVICESFLAGS**

---

```
# IDH_dx_DirectInput.GetDIEnumDevices_dinput_vb
```

---

enumeration. If this flag is 0 (DIEDFL\_ALLDEVICES), then all installed devices are enumerated. If it is DIEDFL\_ATTACHEDONLY, only devices actually attached to the system are enumerated.

## Return Values

If the method succeeds, the method returns a **DirectInputEnumDevices** object.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

All installed devices can be enumerated, even if they are not present. For example, a joystick may be installed on the system but not currently plugged into the computer.

If a single piece of hardware can function as more than one DirectInput device type, it will be returned for each device type it supports. For example, a keyboard with a built-in mouse will be enumerated as a keyboard and as a mouse. The product GUID would be the same for each device, however.

## DirectInput.RunControlPanel

# [This is preliminary documentation and subject to change.]

The **DirectInput.RunControlPanel** method runs the Windows Control Panel to allow the user to install a new input device or modify configurations.

*object*.RunControlPanel(*hwndOwner* As Long)

*object*

**Object** expression that resolves to a **DirectInput** object.

*hwndOwner*

Handle to the window to be used as the parent window for the subsequent user interface. If this parameter is 0, no parent window is used.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes::

---

# IDH\_\_dx\_DirectInput.RunControlPanel\_dinput\_vb

---

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## See Also

**DirectInputDevice.RunControlPanel**

# DirectInputDevice

# [This is preliminary documentation and subject to change.]

Applications use the methods of the **DirectInputDevice** class to gain and release access to DirectInput devices, manage device properties and information, set behavior, perform initialization, and invoke a device's property sheet.

The **DirectInputDevice** object is obtained by using the **DirectInput.CreateDevice** method.

The methods of the **DirectInputDevice** class can be organized into the following groups.

<b>Access</b>	<b>Acquire</b>
	<b>SetCooperativeLevel</b>
	<b>Unacquire</b>
<b>Objects</b>	<b>GetDeviceObjectsEnum</b>
	<b>GetObjectInfo</b>
<b>Properties</b>	<b>GetCapabilities</b>
	<b>GetDeviceInfo</b>
	<b>GetProperty</b>
	<b>SetCommonDataFormat</b>
	<b>SetDataFormat</b>
	<b>SetProperty</b>
<b>Retrieving Data</b>	<b>GetDeviceData</b>
	<b>GetDeviceState</b>
	<b>GetDeviceStateJoystick</b>
	<b>GetDeviceStateJoystick2</b>
	<b>GetDeviceStateKeyboard</b>
	<b>GetDeviceStateMouse</b>
	<b>Poll</b>
	<b>SetEventNotification</b>
<b>Miscellaneous</b>	<b>RunControlPanel</b>

---

# IDH\_\_dx\_DirectInputDevice\_dinput\_vb

## DirectInputDevice.Acquire

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.Acquire** method obtains access to the input device.

*object*.**Acquire()**

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

### Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes::

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED  
DIERR\_OTHERAPPHASPRIO

### Remarks

Before a device can be acquired, a data format must be set by using the **DirectInputDevice.SetDataFormat** or **DirectInputDevice.SetCommonDataFormat** format method.

A device must be acquired in order for input data can be retrieved from it.

### See Also

**DirectInputDevice.Unacquire**

## DirectInputDevice.GetCapabilities

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetCapabilities** method obtains the capabilities of the **DirectInputDevice** object.

*object*.**GetCapabilities**(*caps* As **DIDEVCAPS**)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

---

# IDH\_dx\_DirectInputDevice.Acquire\_dinput\_vb  
# IDH\_dx\_DirectInputDevice.GetCapabilities\_dinput\_vb

*caps*

A **DIDEVCAPS** type to be filled with the device capabilities.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## DirectInputDevice.GetDeviceData

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceData** method retrieves buffered data from the device.

*object*.GetDeviceData(  
    *deviceObjectDataArray*() As DIDEVICEOBJECTDATA,   
    *flags* As CONST\_DIDGDDFLAGS) As Long

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*deviceObjectDataArray*()

Array of **DIDEVICEOBJECTDATA** types to receive the buffered data.

*flags*

Flags that control the manner in which data is obtained. This value can be 0 or one of the constants of the **CONST\_DIDGDDFLAGS** enumeration.

## Return Values

If it succeeds, the method returns the number of buffered data elements actually returned in *deviceObjectDataArray*.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_NOTACQUIRED  
DIERR\_NOTBUFFERED  
DIERR\_NOTINITIALIZED

---

# IDH\_\_dx\_DirectInputDevice.GetDeviceData\_dinput\_vb

## Remarks

Before device data can be obtained, you must set the data format by using the **DirectInputDevice.SetDataFormat** method, set the buffer size by using **DirectInputDevice.SetProperty** method, and acquire the device by using the **DirectInputDevice.Acquire** method.

You can use this method to retrieve one or more input events from the buffer you created by using **SetProperty**. You do not have to retrieve all pending events with a single call. You can, for example, pass in a *deviceObjectDataArray()* consisting of a single element and loop on **GetDeviceData** till no more data is returned.

## See Also

**DirectInputDevice.Poll**, Polling and Events

## DirectInputDevice.GetDeviceInfo

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceInfo** method obtains information about the device's identity.

*object*.**GetDeviceInfo()** As **DirectInputDeviceInstance**

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

## Return Values

If it succeeds, the method returns a **DirectInputDeviceInstance** object

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM

DIERR\_NOTINITIALIZED

## DirectInputDevice.GetDeviceObjectsEnum

# [This is preliminary documentation and subject to change.]

# IDH\_\_dx\_DirectInputDevice.GetDeviceInfo\_dinput\_vb

# IDH\_\_dx\_DirectInputDevice.GetDIEnumDeviceObjects\_dinput\_vb

The **DirectInputDevice.GetDeviceObjectsEnum** method returns a **DirectInputEnumDeviceObjects** object which is used to enumerate the objects available on a device. A device object is typically an axis or a button.

```
object.GetDeviceObjectsEnum( _
    flags As CONST_DIDFTFLAGS) _
    As DirectInputEnumDeviceObjects
```

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*flags*

Flags specifying the type of object to be enumerated. Can be one or more of the members of the **CONST\_DIDFTFLAGS** enumeration.

## Return Values

If the method succeeds, the return value is a **DirectInputEnumDeviceObjects** object.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

```
DIERR_INVALIDPARAM
DIERR_NOTINITIALIZED
```

## Remarks

An object is enumerated if it meets the criterion defined by any included flag. For example, (DIDFT\_TGLBUTTON Or DIDFT\_PSHBUTTON) enumerates buttons of either kind.

## DirectInputDevice.GetDeviceState

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceState** method retrieves immediate data for a device other than a standard keyboard, mouse, or joystick.

```
object.GetDeviceState(cb As Long, state As Any)
```

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*cb*

Size of the array whose first element is passed as *state*.

*state*

```
# IDH_dx_DirectInputDevice.GetDeviceState_dinput_vb
```

---

First element of an array to receive device state information.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_NOTACQUIRED  
DIERR\_NOTINITIALIZED  
E\_PENDING

## Remarks

Before device data can be obtained, you must set the cooperative level by using the **DirectInputDevice.SetCooperativeLevel** method, then set the data format by using **DirectInputDevice.SetDataFormat**, and acquire the device by using the **DirectInputDevice.Acquire** method.

## See Also

**DirectInputDevice.GetDeviceStateJoystick**,  
**DirectInputDevice.GetDeviceStateJoystick2**,  
**DirectInputDevice.GetDeviceStateKeyboard**,  
**DirectInputDevice.GetDeviceStateMouse**, **DirectInputDevice.SetDataFormat**,  
Buffered and Immediate Data

# DirectInputDevice.GetDeviceStateJoystick

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceStateJoystick** method retrieves instantaneous data from a joystick device.

*object*.**GetDeviceStateJoystick**(*state* As DIJOYSTATE)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*state*

A **DIJOYSTATE** type that receives the current state of the device.

---

# IDH\_dx\_DirectInputDevice.GetDeviceStateJoystick\_dinput\_vb

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

```
DIERR_INPUTLOST
DIERR_INVALIDPARAM
DIERR_NOTACQUIRED
DIERR_NOTINITIALIZED
E_PENDING
```

## Remarks

Before device data can be obtained, you must set the cooperative level by using the **DirectInputDevice.SetCooperativeLevel** method, then set the data format by using **DirectInputDevice.SetCommonDataFormat**, and acquire the device by using the **DirectInputDevice.Acquire** method.

## See Also

**DirectInputDevice.Poll**

## DirectInputDevice.GetDeviceStateJoystick2

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceStateJoystick2** method retrieves instantaneous data from a joystick device with extended capabilities.

```
object.GetDeviceStateJoystick2(state As DIJOYSTATE2)
```

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*state*

A **DIJOYSTATE2** type that receives the current state of the device. The format of the data is established by a prior call to the **DirectInputDevice.SetDataFormat** method.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

```
DIERR_INPUTLOST
```

---

```
# IDH_dx_DirectInputDevice.GetDeviceStateJoystick2_dinput_vb
```

---

DIERR\_INVALIDPARAM  
DIERR\_NOTACQUIRED  
DIERR\_NOTINITIALIZED  
E\_PENDING

## Remarks

Before device data can be obtained, you must set the cooperative level by using the **DirectInputDevice.SetCooperativeLevel** method, then set the data format by using **DirectInputDevice.SetCommonDataFormat**, and acquire the device by using the **DirectInputDevice.Acquire** method.

## See Also

**DirectInputDevice.Poll**, Polling and Events

# DirectInputDevice.GetDeviceStateKeyboard ard

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceStateKeyboard** method retrieves instantaneous data from a keyboard device.

*object*.**GetDeviceStateKeyboard**(*state* As DIKEYBOARDSTATE)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*state*

A **DIKEYBOARDSTATE** type that receives the current state of the device.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_NOTACQUIRED  
DIERR\_NOTINITIALIZED  
E\_PENDING

---

# IDH\_\_dx\_DirectInputDevice.GetDeviceStateKeyboard\_dinput\_vb

---

## Remarks

Before device data can be obtained, you must set the cooperative level by using the **DirectInputDevice.SetCooperativeLevel** method, then set the data format by using **DirectInputDevice.SetCommonDataFormat**, and acquire the device by using the **DirectInputDevice.Acquire** method.

## See Also

**DirectInputDevice.Poll**

## DirectInputDevice.GetDeviceStateMouse

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetDeviceStateMouse** method retrieves instantaneous data from a mouse device.

*object*.GetDeviceStateMouse(*state* As DIMOUSESTATE)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*state*

A **DIMOUSESTATE** type that receives the current state of the device.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INPUTLOST  
DIERR\_INVALIDPARAM  
DIERR\_NOTACQUIRED  
DIERR\_NOTINITIALIZED  
E\_PENDING

## Remarks

Before device data can be obtained, you must set the cooperative level by using the **DirectInputDevice.SetCooperativeLevel** method, then set the data format by using **DirectInputDevice.SetCommonDataFormat**, and acquire the device by using the **DirectInputDevice.Acquire** method.

## See Also

---

# IDH\_\_dx\_DirectInputDevice.GetDeviceStateMouse\_dinput\_vb

## DirectInputDevice.Poll

# DirectInputDevice.GetObjectInfo

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetObjectInfo** method retrieves information about a device object such as a button or axis.

```
object.GetObjectInfo( _  
    Obj As Long, _  
    how As CONST_DIPHFLAGS) _  
    As DirectInputDeviceObjectInstance
```

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*Obj*

Value that identifies the object whose information will be retrieved. The interpretation of this parameter depends on the value specified in the *how* parameter.

*how*

Value specifying how the *Obj* parameter should be interpreted. This value can be one of the constants of the **CONST\_DIPHFLAGS** enumeration.

## Return Values

The method returns a **DirectInputDeviceObjectInstance** object whose methods can be used to retrieve information about the object.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

```
DIERR_INVALIDPARAM  
DIERR_NOTINITIALIZED  
DIERR_OBJECTNOTFOUND
```

# DirectInputDevice.GetProperty

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.GetProperty** method retrieves information about the input device.

---

```
# IDH__dx_DirectInputDevice.GetObjectInfo_dinput_vb  
# IDH__dx_DirectInputDevice.GetProperty_dinput_vb
```

*object*.**GetProperty**(  
    *guid* As String,   
    *propertyInfo* As Any)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*guid*

Identifier of the property to be retrieved. The following properties are defined for an input device and can be passed as strings:

DIPROP\_AXISMODE

Retrieves the axis mode. The retrieved value can be DIPROPAXISMODE\_ABS or DIPROPAXISMODE\_REL. (See the **CONST\_DINPUT** enumeration.)

DIPROP\_BUFFERSIZE

Retrieves the input-buffer size. The buffer size determines the amount of data that the buffer can hold between calls to the **DirectInputDevice.GetDeviceData** method before data is lost. This value may be set to 0 to indicate that the application will not be reading buffered data from the device.

DIPROP\_DEADZONE

Retrieves a value for the dead zone of a joystick, in the range 0 to 10,000, where 0 indicates there is no dead zone, 5,000 indicates that the dead zone extends over 50 percent of the physical range of the axis on both sides of center, and 10,000 indicates that the entire physical range of the axis is dead. When the axis is within the dead zone, it is reported as being at the center of its range.

DIPROP\_GRANULARITY

Retrieves the input granularity. Granularity represents the smallest distance the object will report movement. Most axis objects have a granularity of 1, meaning that all values are possible. Some axes may have a larger granularity. For example, the wheel axis on a mouse may have a granularity of 20, meaning that all reported changes in position will be multiples of 20. In other words, when the user turns the wheel slowly, the device reports a position of 0, then 20, then 40, and so on.

This is a read-only property; you cannot set its value by calling the **DirectInputDevice.SetProperty** method.

DIPROP\_RANGE

Retrieves the range of values an object can possibly report. The retrieved minimum and maximum values are set in the **IMin** and **IMax** members of the associated **DIPROPRANGE** type.

For some devices, this is a read-only property; you cannot set its value by calling the **DirectInputDevice.SetProperty** method.

DIPROP\_SATURATION

Retrieves a value for the saturation zones of a joystick, in the range 0 to 10,000. The saturation level is the point at which the axis is considered to be

---

at its most extreme position. For example, if the saturation level is set to 9,500, then the axis reaches the extreme of its range when it has moved 95 percent of the physical distance from its center position (or from the dead zone).

*propertyInfo*

A **DIPROPLONG** type to receive a single value, or a **DIPROPRANGE** type to receive a pair of values for the property. The **IObj**, **IHow**, and **ISize** members of this type must be initialized before the method is called.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED  
DIERR\_OBJECTNOTFOUND  
DIERR\_UNSUPPORTED

## See Also

**DirectInputDevice.SetProperty**

## DirectInputDevice.Poll

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.Poll** method makes data available from polled objects on a DirectInput device. If the device does not require polling, then calling this method has no effect. If a device that requires polling is not polled periodically, no new data will be received from the device. Calling this method causes DirectInput to update the device state, generate input events (if buffered data is enabled), and set notification events (if notification is enabled).

*object.Poll()*

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INPUTLOST

---

# IDH\_\_dx\_DirectInputDevice.Poll\_dinput\_vb

---

DIERR\_NOTACQUIRED  
DIERR\_NOTINITIALIZED

## Remarks

Before a device data can be polled, the data format must be set by using the **DirectInputDevice.SetDataFormat** or **DirectInputDevice.SetCommonDataFormat** method, and the device must be acquired by using the **DirectInputDevice.Acquire** method.

## DirectInputDevice.RunControlPanel

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.RunControlPanel** method opens the Control Panel property sheet associated with this device. If the device does not have a property sheet associated with it, the default device property sheet is displayed.

*object*.RunControlPanel(*hwnd* As Long)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*hwnd*

Handle to the parent window. If this parameter is 0, no parent window is used.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## DirectInputDevice.SetCommonDataFormat

[This is preliminary documentation and subject to change.]

The **DirectInputDevice.SetCommonDataFormat** method sets the input data format for standard devices.

*object*.SetCommonDataFormat(  
    *format* As CONST\_DICOMMONDATAFORMATS)

*object*

---

# IDH\_dx\_DirectInputDevice.RunControlPanel\_dinput\_vb

**Object** expression that resolves to a **DirectInputDevice** object.

*format*

One of the **CONST\_DICOMMONDATAFORMATS** enumeration, identifying the data format to use for the device.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_ACQUIRED  
DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

The data format must be set before the device can be acquired by using the **DirectInputDevice.Acquire** method. It is necessary to set the data format only once. The data format cannot be changed while the device is acquired.

## See Also

**DirectInputDevice.SetDataFormat**

## DirectInputDevice.SetCooperativeLevel

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.SetCooperativeLevel** method establishes the cooperative level for this instance of the device. The cooperative level determines how this instance of the device interacts with other instances of the device and the rest of the system.

*object*.**SetCooperativeLevel**(*hwnd* As Long, \_  
*flags* As CONST\_DISCLFLAGS)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*hwnd*

Window handle to be associated with the device. This parameter must be a valid top-level window handle that belongs to the process. The window associated with the device must not be destroyed while it is still active in a DirectInput device.

*flags*

Flags that describe the cooperative level associated with the device. The flags are constants of the **CONST\_DISCLFLAGS** enumeration.

---

# IDH\_\_dx\_DirectInputDevice.SetCooperativeLevel\_dinput\_vb

The following combinations of flags are valid:

Flags	Meaning	Valid for
DISCL_NONEXCLUSIVE Or DISCL_BACKGROUND	Others can acquire device in exclusive or nonexclusive mode; your application has access to data at all times.	All.
DISCL_NONEXCLUSIVE Or DISCL_FOREGROUND	Others can acquire device in exclusive or nonexclusive mode; your application has access to data only when in the foreground.	All.
DISCL_EXCLUSIVE Or DISCL_BACKGROUND	Others can acquire device in nonexclusive mode; your application has access to data at all times.	Joystick.
DISCL_EXCLUSIVE Or DISCL_FOREGROUND	Others can acquire device in nonexclusive mode; your application has access to data only when in the foreground.	All except keyboard. Valid for mouse but prevents Windows from displaying the cursor.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

No two applications (or instances of the same application) can have a device acquired in exclusive mode at the same time. This is primarily a security feature; it prevents input intended for one application from going to another that may be running concurrently.

If the system mouse is acquired in exclusive mode, then the pointer will be removed from the screen until the device is unacquired.

Applications must call this method before acquiring the device by using the **DirectInputDevice.Acquire** method.

## DirectInputDevice.SetDataFormat

# [This is preliminary documentation and subject to change.]

# IDH\_dx\_DirectInputDevice.SetDataFormat\_dinput\_vb

The **DirectInputDevice.SetDataFormat** method sets the data format for a DirectInput device that is not a standard keyboard, mouse, or keyboard.

*object*.**SetDataFormat**(*format* As DIDATAFORMAT, \_  
*formatArray*() As DIOBJECTDATAFORMAT))

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

*format*

A **DIDATAFORMAT** type that describes the format of the data the device should return.

*formatArray*

Array of **DIOBJECTDATAFORMAT** types describing data formats for objects on the device.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_ACQUIRED  
DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

The data format must be set before the device can be acquired by using the **DirectInputDevice.Acquire** method. It is necessary to set the data format only once. The data format cannot be changed while the device is acquired.

## See Also

**DirectInputDevice.SetCommonDataFormat**

## DirectInputDevice.SetEventNotification

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.SetEventNotification** method sets the event notification status. This method specifies an event that is to be set when the device state changes. It is also used to turn off event notification.

*object*.**SetEventNotification**(*hEvent* As Long)

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

# IDH\_\_dx\_DirectInputDevice.SetEventNotification\_dinput\_vb

---

*hEvent*

Handle to the event that is to be set when the device state changes, or 0 to disable notification.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_ACQUIRED  
DIERR\_HANDLEEXISTS  
DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED

## Remarks

A device state change is defined as any of the following:

- A change in the position of an axis
- A change in the state (pressed or released) of a button
- A change in the direction of a POV control
- Loss of acquisition

You must call this method with the *hEvent* parameter set to 0 before closing the event handle.

The event notification handle cannot be changed while the device is acquired.

## See Also

Polling and Events, **DirectXEvent**

## DirectInputDevice.SetProperty

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.SetProperty** method sets properties that define the device behavior.

```
object.SetProperty( _  
    guid As String, _  
    propertyInfo As Any)
```

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

---

# IDH\_\_dx\_DirectInputDevice.SetProperty\_dinput\_vb

*guid*

Identifier of the property to be set. The following property values are predefined for an input device and can be passed as strings:

#### DIPROP\_AXISMODE

Sets the axis mode. The value being set (either `DIPROPAXISMODE_ABS` or `DIPROPAXISMODE_REL` from the `CONST_DINPUT` enumeration) must be specified in the **IData** member of the associated **DIPROPLONG** type.

This setting applies to the entire device, so the **IHow** member of the **DIPROPLONG** type must be set to `DIPH_DEVICE`.

#### DIPROP\_BUFFERSIZE

Sets the input-buffer size. See Remarks.

This setting applies to the entire device, so the **IHow** member of the associated **DIPROPLONG** type must be set to `DIPH_DEVICE`.

#### DIPROP\_CALIBRATIONMODE

Allows the application to specify whether DirectInput should retrieve calibrated or uncalibrated data from an axis. By default, DirectInput retrieves calibrated data.

Setting the calibration mode for the entire device is equivalent to setting it for each axis individually.

The **IData** member of the **DIPROPLONG** type may be one of the following values:

`DIPROPCALIBRATIONMODE_COOKED`: DirectInput should return data after applying calibration information. This is the default mode.

`DIPROPCALIBRATIONMODE_RAW`: DirectInput should return raw, uncalibrated data. This mode is typically used only by Control Panel-type applications.

Note that setting a device into raw mode causes the dead zone, saturation, and range settings to be ignored.

#### DIPROP\_DEADZONE

Sets the value for the dead zone of a joystick, in the range 0 to 10,000, where 0 indicates there is no dead zone, 5,000 indicates that the dead zone extends over 50 percent of the physical range of the axis on both sides of center, and 10,000 indicates that the entire physical range of the axis is dead. When the axis is within the dead zone, it is reported as being at the center of its range.

This setting can be applied to either the entire device or to a specific axis.

#### DIPROP\_RANGE

Sets the range of values an object can possibly report. The minimum and maximum values are taken from the **IMin** and **IMax** members of the associated **DIPROPRANGE** type.

For some devices, this is a read-only property.

You cannot set a reverse range; **IMax** must be greater than **IMin**.

#### DIPROP\_SATURATION

---

Sets the value for the saturation zones of a joystick, in the range 0 to 10,000. The saturation level is the point at which the axis is considered to be at its most extreme position. For example, if the saturation level is set to 9,500, then the axis reaches the extreme of its range when it has moved 95 percent of the physical distance from its center position (or from the dead zone).

This setting can be applied to either the entire device or to a specific axis.

*propertyInfo*

A **DIPROPLONG** type containing data for properties that take a single value, or a **DIPROPRANGE** type containing data for properties that take a pair of values.

## Error Codes

If the method fails, an error is raised and **Err.Number** may be one of the following error codes:

DIERR\_INVALIDPARAM  
DIERR\_NOTINITIALIZED  
DIERR\_OBJECTNOTFOUND  
DIERR\_UNSUPPORTED

## Remarks

The buffer size determines the amount of data that the buffer can hold between calls to the **DirectInputDevice.GetDeviceData** method before data is lost. This value may be set to 0 to indicate that the application will not be reading buffered data from the device. If the buffer size in the **IData** member of the **DIPROPLONG** type is too large to be supported by the device, the largest possible buffer size is set. To determine whether the requested buffer size was set, retrieve the buffer-size property and compare the result with the value you previously attempted to set.

## See Also

**DirectInputDevice.GetProperty**

## DirectInputDevice.Unacquire

# [This is preliminary documentation and subject to change.]

The **DirectInputDevice.Unacquire** method releases access to the device.

*object*.**Unacquire()**

*object*

**Object** expression that resolves to a **DirectInputDevice** object.

---

# IDH\_\_dx\_DirectInputDevice.Unacquire\_dinput\_vb

## Error Codes

None.

## See Also

**DirectInputDevice.Acquire**

# DirectInputDeviceInstance

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance** class is used to obtain information about an instance of a DirectInput device.

An object of this class is returned by the **DirectInputDevice.GetDeviceInfo** and **DirectInputEnumDevices.GetItem** method.

The **DirectInputDeviceInstance** class has the following methods:

<b>Information</b>	<b>GetDevType</b>
	<b>GetGuidInstance</b>
	<b>GetGuidProduct</b>
	<b>GetInstanceName</b>
	<b>GetProductName</b>
	<b>GetUsage</b>
	<b>GetUsagePage</b>

## DirectInputDeviceInstance.GetDevType

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetDevType** method retrieves the device type and subtype.

*object*.**GetDevType()** As Long

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

## Return Values

The method returns a device type specifier. This value is a combination of a type, subtype, and optionally DIDEVTYPE\_HID, which specifies a Human Interface Device. The following constants are from the **CONST\_DIDEVICETYPE** enumeration.

**Device Types**  
DIDEVTYPE\_MOUSE

A mouse or mouse-like device (such as a trackball).

DIDEVTYPE\_KEYBOARD

A keyboard or keyboard-like device.

DIDEVTYPE\_JOYSTICK

A joystick or similar device, such as a steering wheel.

DIDEVTYPE\_DEVICE

A device that does not fall into the previous categories.

**Mouse subtypes**

DIDEVTYPEMOUSE\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEMOUSE\_TRADITIONAL

The device is a traditional mouse.

DIDEVTYPEMOUSE\_FINGERSTICK

The device is a fingerstick.

DIDEVTYPEMOUSE\_TOUCHPAD

The device is a touchpad.

DIDEVTYPEMOUSE\_TRACKBALL

The device is a trackball.

**Keyboard subtypes**

DIDEVTYPEKEYBOARD\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEKEYBOARD\_PCXT

IBM PC/XT 83-key keyboard.

DIDEVTYPEKEYBOARD\_OLIVETTI

Olivetti 102-key keyboard.

DIDEVTYPEKEYBOARD\_PCAT

IBM PC/AT 84-key keyboard.

DIDEVTYPEKEYBOARD\_PCENH

IBM PC Enhanced 101/102-key or Microsoft Natural® keyboard.

DIDEVTYPEKEYBOARD\_NOKIA1050

Nokia 1050 keyboard.

DIDEVTYPEKEYBOARD\_NOKIA9140

Nokia 9140 keyboard.

DIDEVTYPEKEYBOARD\_NEC98

Japanese NEC PC98 keyboard.

DIDEVTYPEKEYBOARD\_NEC98LAPTOP

Japanese NEC PC98 laptop keyboard.

DIDEVTYPEKEYBOARD\_NEC98106

Japanese NEC PC98 106-key keyboard.

DIDEVTYPEKEYBOARD\_JAPAN106

Japanese 106-key keyboard.

DIDEVTYPEKEYBOARD\_JAPANAX

Japanese AX keyboard.

DIDEVTYPEKEYBOARD\_J3100

Japanese J3100 keyboard.

#### **Joystick Subtypes**

DIDEVTYPEJOYSTICK\_UNKNOWN

The subtype could not be determined.

DIDEVTYPEJOYSTICK\_TRADITIONAL

A traditional joystick.

DIDEVTYPEJOYSTICK\_FLIGHTSTICK

A joystick optimized for flight simulation.

DIDEVTYPEJOYSTICK\_GAMEPAD

A device whose primary purpose is to provide button input.

DIDEVTYPEJOYSTICK\_RUDDER

A device for yaw control.

DIDEVTYPEJOYSTICK\_WHEEL

A steering wheel.

DIDEVTYPEJOYSTICK\_HEADTRACKER

A device that tracks the movement of the user's head.

#### **HID**

DIDEVTYPE\_HID

The device uses the Human Interface Device (HID) protocol.

## **Error Codes**

If the method fails, an error is raised and **Err.Number** will be set.

## **Remarks**

To look for a particular subtype of device such as a wheel, you should check both the type and the subtype.

## **DirectInputDeviceInstance.GetGuidInstance**

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetGuidInstance** method returns the unique identifier for the instance of the device.

*object*.**GetGuidInstance()** As String

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

## Return Values

The method returns the GUID for the device instance, in string form.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## Remarks

An application can save the instance GUID into a configuration file and use it at a later time. Instance GUIDs are specific to a particular computer. An instance GUID obtained from one computer is unrelated to instance GUIDs on another.

## See Also

**DirectInputDeviceInstance.GetGuidProduct**, Using GUIDs

# DirectInputDeviceInstance.GetGuidProduct

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetGuidProduct** method retrieves the manufacturer's unique identifier for the device.

*object*.**GetGuidProduct()** As String

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

## Return Values

The method returns the GUID for the product, in string form. This identifier is established by the manufacturer of the device.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceInstance.GetGuidInstance**, Using GUIDs

---

## DirectInputDeviceInstance.GetInstanceName

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetInstanceName** method retrieves the name of the device instance.

*object*.GetInstanceName() As String

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

### Return Values

The method returns the friendly name for the instance—for example, "Joystick 1."

### Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

### See Also

**DirectInputDeviceInstance.GetProductName**

## DirectInputDeviceInstance.GetProductName

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetProductName** method retrieves the product name of the device.

*object*.GetProductName() As String

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

### Return Values

The method returns the friendly name for the product—for example, "Microsoft SideWinder".

### Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceInstance.GetInstanceName**

## DirectInputDeviceInstance.GetUsage

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetUsage** method retrieves the usage code for Human Interface Devices.

*object*.**GetUsage()** As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

## Return Values

If the device is a HID, the method returns the usage code.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceInstance.GetUsagePage**

## DirectInputDeviceInstance.GetUsagePage

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceInstance.GetUsagePage** method retrieves the usage page for Human Interface Devices.

*object*.**GetUsagePage()** As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceInstance** object.

## Return Values

If the device is a HID, the method returns the HID usage page.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

`DirectInputDeviceInstance.GetUsage`

# DirectInputDeviceObjectInstance

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance** class represents an object on a DirectInput device, such as a button or axis.

A **DirectInputDeviceObjectInstance** object is returned by the **DirectInputDevice.GetObjectInfo** and **DirectInputEnumDeviceObjects.GetItem** methods.

This class has the following methods:

<b>Information</b>	<b>GetCollectionNumber</b>
	<b>GetDesignatorIndex</b>
	<b>GetDimension</b>
	<b>GetExponent</b>
	<b>GetFlags</b>
	<b>GetGuidType</b>
	<b>GetName</b>
	<b>GetOfs</b>
	<b>GetType</b>
	<b>GetUsage</b>
	<b>GetUsagePage</b>

## DirectInputDeviceObjectInstance.GetCollectionNumber

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetCollectionNumber** method retrieves the number of the HID link collection to which the device object belongs.

*object*.**GetCollectionNumber()** As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

If the device is a Human Interface Device and the object belongs to a collection, the method returns the number of the collection.

---

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## DirectInputDeviceObjectInstance.GetDesignatorIndex

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetDesignatorIndex** method retrieves the designator index for an object on a Human Interface Device.

```
object.DirectInputDeviceObjectInstance.GetDesignatorIndex()  
As Integer
```

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

The method returns an index that refers to a designator in the HID physical descriptor. This number can be passed to functions in the HID parsing library to obtain additional information about the device object.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## DirectInputDeviceObjectInstance.GetDimension

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetDimension** method retrieves the dimensional units in which the object's value is reported.

```
object.DirectInputDeviceObjectInstance.GetDimension() _  
As Long
```

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

The method returns the dimensional units in which the object's value is reported, if known, or 0 if not known. Applications can use this field to distinguish between, for example, the position and velocity of a control.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceObjectInstance.GetExponent**

# DirectInputDeviceObjectInstance.GetExponent

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetExponent** method retrieves the exponent to associate with the dimensional units of the device object.

*object*.**DirectInputDeviceObjectInstance.GetExponent()** \_  
As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

The method returns the exponent to associate with the dimension, if known.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceObjectInstance.GetDimension**

# DirectInputDeviceObjectInstance.GetFlags

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetFlags** method retrieves the flags associated with the device object.

*object*.**GetFlags()** As Long

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

---

## Return Values

The method retrieves flags describing miscellaneous attributes of the object. The return value may consist of one or more members of the `CONST_DIDEVICEOBJINSTANCEFLAGS` enumeration.

## Error Codes

If the method fails, an error is raised and `Err.Number` will be set.

# DirectInputDeviceObjectInstance.GetGuidType

[This is preliminary documentation and subject to change.]

The `DirectInputDeviceObjectInstance.GetGuidType` method retrieves the unique identifier of the object type.

*object*.`GetGuidType()` As String

*object*

**Object** expression that resolves to a `DirectInputDeviceObjectInstance` object.

## Return Values

The method may return one of the following string identifiers, representing the unique identifier for the object type. If the object type has a GUID not represented in the following list, a string representing the actual GUID will be returned. If the object type does not have a GUID, an empty string will be returned.

`GUID_XAxis`

The horizontal axis. For example, it may represent the left-right motion of a mouse.

`GUID_YAxis`

The vertical axis. For example, it may represent the forward-backward motion of a mouse.

`GUID_ZAxis`

The z-axis. For example, it may represent rotation of the wheel on a mouse, or movement of a throttle control on a joystick.

`GUID_RxAxis`

Rotation around the x-axis.

`GUID_RyAxis`

Rotation around the y-axis.

`GUID_RzAxis`

Rotation around the z-axis (often a rudder control).

`GUID_Slider`

A slider axis.

---

GUID\_Button  
A button on a mouse.

GUID\_Key  
A key on a keyboard.

GUID\_POV  
A point-of-view indicator or "hat".

GUID\_Unknown  
Unknown.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## DirectInputDeviceObjectInstance.GetName

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetName** method retrieves the friendly name of the device object.

*object*.**GetName()** As String

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

The method retrieves the name of the object—for example, "X-Axis" or "Right Shift."

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## DirectInputDeviceObjectInstance.GetOfs

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetOfs** method retrieves the offset of the device object's data within the data format for the device.

*object*.**GetOfs()** As Long

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

The method returns the offset within the data format at which data is reported for this object. This value can be used to identify the object in method calls and types that accept the `DIPH_BYOFFSET` flag.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

`DirectInputDevice.GetObjectInfo`, `DIPROPLONG`, `DIPROPRANGE`

# DirectInputDeviceObjectInstance.GetType

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetType** method retrieves the type and instance identifier of the object.

*object*.**GetType()** As Long

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

## Return Values

Device type that describes the object. It is a combination of `CONST_DIDFTFLAGS` flags that describe the object type (axis, button, and so forth) and contains the object instance number in the middle 16 bits.

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## Remarks

To extract the object instance ID, use the following operation:

```
Dim ObjID as Long
ObjID = (diObj.GetType And &HFFFF00) \ 256
```

---

## DirectInputDeviceObjectInstance.GetUsage

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetUsage** method retrieves the Human Interface Device usage code for the device object.

*object*.**GetUsage()** As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

### Return Values

The method returns the HID usage associated with the object, if known. Human Interface Devices will always report a usage. Non-HID devices may optionally report a usage; if they do not, then the value of this member will be zero.

### Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

### See Also

**DirectInputDeviceObjectInstance.GetUsagePage**

## DirectInputDeviceObjectInstance.GetUsagePage

[This is preliminary documentation and subject to change.]

The **DirectInputDeviceObjectInstance.GetUsagePage** method retrieves the Human Interface Device usage page for the device object.

*object*.**GetUsagePage()** As Integer

*object*

**Object** expression that resolves to a **DirectInputDeviceObjectInstance** object.

### Return Values

The method returns the HID usage page associated with the object, if known. Human Interface Devices will always report a usage page. Non-HID devices may optionally report a usage page; if they do not, then the value of this member will be zero.

---

## Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

## See Also

**DirectInputDeviceObjectInstance.GetUsage**

# DirectInputEnumDeviceObjects

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDeviceObjects** class enumerates the **DirectInputDevice** objects installed on a system. This object is created and filled with data as a result of a call to **DirectInputDevice.GetDeviceObjectsEnum** method.

This class has the following methods:

<b>Information</b>	<b>GetCount</b>
	<b>GetItem</b>

## DirectInputEnumDeviceObjects.GetCount

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDeviceObjects.GetCount** method returns the number of items in the **DirectInputEnumDeviceObjects** collection.

*object*.**GetCount()** As Long

*object*

**Object** expression that resolves to a **DirectInputEnumDeviceObjects** object.

## Return Values

The method returns the number of device objects enumerated for the device.

## Error Codes

None.

---

# IDH\_\_dx\_DirectInputEnumDeviceObjects\_dinput\_vb  
# IDH\_\_dx\_DirectInputEnumDeviceObjects.GetCount\_dinput\_vb

## DirectInputEnumDeviceObjects.GetItem

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDeviceObjects.GetItem** method retrieves an object describing the specified device object.

*object*.**GetItem**(*index* As Long) \_  
As **DirectInputDeviceObjectInstance**

*object*

**Object** expression that resolves to a **DirectInputEnumDeviceObjects** object.

*index*

Index of the enumerated item to retrieve.

### Return Values

The method returns a **DirectInputDeviceObjectInstance** object whose methods can be used to retrieve information about the device object.

### Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

### Remarks

To get the number of entries in the **DirectInputEnumDeviceObjects** first call the **DirectInputEnumDeviceObjects.GetCount** method.

## DirectInputEnumDevices

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDevices** enumerates the DirectInput devices installed on a system. This object is created and filled with data as a result of a call to **DirectInput.GetDIEnumDevices** method.

This class has two methods.

This class has the following methods:

<b>Information</b>	<b>GetCount</b>
	<b>GetItem</b>

---

# IDH\_\_dx\_DirectInputEnumDeviceObjects.GetItem\_dinput\_vb

# IDH\_\_dx\_DirectInputEnumDevices\_dinput\_vb

---

## DirectInputEnumDevices.GetCount

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDevices.GetCount** method returns the number of DirectInput devices in the **DirectInputEnumDevices** collection.

*object*.**GetCount()** As Long

*object*

**Object** expression that resolves to a **DirectInputEnumDevices** object.

### Return Values

If the method succeeds, the number of DirectInput devices in the **DirectInputEnumDevices** collection is returned.

### Error Codes

None.

## DirectInputEnumDevices.GetItem

# [This is preliminary documentation and subject to change.]

The **DirectInputEnumDevices.GetItem** method returns information about an enumerated device.

*object*.**GetItem(index As Long)** As DirectInputDeviceInstance

*object*

**Object** expression that resolves to a **DirectInputEnumDevices** object.

*index*

The specific DirectInput device data entry in **DirectInputEnumDevices**.

### Return Values

The method returns a **DirectInputDeviceInstance** object whose methods can be used to retrieve information about the device.

### Error Codes

If the method fails, an error is raised and **Err.Number** will be set.

---

# IDH\_\_dx\_DirectInputEnumDevices.GetCount\_dinput\_vb

# IDH\_\_dx\_DirectInputEnumDevices.GetItem\_dinput\_vb

---

## Remarks

To get the number of entries in **DirectInputEnumDevices** first call the **DirectInputEnumDevices.GetCount** method.

## Types

[This is preliminary documentation and subject to change.]

This section contains information on the following types used with DirectInput:

- **DIDATAFORMAT**
- **DIDEVCAPS**
- **DIDEVICEOBJECTDATA**
- **DIJOYSTATE**
- **DIJOYSTATE2**
- **DIKEYBOARDSTATE**
- **DIMOUSESTATE**
- **DIOBJECTDATAFORMAT**
- **DIPROPLONG**
- **DIPROPRANGE**

## DIDATAFORMAT

# [This is preliminary documentation and subject to change.]

The **DIDATAFORMAT** type carries information describing a device's data format. This type is used with the **DirectInputDevice.SetDataFormat** method.

```
Type DIDATAFORMAT
  dataSize As Long
  IFlags As Long
  IObjSize As Long
  numObjs As Long
End Type
```

### **dataSize**

Size of a data packet returned by the device, in bytes. This value must be a multiple of 4 and must exceed the largest offset value for an object's data within the data packet.

### **IFlags**

Flags describing other attributes of the data format. This value can be one of the **CONST\_DIDATAFORMATFLAGS** enumeration.

---

```
# IDH__dx_DIDATAFORMAT_dinput_vb
```

**IObjSize**

Size of the **DIOBJECTDATAFORMAT** type, in bytes.

**numObjs**

Number of objects for which data is to be returned.

**Remarks**

Applications need to create a **DIDATAFORMAT** type only for nonstandard devices. For the mouse, keyboard, and joystick, you set the data format by using **DirectInputDevice.SetCommonDataFormat**.

## DIDEVCAPS

# [This is preliminary documentation and subject to change.]

The **DIDEVCAPS** type contains information about a DirectInput device's capabilities. This type is used with the **DirectInputDevice.GetCapabilities** method.

Type DIDEVCAPS

IAxes As Long

IButtons As Long

IDevType As CONST\_DIDEVICETYPE

IDriverVersion As Long

IFFMinTimeResolution As Long

IFFSamplePeriod As Long

IFirmwareRevision As Long

IFlags As CONST\_DIDEVCAPSFLAGS

IHardwareRevision As Long

IPOVs As Long

End Type

**IAxes**

Number of axes available on the device.

**IButtons**

Number of buttons available on the device.

**IDevType**

One of the constants of the **CONST\_DIDEVICETYPE** enumeration specifying the device type. This member can contain values identical to those returned by the **DirectInputDeviceInstance.GetDevType** method.

**IDriverVersion**

The version number of the device driver.

**IFFMinTimeResolution**

Force feedback time resolution. DirectX for Visual Basic does not support force feedback.

---

# IDH\_\_dx\_DIDEVCAPS\_dinput\_vb

**IFFSamplePeriod**

Force feedback sample period. DirectX for Visual Basic does not support force feedback.

**IFirmwareRevision**

Specifies the firmware revision of the device.

**IFlags**

Flags associated with the device. This value can be a combination of the constants of the **CONST\_DIDEVCAPSFLAGS** enumeration.

**IHardwareRevision**

The hardware revision of the device.

**IPOVs**

Number of point-of-view controllers available on the device.

**Remarks**

The semantics of version numbers are left to the manufacturer of the device. The only guarantee is that newer versions will have larger numbers.

## DIDEVICEOBJECTDATA

# [This is preliminary documentation and subject to change.]

The **DIDEVICEOBJECTDATA** type contains raw buffered device information. This type is used with the **DirectInputDevice.GetDeviceData** method.

Type DIDEVICEOBJECTDATA

IData As Long

IOfs As Long

ISequence As Long

ITimeStamp As Long

End Type

**IData**

Data obtained from the device.

For axis input, if the device is in relative axis mode, then the relative axis motion is reported. If the device is in absolute axis mode, then the absolute axis coordinate is reported.

For button input, only the low byte of **IData** is significant. The high bit of the low byte is set if the button went down; it is clear if the button went up.

**IOfs**

Offset into the current data format of the object whose data is being reported—that is, the location where the data would have been stored if it had been obtained by a call to the **DirectInputDevice.GetDeviceStateX** method where **X** refers to the specific device, for instance **GetDeviceStateMouse**. If the device is accessed

---

# IDH\_\_dx\_DIDEVICEOBJECTDATA\_dinput\_vb

as a keyboard, you can determine which key generated the event by comparing this value with the members of the **CONST\_DIKEYFLAGS** enumeration. For the mouse and joystick, the value in **IOfs** is equivalent to the byte offset of the button or axis within the **DIMOUSESTATE**, **DIJOYSTATE**, or **DIJOYSTATE2** type (depending on the data format that was established by using **DirectInputDevice.SetCommonDataFormat**.) Constants for these offsets are contained in the **CONST\_DIMOUSEOFS** and **CONST\_DIJOYSTICKOFS** enumerations. If a custom data format has been set by using **DirectInputDevice.SetDataFormat**, then **IOfs** is the offset of the device object's place in the custom data format.

### **ISequence**

DirectInput sequence number for this event. All input events are assigned an increasing sequence number. This allows events from different devices to be sorted chronologically. Since this value can wrap around, care must be taken when comparing two sequence numbers.

### **ITimeStamp**

System time (as returned by the Win32 **GetTickCount** function) at which the input event was generated, in milliseconds. This value wraps around approximately every 50 days.

## **DIJOYSTATE**

# [This is preliminary documentation and subject to change.]

The **DIJOYSTATE** type contains information about the state of a joystick device. (This term includes other controllers such as game pads and steering wheels). This type is used with the **DirectInputDevice.GetDeviceStateJoystick** method.

```
Type DIJOYSTATE
  buttons(0 To 31) As Byte
  POV(0 To 3) As Long
  rx As Long
  ry As Long
  rz As Long
  slider(0 To 1) As Long
  x As Long
  y As Long
  z As Long
End Type
```

### **buttons**

Array of button states. The high-order bit of the byte is set if the corresponding button is down and clear if the button is up or does not exist.

### **POV**

---

```
# IDH__dx_DIJOYSTATE_dinput_vb
```

---

The current position of up to four direction controllers (such as point-of-view hats). The position is indicated in hundredths of degrees clockwise from north (away from the user). The center position is normally reported as -1; but see Remarks. For indicators that have only five positions, the value for a controller will be -1, 0, 9,000, 18,000, or 27,000.

**rx**

Information about the joystick x-axis rotation. If the joystick does not have this, the value is 0.

**ry**

Information about the joystick y-axis rotation. If the joystick does not have this axis, the value is 0.

**rz**

Information about the joystick z-axis rotation (often called the rudder). If the joystick does not have this axis, the value is 0.

**slider**

Two additional axis values whose semantics depend on the joystick. Use the **DirectInputDevice.GetObjectInfo** method to obtain semantic information about these values.

**x**

Information about the joystick x-axis (usually the left-right movement of a stick).

**y**

Information about the joystick y-axis (usually the forward-backward movement of a stick).

**z**

Information about the joystick z-axis (often the throttle control). If the joystick does not have this axis, the value is zero.

## Remarks

You must prepare the device for joystick-style access by calling the **DirectInputDevice.SetCommonDataFormat** method, passing the `DIFORMAT_JOYSTICK` format constant.

If an axis is in relative mode, then the appropriate member contains the change in position. If it is in absolute mode, then the member contains the absolute axis position.

Some drivers report the centered position of the POV indicator as 65,535. You can determine whether an indicator is centered as follows:

```
Dim POVCentered as Boolean
POVCentered = MyDijoystate.POV(0) And &HFFFF;
```

## See Also

**DIJOYSTATE2**

---

## DIJOYSTATE2

# [This is preliminary documentation and subject to change.]

The **DIJOYSTATE2** type contains information about the state of a joystick device with extended capabilities. This type is used with the **DirectInputDevice.GetDeviceStateJoystick2** method.

Most applications do not need to use this type, which is for highly specialized controllers including force-feedback devices. For standard game controllers, use the **DIJOYSTATE** type and obtain data by calling **DirectInputDevice.GetDeviceStateJoystick**.

Type DIJOYSTATE2  
  buttons(0 To 31) As Byte  
  frx As Long  
  fry As Long  
  frz As Long  
  fslider(0 To 1) As Long  
  fx As Long  
  fy As Long  
  fz As Long  
  POV(0 To 3) As Long  
  rx As Long  
  ry As Long  
  rz As Long  
  slider(0 To 1) As Long  
  vrx As Long  
  vry As Long  
  vrz As Long  
  vslider(0 To 1) As Long  
  vx As Long  
  vy As Long  
  vz As Long  
  x As Long  
  y As Long  
  z As Long  
End Type

### buttons

Array of button states. The high-order bit of the byte is set if the corresponding button is down and clear if the button is up or does not exist.

### frx

Information about the x-axis torque.

### fry

---

# IDH\_\_dx\_DIJOYSTATE2\_DESC\_dinput\_vb

Information about the y-axis torque.

**frz**

Information about the z-axis torque.

**fslider**

Information about extra axis forces.

**fx**

Information about the x-axis force.

**fy**

Information about the y-axis force.

**fz**

Information about the z-axis force.

**POV**

The current position of up to four direction controllers (such as point-of-view hats). The position is indicated in hundredths of degrees clockwise from north (away from the user). The center position is normally reported as -1; but see Remarks. For indicators that have only five positions, the value for a controller will be -1, 0, 9,000, 18,000, or 27,000.

**rx**

Information about the joystick x-axis rotation. If the joystick does not have this, the value is 0.

**ry**

Information about the joystick y-axis rotation. If the joystick does not have this axis, the value is 0.

**rz**

Information about the joystick z-axis rotation (often called the rudder). If the joystick does not have this axis, the value is zero.

**slider**

Two additional axis values whose semantics depend on the joystick. Use the **DirectInputDevice.GetObjectInfo** method to obtain semantic information about these values.

**vrx**

Information about the x-axis angular velocity.

**vry**

Information about the y-axis angular velocity.

**vrz**

Information about the z-axis angular velocity.

**vslider[0 To 1]**

Information about extra axis velocities.

**vx**

Information about the x-axis velocity.

**vy**

Information about the y-axis velocity.

**vz**

---

Information about the z-axis velocity.

- x** Information about the joystick x-axis (usually the left-right movement of a stick).
- y** Information about the joystick y-axis (usually the forward-backward movement of a stick).
- z** Information about the joystick z-axis (often the throttle control). If the joystick does not have this axis, the value is zero.

## Remarks

You must prepare the device for access to a joystick with extended capabilities by calling the **DirectInputDevice.SetCommonDataFormat** method, passing the **DIFORMAT\_JOYSTICK2** data format variable.

If an axis is in relative mode, then the appropriate member contains the change in position. If it is in absolute mode, then the member contains the absolute axis position.

Some drivers report the centered position of the POV indicator as 65,535. You can determine whether an indicator is centered as follows:

```
Dim POVCentered as Boolean
POVCentered = MyDijystate2.POV(0) And &HFFFF;
```

## DIKEYBOARDSTATE

# [This is preliminary documentation and subject to change.]

The **DIKEYBOARDSTATE** type contains information about the state of keyboard keys. This type is used with the **DirectInputDevice.GetDeviceStateKeyboard** method.

```
Type DIKEYBOARDSTATE
    key(0 To 255) As Byte
End Type
```

### key

Array of key states. The array can be indexed by using members of the **CONST\_DIKEYFLAGS** enumeration. For each key, the high bit is set if the key is down, and clear if the key is up or does not exist.

## Remarks

The following example checks to see if the **Esc** key is being pressed:

---

```
# IDH__dx_DIKEYBOARDSTATE_dinput_vb
```

```
Dim keyState as DIKEYBOARDSTATE
' diDevice is a valid DirectInputDevice object.

Call diDevice.GetDeviceStateKeyboard(keyState)
If (keyState.key(DIK_ESCAPE) And &H80) Then
    ' Key is down
End If
```

## DIMOUSESTATE

# [This is preliminary documentation and subject to change.]

The **DIMOUSESTATE** type contains information about the state of a mouse device or another device that is being accessed as if it were a mouse device. This type is used with the **DirectInputDevice.GetDeviceStateMouse** method.

```
Type DIMOUSESTATE
    buttons(0 To 3) As Byte
    x As Long
    y As Long
    z As Long
End Type
```

### buttons

Array of button states. The high-order bit of the byte is set if the corresponding button is down.

**x**

Information about the mouse x-axis.

**y**

Information about the mouse y-axis.

**z**

Information about the mouse z-axis (typically a wheel). If the mouse does not have a z-axis, then the value is 0.

### Remarks

Immediate data is returned in this type from a device that has been prepared by passing the **DIFORMAT\_MOUSE** constant to the **DirectInputDevice.SetCommonDataFormat** method, .

If an axis is in relative mode, then the appropriate member contains the change in position since the last call to this method. If the axis is in absolute mode, then the member contains the accumulated relative motion in relation to an arbitrary start point. The absolute axis position is not meaningful except in comparison with other absolute axis positions.

```
# IDH__dx_DIMOUSESTATE_dinput_vb
```

# DIOBJECTDATAFORMAT

# [This is preliminary documentation and subject to change.]

The **DIOBJECTDATAFORMAT** type contains information about a device object's data format for use with the **DirectInputDevice.SetDataFormat** method.

```
Type DIOBJECTDATAFORMAT {
  IFlags As CONST_DIDEVICEOBJINSTANCEFLAGS
  IOfs As Long
  IType As CONST_DIDFTFLAGS
  strGuid As String
End Type
```

## IFlags

Zero or more of the following values from the **CONST\_DIDEVICEOBJINSTANCEFLAGS** enumeration.

### DIDOI\_ASPECTACCEL

The object selected by **DirectInput.SetDataFormat** must report acceleration information.

### DIDOI\_ASPECTFORCE

The object selected by **DirectInput.SetDataFormat** must report force information.

### DIDOI\_ASPECTPOSITION

The object selected by **DirectInput.SetDataFormat** must report position information.

### DIDOI\_ASPECTVELOCITY

The object selected by **DirectInput.SetDataFormat** must report velocity information.

## IOfs

Byte offset within the data packet where the data for the input source will be stored. This value must be a multiple of four for **Long** size data, such as axes. It can be byte-aligned for buttons.

## IType

Device type that describes the object. It is a combination of values from the **CONST\_DIDFTFLAGS** enumeration describing the object type (axis, button, and so forth) and containing the object-instance number in the middle 16 bits.

## strGuid

Unique identifier for the type of input source. An empty string indicates that any type of object is permissible.

The following strings can be used in place of actual GUID strings to identify the type of device object:

```
GUID_XAxis
GUID_YAxis
```

---

# IDH\_\_dx\_DIOBJECTDATAFORMAT\_dinput\_vb

---

GUID\_ZAxis  
GUID\_RxAxis  
GUID\_RyAxis  
GUID\_RzAxis  
GUID\_Slider  
GUID\_Button  
GUID\_Key  
GUID\_POV

## DIPROPLONG

[This is preliminary documentation and subject to change.]

The **DIPROPLONG** type is used to store property information to be set on or retrieved from the input device by using the **DirectInputDevice.SetProperty** and **DirectInputDevice.GetProperty** methods, where the property is a single value.

Type DIPROPLONG  
  IData As Long  
  IHow As Long  
  IObj As Long  
  ISize As Long  
End Type

### **IData**

The property-specific value being set or retrieved.

### **IHow**

Value specifying how the *IObj* parameter should be interpreted. This value may be one of the members of the **CONST\_DIPHFLAGS** enumeration.

If **IObj** is **DIPROP\_AXISMODE** or **DIPROP\_BUFFERSIZE**, **IHow** should be **DIPH\_DEVICE**, because these properties cannot be set for an individual object.

### **IObj**

Object for which the property is to be accessed.

If the **IHow** member is **DIPH\_BYID**, this member must be the identifier for the object whose property setting is to be set or retrieved. This value can be retrieved for the object by using the **DirectInputDeviceObjectInstance.GetType** method.

If the **IHow** member is **DIPH\_BYOFFSET**, this member must be a data format offset for the object whose property setting is to be set or retrieved. This value can be obtained by using the **DirectInputDeviceObjectInstance.GetOfs** method.

If **IHow** is **DIPH\_DEVICE**, this value should be 0.

### **ISize**

Size of this type—that is, **Len(DIPROPLONG)**.

## Remarks

All members must be initialized with the proper values before the type is passed to the **SetProperty** method. All members except **IData** must be initialized with the proper values before the type is passed to **GetProperty**.

## See Also

DIPROPRANGE

# DIPROPRANGE

[This is preliminary documentation and subject to change.]

The **DIPROPRANGE** type is used to store property information to be set on or retrieved from the input device by using the **DirectInputDevice.SetProperty** and **DirectInputDevice.GetProperty** methods, where the property is a range of values.

Type DIPROPRANGE

IHow As Long

IMax As Long

IMin As Long

IObj As Long

ISize As Long

End Type

### IHow

Value specifying how the **IObj** member should be interpreted. This value may be one of the members of the **CONST\_DIPHFLAGS** enumeration.

### IMax

Upper limit of the range. If the range of the device is unrestricted, this value will be **DIPROPRANGE\_NOMAX** (from the **CONST\_DINPUT** enumeration) when the **DirectInputDevice.GetProperty** method returns.

### IMin

Lower limit of the range. If the range of the device is unrestricted, this value will be **DIPROPRANGE\_NOMIN** (from the **CONST\_DINPUT** enumeration) when the **DirectInputDevice.GetProperty** method returns.

### IObj

Object for which the property is to be accessed.

If the **IHow** member is **DIPH\_BYID**, this member must be the identifier for the object whose property setting is to be set or retrieved. This value can be retrieved for the object by using the **DirectInputDeviceObjectInstance.GetType** method.

If the **IHow** member is **DIPH\_BYOFFSET**, this member must be a data format offset for the object whose property setting is to be set or retrieved. This value

can be obtained by using the **DirectInputDeviceObjectInstance.GetOfs** method.

If **IHow** is **DIPH\_DEVICE**, this value should be 0.

**ISize**

Size of this type—that is, **Len(DIPROPRANGE)**.

**See Also****DIPROPLONG**

## Enumerations

[This is preliminary documentation and subject to change.]

DirectInput uses enumerations to group constants in order to take advantage of the statement completion feature of Visual Basic. The enumerations used in DirectInput are:

- **CONST\_DICOMMONDATAFORMATS**
- **CONST\_DIDATAFORMATFLAGS**
- **CONST\_DIDEVCAPSFLAGS**
- **CONST\_DIDEVICEOBJINSTANCEFLAGS**
- **CONST\_DIDEVICETYPE**
- **CONST\_DIDFTFLAGS**
- **CONST\_DIDGDDFLAGS**
- **CONST\_DIENUMDEVICESFLAGS**
- **CONST\_DIJOYSTICKOFS**
- **CONST\_DIKEYFLAGS**
- **CONST\_DIMOUSEOFS**
- **CONST\_DINPUT** >
- **CONST\_DINPUTERR**
- **CONST\_DIPHFLAGS**
- **CONST\_DISCLFLAGS**

## CONST\_DICOMMONDATAFORMATS

[This is preliminary documentation and subject to change.]

Members of the **CONST\_DICOMMONDATAFORMATS** enumeration are used to specify the data format in the *format* parameter of the **DirectInputDevice.SetCommonDataFormat** method.

```
Enum CONST_DICOMMONDATAFORMATS
    DIFORMAT_JOYSTICK = 3
    DIFORMAT_JOYSTICK2 = 4
    DIFORMAT_KEYBOARD = 1
    DIFORMAT_MOUSE = 2
End Enum
```

#### DIFORMAT\_JOYSTICK

Joystick whose state data can be received in a **DIJOYSTATE** type.

#### DIFORMAT\_JOYSTICK2

Joystick with extended capabilities whose state data can be received in a **DIJOYSTATE2** type.

#### DIFORMAT\_KEYBOARD

Keyboard whose state data can be received in a **DIKEYBOARDSTATE** type.

#### DIFORMAT\_MOUSE

Mouse whose state data can be received in a **DIMOUSESTATE** type.

## CONST\_DIDATAFORMATFLAGS

# [This is preliminary documentation and subject to change.]

The **CONST\_DIDATAFORMATFLAGS** enumeration is used in the **IFlags** member of the **DIDATAFORMAT** type to describe additional attributes of the data format.

```
Enum CONST_DIDATAFORMATFLAGS
    DIDF_ABSAXIS = 1
    DIDF_RELAXIS = 2
End Enum
```

#### DIDF\_ABSAXIS

The axes are in absolute mode. Setting this flag in the data format is equivalent to manually setting the axis mode property using the **DirectInputDevice.SetProperty** method. This may not be combined with **DIDF\_RELAXIS** flag.

#### DIDF\_RELAXIS

The axes are in relative mode. Setting this flag in the data format is equivalent to manually setting the axis mode property using the **DirectInputDevice.SetProperty** method. This may not be combined with the **DIDF\_ABSAXIS** flag.

## CONST\_DIDEVCAPSFLAGS

# [This is preliminary documentation and subject to change.]

```
# IDH_dx_CONST_DIDATAFORMATFLAGS_dinput_vb
# IDH_dx_CONST_DIDEVCAPSFLAGS_dinput_vb
```

The **CONST\_DIDEVCAPSFLAGS** enumeration is used in the **IFlags** member of the **DIDEVCAPS** type to describe the DirectInput device.

```
Enum CONST_DIDEVCAPSFLAGS\  
    DIDC_ATTACHED =          1  
    DIDC_DEADBAND =        16384 (&H4000)  
    DIDC_EMULATED =          4  
    DIDC_FFATTACK =         512 (&H200)  
    DIDC_FFFADE =          1024 (&H400)  
    DIDC_FORCEFEEDBACK =    256 (&H100)  
    DIDC_POLLEDDATAFORMAT =   8  
    DIDC_POLLEDDEVICE =      2  
    DIDC_POSNEGCOEFFICIENTS = 4096 (&H1000)  
    DIDC_POSNEGSATURATION =  8192 (&H2000)  
    DIDC_SATURATION =        2048 (&H800)  
End Enum
```

#### DIDC\_ATTACHED

The device is physically attached.

#### DIDC\_DEADBAND

The device supports deadband for at least one force-feedback condition.

#### DIDC\_EMULATED

Device functionality is emulated.

#### DIDC\_FFATTACK

For force feedback, which is not currently implemented in DirectX for Visual Basic.

#### DIDC\_FFFADE

For force feedback, which is not currently implemented in DirectX for Visual Basic.

#### DIDC\_FORCEFEEDBACK

For force feedback, which is not currently implemented in DirectX for Visual Basic.

#### DIDC\_POLLEDDATAFORMAT

At least one object in the current data format is polled rather than interrupt-driven. For these objects, the application must explicitly call the **DirectInputDevice.Poll** method in order to obtain data.

#### DIDC\_POLLEDDEVICE

At least one object on the device is polled rather than interrupt-driven. For these objects, the application must explicitly call the **DirectInputDevice.Poll** method in order to obtain data. HID devices may contain a mixture of polled and non-polled objects.

#### DIDC\_POSNEGCOEFFICIENTS

For force feedback, which is not currently implemented in DirectX for Visual Basic.

#### DIDC\_POSNEGSATURATION

For force feedback, which is not currently implemented in DirectX for Visual Basic.

DIDC\_SATURATION

For force feedback, which is not currently implemented in DirectX for Visual Basic.

## CONST\_DIDEVICEOBJINSTANCEFLAGS

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIDEVICEOBJINSTANCEFLAGS** enumeration describe device object capabilities and are returned by the **DirectInputDeviceObjectInstance.GetFlags** method. They are also present in the **DIOBJECTDATAFORMAT** type passed to the **DirectInputDevice.SetDataFormat** method

```
Enum CONST_DIDEVICEINSTANCEFLAGS
DIDOI_ASPECTACCEL = 768 (&H300)
DIDOI_ASPECTFORCE = 1024 (&H400)
DIDOI_ASPECTMASK = 3840 (&HF00)
DIDOI_ASPECTPOSITION = 256 (&H100)
DIDOI_ASPECTVELOCITY = 512 (&H200)
DIDOI_FFACTUATOR = 1
DIDOI_FFEFFECTTRIGGER = 2
DIDOI_POLLED = 32768 (&H8000)
End Enum
```

DIDOI\_ASPECTACCEL

The object reports acceleration information.

DIDOI\_ASPECTFORCE

The object reports force information.

DIDOI\_ASPECTMASK

The bits that are used to report aspect information. An object can represent at most one aspect.

DIDOI\_ASPECTPOSITION

The object reports position information.

DIDOI\_ASPECTVELOCITY

The object reports velocity information.

DIDOI\_FFACTUATOR

The object can have force-feedback effects applied to it.

DIDOI\_FFEFFECTTRIGGER

The object can trigger playback of force-feedback effects.

---

# IDH\_dx\_CONST\_DIDEVICEOBJINSTACEFLAGS\_dinput\_vb

**DIDOI\_POLLED**

The object does not return data until the **DirectInputDevice.Poll** method is called.

**Remarks**

The only one of these flags that is of interest for applications developed with DirectX for Visual Basic is DIDIO\_POLLED.

**CONST\_DIDEVICETYPE**

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIDEVICETYPE** enumeration are used to identify the input device type and subtype. A packed value representing the type and subtype is returned by the **DirectInputDeviceInstance.GetDevType** method and in the **IDevType** member of the **DIDEVCAPS** type returned by **DirectInputDevice.GetCapabilities**. A values representing a primary type is passed as the *deviceType* parameter to the **DirectInput.GetDIEnumDevices** method.

For a table of members listed by type and subtype, see **DirectInputDeviceInstance.GetDevType**.

```
Enum CONST_DIDEVICETYPE
    DIDEVTYPE_DEVICE          = 1
    DIDEVTYPE_HID             = 65536 (&H10000)
    DIDEVTYPE_JOYSTICK        = 4
    DIDEVTYPE_KEYBOARD        = 3
    DIDEVTYPE_MOUSE           = 2
    DIDEVTYPEJOYSTICK_FLIGHTSTICK = 3
    DIDEVTYPEJOYSTICK_GAMEPAD  = 4
    DIDEVTYPEJOYSTICK_HEADTRACKER = 7
    DIDEVTYPEJOYSTICK_RUDDER   = 5
    DIDEVTYPEJOYSTICK_TRADITIONAL = 2
    DIDEVTYPEJOYSTICK_UNKNOWN  = 1
    DIDEVTYPEJOYSTICK_WHEEL    = 6
    DIDEVTYPEPEKEYBOARD_J3100  = 12
    DIDEVTYPEPEKEYBOARD_JAPAN106 = 10
    DIDEVTYPEPEKEYBOARD_JAPANAX = 11
    DIDEVTYPEPEKEYBOARD_NEC98  = 7
    DIDEVTYPEPEKEYBOARD_NEC98106 = 9
    DIDEVTYPEPEKEYBOARD_NEC98LAPTOP = 8
    DIDEVTYPEPEKEYBOARD_NOKIA1050 = 5
    DIDEVTYPEPEKEYBOARD_NOKIA9140 = 6
    DIDEVTYPEPEKEYBOARD_OLIVETTI = 2
    DIDEVTYPEPEKEYBOARD_PCAT   = 3
```

---

```
# IDH_dx_CONST_DIDEVICETYPE_dinput_vb
```

---

```
DIDEVTYPEKEYBOARD_PCENH    = 4
DIDEVTYPEKEYBOARD_PCXT     = 1
DIDEVTYPEKEYBOARD_UNKNOWN   = 0
DIDEVTYPEMOUSE_FINGERSTICK = 3
DIDEVTYPEMOUSE_TOUCHPAD    = 4
DIDEVTYPEMOUSE_TRACKBALL   = 5
DIDEVTYPEMOUSE_TRADITIONAL = 2
DIDEVTYPEMOUSE_UNKNOWN     = 1
End Enum
```

#### DIDEVTYPE\_DEVICE

A device that does not fall into the other categories.

#### DIDEVTYPE\_HID

The device uses the Human Interface Device (HID) protocol.

#### DIDEVTYPE\_JOYSTICK

A joystick or similar device, such as a steering wheel.

#### DIDEVTYPE\_KEYBOARD

A keyboard or keyboard-like device.

#### DIDEVTYPE\_MOUSE

A mouse or mouse-like device (such as a trackball).

#### DIDEVTYPEJOYSTICK\_FLIGHTSTICK

A joystick optimized for flight simulation.

#### DIDEVTYPEJOYSTICK\_GAMEPAD

A device whose primary purpose is to provide button input.

#### DIDEVTYPEJOYSTICK\_HEADTRACKER

A device that tracks the movement of the user's head.

#### DIDEVTYPEJOYSTICK\_RUDDER

A device for yaw control.

#### DIDEVTYPEJOYSTICK\_TRADITIONAL

A traditional joystick.

#### DIDEVTYPEJOYSTICK\_UNKNOWN

The subtype could not be determined.

#### DIDEVTYPEJOYSTICK\_WHEEL

A steering wheel.

#### DIDEVTYPEKEYBOARD\_J3100

Japanese J3100 keyboard.

#### DIDEVTYPEKEYBOARD\_JAPAN106

Japanese 106-key keyboard.

#### DIDEVTYPEKEYBOARD\_JAPANAX

Japanese AX keyboard.

#### DIDEVTYPEKEYBOARD\_NEC98

Japanese NEC PC98 keyboard.

#### DIDEVTYPEKEYBOARD\_NEC98106

---

Japanese NEC PC98 106-key keyboard.  
DIDEVTYPEKEYBOARD\_NEC98LAPTOP  
Japanese NEC PC98 laptop keyboard.  
DIDEVTYPEKEYBOARD\_NOKIA1050  
Nokia 1050 keyboard.  
DIDEVTYPEKEYBOARD\_NOKIA9140  
Nokia 9140 keyboard.  
DIDEVTYPEKEYBOARD\_OLIVETTI  
Olivetti 102-key keyboard.  
DIDEVTYPEKEYBOARD\_PCAT  
IBM PC/AT 84-key keyboard.  
DIDEVTYPEKEYBOARD\_PCENH  
IBM PC Enhanced 101/102-key or Microsoft Natural® keyboard.  
DIDEVTYPEKEYBOARD\_PCXT  
IBM PC/XT 83-key keyboard.  
DIDEVTYPEKEYBOARD\_UNKNOWN  
The subtype could not be determined.  
DIDEVTYPEMOUSE\_FINGERSTICK  
The device is a fingerstick.  
DIDEVTYPEMOUSE\_TOUCHPAD  
The device is a touchpad.  
DIDEVTYPEMOUSE\_TRACKBALL  
The device is a trackball.  
DIDEVTYPEMOUSE\_TRADITIONAL  
The device is a traditional mouse.  
DIDEVTYPEMOUSE\_UNKNOWN  
The subtype could not be determined.

## CONST\_DIDFTFLAGS

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIDFTFLAGS** enumeration are used in the *flags* parameter of the **DirectInputDevice.GetDeviceObjectsEnum** method to specify the type of device object to enumerate. These values are also returned by the **DirectInputDeviceObjectInstance.GetFlags** method to describe capabilities of the device object.

```
Enum CONST_DIDFTFLAGS
DIDFT_ABSAXIS      =    2
DIDFT_ALL          =    0
DIDFT_ANYINSTANCE = 16776960 (&HFFFF00)
```

---

# IDH\_dx\_CONST\_DIDFTFLAGS\_dinput\_vb

---

```
DIDFT_AXIS      = 3
DIDFT_BUTTON    = 12
DIDFT_COLLECTION = 64 (&H40)
DIDFT_FFACTUATOR = 16777216 (&H1000000)
DIDFT_FFEFFECTTRIGGER = 33554432 (&H2000000)
DIDFT_INSTANCEMASK = 16776960 (&HFFFF00)
DIDFT_NOCOLLECTION = 16776960 (&HFFFF00)
DIDFT_NODATA    = 128 (&H80)
DIDFT_POV       = 16 (&H10)
DIDFT_PSHBUTTON = 4
DIDFT_RELAXIS   = 1
DIDFT_TGLBUTTON = 8
End Enum
```

**DIDFT\_ABSAXIS**

An absolute axis.

**DIDFT\_ALL**

All objects.

**DIDFT\_ANYINSTANCE**

Any instance of an object.

**DIDFT\_AXIS**

An axis, either absolute or relative.

**DIDFT\_BUTTON**

A push button or a toggle button.

**DIDFT\_COLLECTION**

A HID link collection. HID link collections do not generate data of their own.

**DIDFT\_FFACTUATOR**

An object that contains a force-feedback actuator. In other words, forces may be applied to this object.

**DIDFT\_FFEFFECTTRIGGER**

An object that can be used to trigger force-feedback effects.

**DIDFT\_INSTANCEMASK**

Same as DIDFT\_ANYINSTANCE.

**DIDFT\_NOCOLLECTION**

An object that does not belong to any HID link collection; in other words, an object for which **DirectInputDeviceObjectInstance.GetCollectionNumber** returns 0.

**DIDFT\_NODATA**

An object that does not generate data.

**DIDFT\_POV**

A point-of-view controller.

**DIDFT\_PSHBUTTON**

A push button. A push button is reported as down when the user presses it and as up when the user releases it.

DIDFT\_RELAXIS

A relative axis.

DIDFT\_TGLBUTTON

A toggle button. A toggle button is reported as down when the user presses it and remains so until the user presses the button a second time.

## CONST\_DIDGDDFLAGS

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIDGDDFLAGS** enumeration are used in the *flags* parameter of the **DirectInputDevice.GetDeviceData** method to control the manner in which data is obtained.

```
Enum CONST_DIDGDDFLAGS
    DIGDD_DEFAULT = 0
    DIGDD_PEEK    = 1
End Enum
```

DIGDD\_DEFAULT

Remove retrieved items from the buffer.

DIGDD\_PEEK

Do not remove retrieved items from the buffer. A subsequent **GetDeviceData** call will read the same data.

## CONST\_DIENUMDEVICESFLAGS

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIENUMDEVICESFLAGS** enumeration are used in the *flags* parameter of the **DirectInput.GetDIEnumDevices** method to indicate whether all device, or only attached devices, are to be enumerated.

```
Enum CONST_DIENUMDEVICESFLAGS
    DIEDFL_ALLDEVICES = 0
    DIEDFL_ATTACHEDONLY = 1
End Enum
```

DIEDFL\_ALLDEVICES

All installed devices will be enumerated. This is the default behavior.

DIEDFL\_ATTACHEDONLY

Only attached and installed devices.

---

# IDH\_dx\_CONST\_DIDGDDFLAGS\_dinput\_vb

# IDH\_dx\_CONST\_DIENUMDEVICESFLAGS\_dinput\_vb

---

## CONST\_DIJOYSTICKOFS

[This is preliminary documentation and subject to change.]

# The members of the **CONST\_DIJOYSTICKOFS** enumeration represent the offset of the data for the various joystick device objects within the data format.

```
Enum CONST_DIJOYSTICKOFS
    DIJOFS_BUTTON0 = 48 (&H30)
    DIJOFS_BUTTON1 = 49 (&H31)
    DIJOFS_BUTTON10 = 58 (&H3A)
    DIJOFS_BUTTON11 = 59 (&H3B)
    DIJOFS_BUTTON12 = 60 (&H3C)
    DIJOFS_BUTTON13 = 61 (&H3D)
    DIJOFS_BUTTON14 = 62 (&H3E)
    DIJOFS_BUTTON15 = 63 (&H3F)
    DIJOFS_BUTTON16 = 64 (&H40)
    DIJOFS_BUTTON17 = 65 (&H41)
    DIJOFS_BUTTON18 = 66 (&H42)
    DIJOFS_BUTTON19 = 67 (&H43)
    DIJOFS_BUTTON2 = 50 (&H32)
    DIJOFS_BUTTON20 = 68 (&H44)
    DIJOFS_BUTTON21 = 69 (&H45)
    DIJOFS_BUTTON22 = 70 (&H46)
    DIJOFS_BUTTON23 = 71 (&H47)
    DIJOFS_BUTTON24 = 72 (&H48)
    DIJOFS_BUTTON25 = 73 (&H49)
    DIJOFS_BUTTON26 = 74 (&H4A)
    DIJOFS_BUTTON27 = 75 (&H4B)
    DIJOFS_BUTTON28 = 76 (&H4C)
    DIJOFS_BUTTON29 = 77 (&H4D)
    DIJOFS_BUTTON3 = 51 (&H33)
    DIJOFS_BUTTON30 = 78 (&H4E)
    DIJOFS_BUTTON31 = 79 (&H4F)
    DIJOFS_BUTTON4 = 52 (&H34)
    DIJOFS_BUTTON5 = 53 (&H35)
    DIJOFS_BUTTON6 = 54 (&H36)
    DIJOFS_BUTTON7 = 55 (&H37)
    DIJOFS_BUTTON8 = 56 (&H38)
    DIJOFS_BUTTON9 = 57 (&H39)
    DIJOFS_POV0 = 32 (&H20)
    DIJOFS_POV1 = 36 (&H24)
    DIJOFS_POV2 = 40 (&H28)
    DIJOFS_POV3 = 44 (&H2C)
    DIJOFS_RX = 12
```

---

```
# IDH_dx_CONST_DIJOYSTICKOFS_dinput_vb
```

```

DIJOFS_RY = 16 (&H10)
DIJOFS_RZ = 20 (&H14)
DIJOFS_SLIDER0 = 24 (&H18)
DIJOFS_SLIDER1 = 28 (&H1C)
DIJOFS_X = 0
DIJOFS_Y = 4
DIJOFS_Z = 8
End Enum

```

```

DIJOFS_BUTTON(n)
    Offset of the data for button n.
DIJOFS_POV(n)
    Offset of the data for point-of-view controller n.
DIJOFS_RX, DIJOFS_RY, DIJOFS_RZ
    Offset of the data for the axis rotation.
DIJOFS_SLIDER0, DIJOFS_SLIDER1
    Offset of the data for the slider.
DIJOFS_X, DIJOFS_Y, DIJOFS_Z
    Offset of the data for the axis.

```

## CONST\_DIKEYFLAGS

# [This is preliminary documentation and subject to change.]

The **CONST\_DIKEYFLAGS** enumeration groups the Keyboard Device Constants.

## CONST\_DINPUT

[This is preliminary documentation and subject to change.]

# The **CONST\_DINPUT** enumeration contains various constants that are used throughout DirectInput.

```

Enum CONST_DINPUT
    DIPROPAXISMODE_ABS = 0
    DIPROPAXISMODE_REL = 1
    DIPROPCALIBRATIONMODE_COOKED = 0
    DIPROPCALIBRATIONMODE_RAW = 1
    DIPROP_RANGE_NOMAX = 2147483647 (&H7FFFFFFF)
    DIPROP_RANGE_NOMIN = -2147483648 (&H80000000)
End Enum

```

DIPROPAXISMODE\_ABS

---

# IDH\_dx\_CONST\_DIKEYFLAGS\_dinput\_vb

# IDH\_dx\_CONST\_DINPUT\_dinput\_vb

Used in **DirectInputDevice.GetProperty** and **DirectInputDevice.SetProperty** to represent absolute axis mode.

#### DIPROPAXISMODE\_REL

Used in **DirectInputDevice.GetProperty** and **DirectInputDevice.SetProperty** to represent relative axis mode.

#### DIPROPCALIBRATIONMODE\_COOKED

Used in setting the DIPROP\_CALIBRATIONMODE property to indicate that DirectInput should return axis data after applying calibration information.

#### DIPROPCALIBRATIONMODE\_RAW

Used in setting the DIPROP\_CALIBRATIONMODE property to indicate that DirectInput should return raw, uncalibrated data. This mode is typically used only by Control Panel-type applications.

#### DIPROP\_RANGE\_NOMAX

Returned from **DirectInputDevice.GetProperty** if the axis has no upper limit on its range.

#### DIPROP\_RANGE\_NOMIN

Returned from **DirectInputDevice.GetProperty** if the axis has no lower limit on its range.

## CONST\_DINPUTERR

# [This is preliminary documentation and subject to change.]

The **CONST\_DINPUTERR** enumeration contains the error codes for DirectInput. All the error codes and definitions can be found in the Error Codes topic.

## CONST\_DIMOUSEOFS

[This is preliminary documentation and subject to change.]

# The members of the **CONST\_DIMOUSEOFS** enumeration represent the offset of the data for the various mouse device objects within the data format.

```
Enum CONST_DIMOUSEOFS
```

```
    DIMOFS_BUTTON0 = 12
```

```
    DIMOFS_BUTTON1 = 13
```

```
    DIMOFS_BUTTON2 = 14
```

```
    DIMOFS_BUTTON3 = 15
```

```
    DIMOFS_X = 0
```

```
    DIMOFS_Y = 4
```

```
    DIMOFS_Z = 8
```

```
End Enum
```

```
DIMOFS_BUTTON(n)
```

```
# IDH_dx_CONST_DINPUTERR_dinput_vb
```

```
# IDH_dx_CONST_DIMOUSEOFS_dinput_vb
```

Offset of the data for button *n*.  
 DIMOFS\_X, DIMOFS\_Y, DIMOFS\_Z  
 Offset of the data for the axis.

## CONST\_DIPHFLAGS

# [This is preliminary documentation and subject to change.]

Members of the **CONST\_DIPHFLAGS** enumeration are used to specify how a device object is identified. They are used in the **DirectInputDevice.GetObjectInfo** method as well as in the **DIPROPLONG** and **DIPROPRANGE** types.

```
Enum CONST_DIPHFLAGS
  DIPH_DEVICE = 0
  DIPH_BYID = 2
  DIPH_BYOFFSET = 1
End Enum
```

### DIPH\_DEVICE

The property applies to the entire device, not to a particular object.

### DIPH\_BYOFFSET

The device object is identified by the offset into the current data format of the object whose information is being accessed.

### DIPH\_BYID

The device object is identified by the instance identifier obtained from the return value of the **DirectInputDeviceObjectInstance.GetType** method.

## CONST\_DISCLFLAGS

# [This is preliminary documentation and subject to change.]

The **CONST\_DISCLFLAGS** enumeration is used in the *flags* parameter of the **DirectInputDevice.SetCooperativeLevel** method to determine how the device interacts with other instances of the device and the rest of the system.

```
Enum CONST_DISCLFLAGS
  DISCL_BACKGROUND = 8
  DISCL_EXCLUSIVE = 1
  DISCL_FOREGROUND = 4
  DISCL_NONEXCLUSIVE = 2
End Enum
```

### DISCL\_BACKGROUND

---

```
# IDH_dx_CONST_DIPHFLAGS_dinput_vb
# IDH_dx_CONST_DISCLFLAGS_dinput_vb
```

The application requires background access. If background access is granted, the device may be acquired at any time, even when the associated window is not the active window.

#### DISCL\_EXCLUSIVE

The application requires exclusive access. If exclusive access is granted, no other instance of the device may obtain exclusive access to the device while it is acquired. Note, however, non-exclusive access to the device is always permitted, even if another application has obtained exclusive access.

If an application acquires the mouse or keyboard device in exclusive mode, the user will not be able to use the window menu or move and resize the window.

#### DISCL\_FOREGROUND

The application requires foreground access. If foreground access is granted, the device is automatically unacquired when the associated window moves to the background.

#### DISCL\_NONEXCLUSIVE

The application requires non-exclusive access. Access to the device will not interfere with other applications that are accessing the same device.

Applications must specify either DISCL\_FOREGROUND or DISCL\_BACKGROUND; it is an error to specify both or neither. Similarly, applications must specify either DISCL\_EXCLUSIVE or DISCL\_NONEXCLUSIVE.

## Keyboard Keys

[This is preliminary documentation and subject to change.]

This section contains information on the following topics:

- Keyboard Device Constants
- DirectInput and Japanese Keyboards

## Keyboard Device Constants

# [This is preliminary documentation and subject to change.]

Keyboard device constants, which are members of the **CONST\_DIKEYFLAGS** enumeration, represent offsets within a keyboard device's data packet, a 256-byte array. The data at a given offset is associated with a keyboard key.

The standard keyboard device constants are the following (in ascending order):

Constant	Note
DIK_ESCAPE	
DIK_1	On main keyboard

# IDH\_dx\_Keyboard\_Device\_Constants\_dinput\_vb

---

DIK_2	On main keyboard
DIK_3	On main keyboard
DIK_4	On main keyboard
DIK_5	On main keyboard
DIK_6	On main keyboard
DIK_7	On main keyboard
DIK_8	On main keyboard
DIK_9	On main keyboard
DIK_0	On main keyboard
DIK_MINUS	On main keyboard
DIK_EQUALS	On main keyboard
DIK_BACK	<b>Backspace</b>
DIK_TAB	
DIK_Q	
DIK_W	
DIK_E	
DIK_R	
DIK_T	
DIK_Y	
DIK_U	
DIK_I	
DIK_O	
DIK_P	
DIK_LBRACKET	[
DIK_RBRACKET	]
DIK_RETURN	<b>Enter</b> on main keyboard
DIK_LCONTROL	Left <b>Ctrl</b>
DIK_A	
DIK_S	
DIK_D	
DIK_F	
DIK_G	
DIK_H	
DIK_J	
DIK_K	
DIK_L	
DIK_SEMICOLON	
DIK_APOSTROPHE	

---

DIK_GRAVE	Grave accent (`)
DIK_LSHIFT	Left <b>Shift</b>
DIK_BACKSLASH	
DIK_Z	
DIK_X	
DIK_C	
DIK_V	
DIK_B	
DIK_N	
DIK_M	
DIK_COMMA	
DIK_PERIOD	On main keyboard
DIK_SLASH	Forward slash (/)on main keyboard
DIK_RSHIFT	Right <b>Shift</b>
DIK_MULTIPLY	Asterisk on numeric keypad
DIK_LMENU	Left <b>Alt</b>
DIK_SPACE	Spacebar
DIK_CAPITAL	<b>Caps Lock</b>
DIK_F1	
DIK_F2	
DIK_F3	
DIK_F4	
DIK_F5	
DIK_F6	
DIK_F7	
DIK_F8	
DIK_F9	
DIK_F10	
DIK_NUMLOCK	
DIK_SCROLL	<b>Scroll Lock</b>
DIK_NUMPAD7	
DIK_NUMPAD8	
DIK_NUMPAD9	
DIK_SUBTRACT	Hyphen (minus sign) on numeric keypad
DIK_NUMPAD4	
DIK_NUMPAD5	
DIK_NUMPAD6	
DIK_ADD	Plus sign on numeric keypad

---

DIK_NUMPAD1	
DIK_NUMPAD2	
DIK_NUMPAD3	
DIK_NUMPAD0	
DIK_DECIMAL	Period (decimal point) on numeric keypad
DIK_F11	
DIK_F12	
DIK_F13	
DIK_F14	
DIK_F15	
DIK_KANA	On Japanese keyboard
DIK_CONVERT	On Japanese keyboard
DIK_NOCONVERT	On Japanese keyboard
DIK_YEN	On Japanese keyboard
DIK_NUMPADEQUALS	On numeric keypad (NEC PC98)
DIK_CIRCUMFLEX	On Japanese keyboard
DIK_AT	On Japanese keyboard
DIK_COLON	On Japanese keyboard
DIK_UNDERLINE	On Japanese keyboard
DIK_KANJI	On Japanese keyboard
DIK_STOP	On Japanese keyboard
DIK_AX	On Japanese keyboard
DIK_UNLABELED	On Japanese keyboard
DIK_NUMPADENTER	
DIK_RCONTROL	Right <b>Ctrl</b> key
DIK_NUMPADCOMMA	Comma on NEC PC98 numeric keypad
DIK_DIVIDE	Forward slash (/) on numeric keypad
DIK_SYSRQ	
DIK_RMENU	Right <b>Alt</b>
DIK_HOME	
DIK_UP	Up arrow
DIK_PRIOR	<b>Page Up</b>
DIK_LEFT	Left arrow
DIK_RIGHT	Right arrow
DIK_END	
DIK_DOWN	Down arrow
DIK_NEXT	<b>Page Down</b>
DIK_INSERT	

DIK_DELETE	
DIK_LWIN	Left Windows key
DIK_RWIN	Right Windows key
DIK_APPS	Application key
DIK_PAUSE	

For information on Japanese keyboards, see DirectInput and Japanese Keyboards.

## DirectInput and Japanese Keyboards

# [This is preliminary documentation and subject to change.]

There are substantial differences between Japanese and U.S. keyboards. The chart below lists the additional keys that are available on each type of Japanese keyboard. It also lists the keys that are available on U.S. keyboards but are missing on the various Japanese keyboards.

Also note that on some NEC PC-98 keyboards, the DIK\_CAPSLOCK and DIK\_KANA keys are toggle buttons and not push buttons. These generate a down event when first pressed, then generate an up event when pressed a second time.

Keyboard	Additional Keys	Missing Keys
DOS/V 106 Keyboard, NEC PC-98 106 Keyboard	DIK_AT, DIK_CIRCUMFLEX, DIK_COLON, DIK_CONVERT, DIK_KANA, DIK_KANJI, DIK_NOCONVERT, DIK_YEN	DIK_APOSTROPHE, DIK_EQUALS, DIK_GRAVE
NEC PC-98 Standard Keyboard, NEC PC-98 Laptop Keyboard	DIK_AT, DIK_CIRCUMFLEX, DIK_COLON, DIK_F13, DIK_F14, DIK_F15, DIK_KANA, DIK_KANJI, DIK_NOCONVERT, DIK_NUMPADCOMMA, DIK_NUMPADEQUALS, DIK_STOP, DIK_UNDERLINE, DIK_YEN	DIK_APOSTROPHE, DIK_BACKSLASH, DIK_EQUALS, DIK_GRAVE, DIK_NUMLOCK, DIK_NUMPADENTER, DIK_RCONTROL, DIK_RMENU, DIK_RSHIFT, DIK_SCROLL

# IDH\_dx\_DirectInput\_and\_Japanese\_Keyboards\_dinput\_vb

---

AX Keyboard	DIK_AX, DIK_CONVERT, DIK_RCONTROL, DIK_KANJI, DIK_RMENU DIK_NOCONVERT, DIK_YEN
J-3100 Keyboard	DIK_KANA, DIK_KANJI, DIK_RCONTROL, DIK_NOLABEL, DIK_YEN DIK_RMENU

## Error Codes

[This is preliminary documentation and subject to change.]

This table lists the error codes that can be returned by DirectInput methods and functions. Errors are represented by negative values and cannot be combined.

For a list of the errors each method or function can raise, see the individual descriptions. Lists of error codes in the documentation are necessarily incomplete. For example, any DirectInput method can return DIERR\_OUTOFMEMORY even though the error code is not explicitly listed as a possible return value in the documentation for that method.

### DI\_BUFFEROVERFLOW

The device buffer overflowed and some input was lost. This value is equal to the S\_FALSE standard COM return value.

### DI\_DOWNLOADSKIPPED

The parameters of the effect were successfully updated, but the effect could not be downloaded because the associated device was not acquired in exclusive mode.

### DI\_EFFECTRESTARTED

The effect was stopped, the parameters were updated, and the effect was restarted.

### DI\_NOEFFECT

The operation had no effect. This value is equal to the S\_FALSE standard COM return value.

### DI\_NOTATTACHED

The device exists but is not currently attached. This value is equal to the S\_FALSE standard COM return value.

### DI\_OK

The operation completed successfully. This value is equal to the S\_OK standard COM return value.

### DI\_POLLEDDEVICE

The device is a polled device. As a result, device buffering will not collect any data and event notifications will not be signaled until the **DirectInputDevice.Poll** method is called.

### DI\_PROPNOEFFECT

---

The change in device properties had no effect. This value is equal to the S\_FALSE standard COM return value.

**DI\_TRUNCATED**

The parameters of the effect were successfully updated, but some of them were beyond the capabilities of the device and were truncated to the nearest supported value.

**DI\_TRUNCATEDANDRESTARTED**

Equal to DI\_EFFECTRESTARTED | DI\_TRUNCATED.

**DIERR\_ACQUIRED**

The operation cannot be performed while the device is acquired.

**DIERR\_ALREADYINITIALIZED**

This object is already initialized

**DIERR\_BADDRIVERVER**

The object could not be created due to an incompatible driver version or mismatched or incomplete driver components.

**DIERR\_BETADIRECTINPUTVERSION**

The application was written for an unsupported prerelease version of DirectInput.

**DIERR\_DEVICEFULL**

The device is full.

**DIERR\_DEVICENOTREG**

The device or device instance is not registered with DirectInput. This value is equal to the REGDB\_E\_CLASSNOTREG standard COM return value.

**DIERR\_EFFECTPLAYING**

The parameters were updated in memory but were not downloaded to the device because the device does not support updating an effect while it is still playing.

**DIERR\_HASEFFECTS**

The device cannot be reinitialized because there are still effects attached to it.

**DIERR\_GENERIC**

An undetermined error occurred inside the DirectInput subsystem. This value is equal to the E\_FAIL standard COM return value.

**DIERR\_HANDLEEXISTS**

The device already has an event notification associated with it. This value is equal to the E\_ACCESSDENIED standard COM return value.

**DIERR\_INCOMPLETEEFFECT**

The effect could not be downloaded because essential information is missing. For example, no axes have been associated with the effect, or no type-specific information has been supplied.

**DIERR\_INPUTLOST**

Access to the input device has been lost. It must be reacquired.

**DIERR\_INVALIDPARAM**

An invalid parameter was passed to the returning function, or the object was not in a state that permitted the function to be called. This value is equal to the E\_INVALIDARG standard COM return value.

DIERR\_MOREDATA

Not all the requested information fitted into the buffer.

DIERR\_NOAGGREGATION

This object does not support aggregation.

DIERR\_NOINTERFACE

The specified interface is not supported by the object. This value is equal to the E\_NOINTERFACE standard COM return value.

DIERR\_NOTACQUIRED

The operation cannot be performed unless the device is acquired.

DIERR\_NOTBUFFERED

The device is not buffered. Set the DIPROP\_BUFFERSIZE property to enable buffering.

DIERR\_NOTDOWNLOADED

The effect is not downloaded.

DIERR\_NOTEXCLUSIVEACQUIRED

The operation cannot be performed unless the device is acquired in DISCL\_EXCLUSIVE mode.

DIERR\_NOTFOUND

The requested object does not exist.

DIERR\_NOTINITIALIZED

This object has not been initialized.

DIERR\_OBJECTNOTFOUND

The requested object does not exist.

DIERR\_OLDDIRECTINPUTVERSION

The application requires a newer version of DirectInput.

DIERR\_OTHERAPPHASPRIO

Another application has a higher priority level, preventing this call from succeeding. This value is equal to the E\_ACCESSDENIED standard COM return value. This error can be returned when an application has only foreground access to a device but is attempting to acquire the device while in the background.

DIERR\_OUTOFMEMORY

The DirectInput subsystem couldn't allocate sufficient memory to complete the call. This value is equal to the E\_OUTOFMEMORY standard COM return value.

DIERR\_READONLY

The specified property cannot be changed. This value is equal to the E\_ACCESSDENIED standard COM return value.

DIERR\_REPORTFULL

More information was requested to be sent than can be sent to the device.

DIERR\_UNPLUGGED

The operation could not be completed because the device is not plugged in.

DIERR\_UNSUPPORTED

The function called is not supported at this time. This value is equal to the E\_NOTIMPL standard COM return value.

E\_PENDING

Data is not yet available.

## DirectInput Tutorials

[This is preliminary documentation and subject to change.]

The following sections contain tutorials providing step-by-step instructions for implementing basic Microsoft® DirectInput® functionality:

- DirectInput C/C++ Tutorials
- DirectInput Visual Basic Tutorials

## DirectInput C/C++ Tutorials

[This is preliminary documentation and subject to change.]

This section contains four tutorials, each providing step-by-step instructions for implementing basic DirectInput functionality in a C or C++ application.

- Tutorial 1: Using the Keyboard  
The first tutorial shows how to add DirectInput keyboard support to an existing application.
- Tutorial 2: Using the Mouse  
The next tutorial takes you through the steps of providing DirectInput mouse support in an application. The tutorial is based on the Scrawl sample, and focuses on buffered data.
- Tutorial 3: Using the Joystick  
This tutorial shows how to enumerate all the joysticks connected to a system, how to create and initialize DirectInputDevice objects for each of them in a callback function, and how to retrieve immediate data. Sample code is based on the Space Donuts sample.
- Tutorial 4: Using Force Feedback  
The final tutorial illustrates the creation and manipulation of a simple effect on a force-feedback joystick.

### Tutorial 1: Using the Keyboard

[This is preliminary documentation and subject to change.]

To prepare for keyboard input, you first create an instance of a DirectInput object. Then you use the **IDirectInput::CreateDevice** method to create an instance of an

**IDirectInputDevice** interface. The **IDirectInputDevice** interface methods are used to manipulate the device, set its behavior, and retrieve data.

The tutorial breaks down the required tasks into the following steps:

- Step 1: Creating the DirectInput Object
- Step 2: Creating the DirectInput Keyboard Device
- Step 3: Setting the Keyboard Data Format
- Step 4: Setting the Keyboard Behavior
- Step 5: Gaining Access to the Keyboard
- Step 6: Retrieving Data from the Keyboard
- Step 7: Closing Down the DirectInput System

Adding DirectInput keyboard support to an application is relatively simple, so this tutorial is not accompanied by a complete sample application. All of the tutorial steps are illustrated by code within the text. The related steps for initializing the system are gathered in Sample Function 1: `DI_Init`. Another function, Sample Function 2: `DI_Term`, is called whenever the system needs to be closed down.

## Step 1: Creating the DirectInput Object

[This is preliminary documentation and subject to change.]

The first step in setting up the DirectInput system is to create a single DirectInput object as overall manager. This is done with a call to the **DirectInputCreate** function.

```
// HINSTANCE hinst; // initialized earlier
HRESULT hr;
LPDIRECTINPUT g_lpdi;

hr = DirectInputCreate(hinst, DIRECTINPUT_VERSION, &g_lpdi, NULL);
if FAILED(hr)
{
    // DirectInput not available; take appropriate action
}
```

The first parameter for **DirectInputCreate** is the instance handle to the application or DLL that is creating the object.

The second parameter tells the DirectInput object which version of the DirectInput system should be used. You can design your application to be compatible with earlier versions of DirectInput. For more information, see *Designing for Previous Versions of DirectInput*.

The third parameter is the address of a variable that will be initialized with a valid **IDirectInput** interface pointer if the call succeeds.

The last parameter specifies the address of the controlling object's **IUnknown** interface for use in COM aggregation. Most applications will not be using aggregation and so will pass NULL.

## Step 2: Creating the DirectInput Keyboard Device

[This is preliminary documentation and subject to change.]

After creating the DirectInput object, your application must create the keyboard object—the device—and retrieve a pointer to an **IDirectInputDevice** interface. The device will perform most of the keyboard-related tasks, using the methods of the interface.

To do this your application must call the **IDirectInput::CreateDevice** method, as shown in Sample Function 1: `DI_Init`. **CreateDevice** accepts three parameters.

The first parameter is the GUID for the device being created. Since the system keyboard will be used, your application should pass the `GUID_SysKeyboard` predefined global variable.

The second parameter is the address of a variable that will be initialized with a valid **IDirectInputDevice** interface pointer if the call succeeds.

The third parameter specifies the address of the controlling object's **IUnknown** interface for use in COM aggregation. Your application will likely not use aggregation, in which case the parameter is NULL.

The following example attempts to retrieve a pointer to an **IDirectInputDevice** interface. If this fails, it calls the `DI_Term` application-defined sample function to deallocate existing DirectInput objects, if any.

### Note

In all the examples, `g_lpdi` is the initialized pointer to the DirectInput object. The method calls are in the C++ form.

```
HRESULT      hr;
LPDIRECTINPUTDEVICE g_lpDIDevice

hr = g_lpDI->CreateDevice(GUID_SysKeyboard, &g_lpDIDevice, NULL);
if FAILED(hr)
{
    DI_Term();
    return FALSE;
}
```

## Step 3: Setting the Keyboard Data Format

[This is preliminary documentation and subject to change.]

After retrieving an **IDirectInputDevice** pointer, your application must set the device's data format, as shown in Sample Function 1: `DI_Init`. For keyboards, this is a very simple task. Call the **IDirectInputDevice::SetDataFormat** method, specifying the data format provided for your convenience by `DirectInput` in the `c_dfDIKeyboard` global variable.

The following example attempts to set the data format. If this fails, it calls the `DI_Term` sample function to deallocate existing `DirectInput` objects, if any.

```
hr = g_lpDIDevice->SetDataFormat(&c_dfDIKeyboard);

if FAILED(hr){
    DI_Term();
    return FALSE;
}
```

## Step 4: Setting the Keyboard Behavior

[This is preliminary documentation and subject to change.]

Before your application can gain access to the keyboard, it must set the device's behavior using the **IDirectInputDevice::SetCooperativeLevel** method, as shown in Sample Function 1: `DI_Init`. This method accepts the handle to the window to be associated with the device. `DirectInput` does not support exclusive access to keyboard devices, so the `DISCL_NONEXCLUSIVE` flag must be included in the `dwFlags` parameter.

The following example attempts to set the device's cooperative level. If this fails, it calls the `DI_Term` application-defined sample function to deallocate existing `DirectInput` objects, if any.

```
// Set the cooperative level
hr = g_lpDIDevice->SetCooperativeLevel(g_hwndMain,
    DISCL_FOREGROUND | DISCL_NONEXCLUSIVE);

if FAILED(hr){
    DI_Term();
    return FALSE;
}
```

## Step 5: Gaining Access to the Keyboard

[This is preliminary documentation and subject to change.]

After your application sets the keyboard's behavior, it can acquire access to the device by calling the **IDirectInputDevice::Acquire** method. The application must acquire the device before retrieving data from it. The **Acquire** method accepts no parameters.

The following line of code acquires the keyboard device that was created in Step 2: Creating the DirectInput Keyboard Device:

```
if (g_lpDIDevice) g_lpDIDevice->Acquire();
```

## Step 6: Retrieving Data from the Keyboard

[This is preliminary documentation and subject to change.]

Once a device is acquired, your application can start retrieving data from it. The simplest way to do this is to call the **IDirectInputDevice::GetDeviceState** method, which takes a snapshot of the device's state at the time of the call.

The **GetDeviceState** method accepts two parameters: the size of a buffer to be filled with device state data, and a pointer to that buffer. For keyboards, always declare a buffer of 256 unsigned bytes.

The following sample attempts to retrieve the state of the keyboard. If this fails, it calls an application-defined sample function to deallocate existing DirectInput objects, if any. (See Sample Function 2: `DI_Term`.)

After retrieving the keyboard's current state, your application may respond to specific keys that were down at the time of the call. Each element in the buffer represents a key. If an element's high bit is on, the key was down at the moment of the call; otherwise, the key was up. To check the state of a given key, use the DirectInput Keyboard Device Constants to index the buffer for a given key.

The following skeleton function, called from the main loop of a hypothetical spaceship game, uses the **IDirectInputDevice::GetDeviceState** method to poll the keyboard. It then checks to see if the LEFT ARROW, RIGHT ARROW, UP ARROW or DOWN ARROW keys were pressed when the device state was retrieved. This is accomplished with the **KEYDOWN** macro defined in the body of the function. The macro accepts a buffer's variable name and an index value, then checks the byte at the specified index to see if the high bit is set and returns TRUE if it is.

```
void WINAPI ProcessKBInput()
{
    #define KEYDOWN(name,key) (name[key] & 0x80)

    char    buffer[256];
    HRESULT hr;

    hr = g_lpDIDevice->GetDeviceState(sizeof(buffer),(LPVOID)&buffer);
    if FAILED(hr)
    {
        // If it failed, the device has probably been lost.
        // We should check for (hr == DIERR_INPUTLOST)
        // and attempt to reacquire it here.
        return;
    }
}
```

```
// Turn the ship right or left
if (KEYDOWN(buffer, DIK_RIGHT));
    // Turn right.
else if(KEYDOWN(buffer, DIK_LEFT));
    // Turn left.

// Thrust or stop the ship
if (KEYDOWN(buffer, DIK_UP)) ;
    // Move the ship forward.
else if (KEYDOWN(buffer, DIK_DOWN));
    // Stop the ship.
}
```

## Step 7: Closing Down the DirectInput System

[This is preliminary documentation and subject to change.]

When an application is about to close, it should destroy all DirectInput objects. This is a three-step process:

- Unacquire all DirectInput devices (**IDirectInputDevice::Unacquire**)
- Release all DirectInput devices (**IDirectInputDevice::Release**)
- Release the DirectInput object (**IDirectInput::Release**)

For a sample function that closes down the DirectInput system, see Sample Function 2: `DI_Term`.

### Sample Function 1: `DI_Init`

[This is preliminary documentation and subject to change.]

This application-defined sample function creates a DirectInput object, initializes it, and retrieves the necessary interface pointers, assigning them to global variables. When initialization is complete, it acquires the device.

If any part of the initialization fails, this function calls the `DI_Term` application-defined sample function to deallocate DirectInput objects and interface pointers in preparation for terminating the program. (See Sample Function 2: `DI_Term`.)

Besides creating the DirectInput object, the `DI_Init` function performs the tasks discussed in the following tutorial steps:

- Step 2: Creating the DirectInput Keyboard Device
- Step 3: Setting the Keyboard Data Format
- Step 4: Setting the Keyboard Behavior
- Step 5: Gaining Access to the Keyboard

Here is the DI\_Init function:

```
// HINSTANCE      g_hinst; //initialized application instance
// HWND          g_hwndMain; //initialized application window
LPDIRECTINPUT    g_lpDI;
LPDIRECTINPUTDEVICE g_lpDIDevice;

BOOL WINAPI DI_Init()
{
    HRESULT hr;

    // Create the DirectInput object.
    hr = DirectInputCreate(g_hinst, DIRECTINPUT_VERSION,
        &g_lpDI, NULL);
    if FAILED(hr) return FALSE;

    // Retrieve a pointer to an IDirectInputDevice interface
    hr = g_lpDI->CreateDevice(GUID_SysKeyboard, &g_lpDIDevice, NULL);
    if FAILED(hr)
    {
        DI_Term();
        return FALSE;
    }

    // Now that you have an IDirectInputDevice interface, get
    // it ready to use.

    // Set the data format using the predefined keyboard data
    // format provided by the DirectInput object for keyboards.
    hr = g_lpDIDevice->SetDataFormat(&c_dfDIKeyboard);
    if FAILED(hr)
    {
        DI_Term();
        return FALSE;
    }

    // Set the cooperative level
    hr = g_lpDIDevice->SetCooperativeLevel(g_hwndMain,
        DISCL_FOREGROUND | DISCL_NONEXCLUSIVE);
    if FAILED(hr)
    {
        DI_Term();
        return FALSE;
    }

    // Get access to the input device.
```

```
hr = g_lpDIDevice->Acquire();
if FAILED(hr)
{
    DI_Term();
    return FALSE;
}

return TRUE;
}
```

## Sample Function 2: DI\_Term

[This is preliminary documentation and subject to change.]

This application-defined sample function deallocates existing DirectInput interface pointers in preparation for program shutdown or in the event of a failure to properly initialize a device.

```
// LPDIRECTINPUT    g_lpDI;
// LPDIRECTINPUTDEVICE g_lpDIDevice;

void WINAPI DI_Term()
{
    if (g_lpDI)
    {
        if (g_lpDIDevice)
        {
            /*
             * Always unacquire the device before calling Release().
             */
            g_lpDIDevice->Unacquire();
            g_lpDIDevice->Release();
            g_lpDIDevice = NULL;
        }
        g_lpDI->Release();
        g_lpDI = NULL;
    }
}
```

## Tutorial 2: Using the Mouse

[This is preliminary documentation and subject to change.]

This tutorial guides you through the process of setting up a mouse device and retrieving buffered input data. The examples are taken from the Scrawl sample.

To prepare for mouse input, you first create an instance of a `DirectInput` object. Then you use the **`IDirectInput::CreateDevice`** method to create an instance of an **`IDirectInputDevice`** interface. The **`IDirectInputDevice`** interface methods are used to manipulate the device, set its behavior, and retrieve data.

The preliminary step of setting up the `DirectInput` system and the final step of closing it down are the same for any application and are covered in Tutorial 1: Using the Keyboard.

This tutorial breaks down the required tasks into the following steps:

- Step 1: Creating the `DirectInput` Mouse Device
- Step 2: Setting the Mouse Data Format
- Step 3: Setting the Mouse Behavior
- Step 4: Preparing for Buffered Input from the Mouse
- Step 5: Managing Access to the Mouse
- Step 6: Retrieving Buffered Data from the Mouse

#### Note

When an application acquires the mouse at the exclusive cooperative level, Windows does not show a mouse pointer on the screen. For this, your application needs a simple sprite engine. The `Scrawl` sample application uses the Win32 function **`DrawIcon`** to display a crosshair cursor.

## Step 1: Creating the `DirectInput` Mouse Device

[This is preliminary documentation and subject to change.]

After creating the `DirectInput` object, your application should retrieve a pointer to an **`IDirectInputDevice`** interface, which will be used to perform most mouse-related tasks. To do this, call the **`IDirectInput::CreateDevice`** method.

The **`CreateDevice`** method accepts three parameters.

The first parameter is the globally unique identifier (GUID) for the device your application is creating. In this case, since the system mouse will be used, your application should pass the predefined global variable `GUID_SysMouse`.

The second parameter is the address of a variable that will be initialized with a valid **`IDirectInputDevice`** interface pointer if the call succeeds.

The third parameter specifies the address of the controlling object's **`IUnknown`** interface for use in COM aggregation. Your application probably won't be using aggregation, in which case the parameter will be `NULL`.

The following sample from `Scrawl.cpp` attempts to retrieve a pointer to an **`IDirectInputDevice`** interface. If the call fails, an error message is displayed and `FALSE` is returned.

```
// LPDIRECTINPUT  g_pdi; // This has been initialized
```

```
LPDIRECTINPUTDEVICE g_pMouse;
HRESULT          hr;

hr = g_pdi->CreateDevice(GUID_SysMouse, &g_pMouse, NULL);

if (FAILED(hr)) {
    Complain(hwnd, hr, "CreateDevice(SysMouse)");
    return FALSE;
}
```

## Step 2: Setting the Mouse Data Format

[This is preliminary documentation and subject to change.]

After retrieving an **IDirectInputDevice** pointer, your application must set the device's data format. For mouse devices, this is a very simple task. Call the **IDirectInputDevice::SetDataFormat** method, specifying the data format provided for your convenience by `DirectInput` in the *c\_dfDIMouse* global variable.

The following code attempts to set the device's data format. If the call fails, an error message is displayed and `FALSE` is returned.

```
hr = g_pMouse->SetDataFormat(&c_dfDIMouse);

if (FAILED(hr)) {
    Complain(hwnd, hr, "SetDataFormat(SysMouse, dfDIMouse)");
    return FALSE;
}
```

## Step 3: Setting the Mouse Behavior

[This is preliminary documentation and subject to change.]

Before it can gain access to the mouse, your application must set the mouse device's behavior using the **IDirectInputDevice::SetCooperativeLevel** method. This method accepts the handle to the window to be associated with the device. In `Scrawl`, the `DISCL_EXCLUSIVE` flag is included to ensure that this application is the only one that can have exclusive access to the device. This flag is combined with `DISCL_FOREGROUND` because `Scrawl` is not interested in what the mouse is doing when another application is in the foreground.

The following code from `Scrawl.cpp` attempts to set the device's cooperative level. If this attempt fails, an error message is displayed and `FALSE` is returned.

```
hr = g_pMouse->SetCooperativeLevel(hwnd,
    DISCL_EXCLUSIVE | DISCL_FOREGROUND);

if (FAILED(hr)) {
    Complain(hwnd, hr, "SetCooperativeLevel(SysMouse)");
}
```

```

    return FALSE;
}

```

## Step 4: Preparing for Buffered Input from the Mouse

[This is preliminary documentation and subject to change.]

The Scrawl application demonstrates how to use event notification to find out about mouse activity, and how to read buffered input from the mouse. Both these techniques require some setup. You can perform these steps at any time after creating the mouse device and before acquiring it.

First, create an event and associate it with the mouse device. You are instructing `DirectInput` to notify the mouse device object whenever a hardware interrupt indicates that new data is available.

This is how it's done in Scrawl. As usual, the `Complain` sample function informs the user of any errors.

```

// HANDLE g_hevtMouse; // This is global

g_hevtMouse = CreateEvent(0, 0, 0, 0);

if (g_hevtMouse == NULL) {
    Complain(hwnd, GetLastError(), "CreateEvent");
    return FALSE;
}

hr = g_pMouse->SetEventNotification(g_hevtMouse);

if (FAILED(hr)) {
    Complain(hwnd, hr, "SetEventNotification(SysMouse)");
    return FALSE;
}

```

Now you need to set the buffer size so that `DirectInput` can store any input data until you're ready to look at it. Remember, by default the buffer size is zero, so this step is essential if you want to use buffered data.

It's not necessary to use buffered data with event notification; if you prefer, you can retrieve immediate data when an event is signaled.

To set the buffer size you need to initialize a **DIPROPDWORD** structure with information about itself and about the property you wish to set. Most of the values are boilerplate; the key value is the last one, **dwData**, which is initialized with the number of items you want the buffer to hold.

```

#define DINPUT_BUFFERSIZE 16

DIPROPDWORD dipdw =

```

```

{
    // the header
    {
        sizeof(DIPROPDWORD),    // diph.dwSize
        sizeof(DIPROPHEADER),  // diph.dwHeaderSize
        0,                      // diph.dwObj
        DIPH_DEVICE,           // diph.dwHow
    },
    // the data
    DINPUT_BUFFERSIZE,       // dwData
};

```

You then pass the address of the header (the **DIPROPHEADER** structure within the **DIPROPDWORD** structure), along with the identifier of the property you want to change, to the **IDirectInputDevice::SetProperty** method, as follows:

```

hr = g_pMouse->SetProperty(DIPROP_BUFFERSIZE, &dipdw.diph);

if (FAILED(hr)) {
    Complain(hwnd, hr, "Set buffer size(SysMouse)");
    return FALSE;
}

```

The setup is now complete, and you're ready to acquire the mouse and start collecting data.

## Step 5: Managing Access to the Mouse

[This is preliminary documentation and subject to change.]

DirectInput provides the **IDirectInputDevice::Acquire** and **IDirectInputDevice::Unacquire** methods to manage device access. Your application must call the **Acquire** method to gain access to the device before requesting mouse information with the **IDirectInputDevice::GetDeviceState** and **IDirectInputDevice::GetDeviceData** methods.

Most of the time your application will have the device acquired. However, if you have only foreground access the mouse will automatically be unacquired whenever your application moves to the background. You are responsible for reacquiring it when you get the focus back again. This can be done in response to a **WM\_ACTIVATE** message.

Scrawl handles this message by setting a global variable, *g\_fActive*, according to whether the application is gaining or losing the focus. It then calls a helper function, *Scrawl\_SyncAcquire*, which acquires the mouse if *g\_fActive* is **TRUE** and unacquires it otherwise.

```

case WM_ACTIVATE:
    g_fActive = wParam == WA_ACTIVE || wParam == WA_CLICKACTIVE;

```

```
Scrawl_SyncAcquire(hwnd);  
break;
```

If you have exclusive access, your application may need to let go of the mouse to let the user interact with Windows—for example, to access a menu or a dialog box. In Scrawl this can happen when the user opens the system menu with ALT+SPACEBAR.

The Scrawl window procedure has a handler for WM\_ENTERMENULOOP that responds by setting the global variable *g\_fActive* to FALSE and calling the Scrawl\_SyncAcquire function. This handler allows Windows to have the mouse and display its own cursor.

When the user is done using a menu, Windows sends the application a WM\_EXITMENULOOP message. In this case, the Scrawl window process posts an application-defined message, WM\_SYNCACQUIRE, to its own message queue. This allows other pending messages to be processed before the mouse is reacquired with the Scrawl\_SyncAcquire function.

Scrawl also unacquires the mouse in response to a right button click, which opens up a context menu. Although the mouse would get unacquired later, in the WM\_ENTERMENULOOP handler, it's done here first so that the position of the Windows cursor can be set before the menu appears.

Finally, Scrawl tries to reacquire the mouse if it receives a DIERR\_INPUTLOST error after an attempt to retrieve data. This is just in case the device has been unacquired by some mechanism not covered elsewhere; for instance, if the user has pressed CTRL+ALT+DEL.

In summary, your application needs to acquire the mouse before it can get data from it. This needs to be done only once, as long as nothing happens to force your application to give up access to it. In exclusive mode, you are responsible for giving up control of the mouse when Windows needs it. You are also responsible for reacquiring the mouse whenever your program needs access to it after losing it to Windows or another application.

## Step 6: Retrieving Buffered Data from the Mouse

[This is preliminary documentation and subject to change.]

Once the mouse is acquired, your application can begin to retrieve data from it.

In the Scrawl sample, retrieval is triggered by a signaled event. In the **WinMain** function, the application sleeps until **MsgWaitForMultipleObjects** indicates that there is either a signal or a message. If there's a signal associated with the mouse, the Scrawl\_OnMouseInput function is called. This function is a good illustration of how buffered input is handled, so we'll look at it in detail.

First the function makes sure the old cursor position will be cleaned up. Remember, Scrawl is maintaining its own cursor and is wholly responsible for drawing and erasing it.

```

void Scrawl_OnMouseInput(HWND hwnd)
{
    /* Invalidate the old cursor so it will be erased */
    InvalidateCursorRect(hwnd);

```

Now the function enters a loop to read and respond to the entire contents of the buffer. Because it retrieves just one item at a time, it needs only a single **DIDEVICEOBJECTDATA** structure to hold the data.

Another way to go about handling input would be to read the entire buffer at once and then loop through the retrieved items, responding to each one in turn. In that case, *dwElements* would be the size of the buffer, and *od* would be an array with the same number of elements.

```

while (!fDone) {
    DIDEVICEOBJECTDATA od;
    DWORD dwElements = 1; // number of items to be retrieved

```

The application calls the **IDirectInputDevice::GetDeviceData** method in order to fetch the data. The second parameter tells DirectInput where to put the data, and the third tells it how many items are wanted. The final parameter would be **DIGDD\_PEEK** if the data was to be left in the buffer, but in this case the data is not going to be needed again, so it is removed.

```

HRESULT hr = g_pMouse->GetDeviceData(
    sizeof(DIDEVICEOBJECTDATA),
    &od,
    &dwElements, 0);

```

Now the application checks to see if access to the device has been lost and, if so, tells itself to try to reacquire the mouse at the first opportunity. This step was discussed in Step 5: Managing Access to the Mouse.

```

if (hr == DIERR_INPUTLOST) {
    PostMessage(hwnd, WM_SYNCACQUIRE, 0, 0L);
    break;
}

```

Next the application makes sure the call to the **GetDeviceData** method succeeded and that there was actually data to be retrieved. Remember, after the call to **GetDeviceData** the *dwElements* variable shows how many items were actually retrieved.

```

/* Unable to read data or no data available */
if (FAILED(hr) || dwElements == 0) {
    break;
}

```

If execution has proceeded to this point, everything is fine: the call succeeded and there is an item of data in the buffer. Now the application looks at the **dwOfs** member of the **DIDEVICEOBJECTDATA** structure to determine which object on the device reported a change of state, and calls helper functions to respond appropriately. The value of the **dwData** member, which gives information about what happened, is passed to these functions.

```

    /* Look at the element to see what happened */

    switch (od.dwOfs) {

        /* DIMOFS_X: Mouse horizontal motion */
        case DIMOFS_X: UpdateCursorPosition(od.dwData, 0); break;

        /* DIMOFS_Y: Mouse vertical motion */
        case DIMOFS_Y: UpdateCursorPosition(0, od.dwData); break;

        /* DIMOFS_BUTTON0: Button 0 pressed or released */
        case DIMOFS_BUTTON0:

            if (od.dwData & 0x80) { /* Button pressed */
                fDone = 1;
                Scrawl_OnButton0Down(hwnd); /* Go into button-down
                                                mode */
            }
            break;

        /* DIMOFS_BUTTON1: Button 1 pressed or released */
        case DIMOFS_BUTTON1:

            if (!(od.dwData & 0x80)) { /* Button released */
                fDone = 1;
                Scrawl_OnButton1Up(hwnd); /* Context menu time */
            }
        }
    }
}

```

Finally, the `Scrawl_OnMouseInput` sample function invalidates the screen rectangle occupied by the cursor, in case the cursor has been moved by one of the helper functions.

```

    /* Invalidate the new cursor so it will be drawn */
    InvalidateCursorRect(hwnd);
}

```

Scrawl also collects mouse data in the `Scrawl_OnButton0Down` function. This is where the application keeps track of mouse movements while the primary button is being held down — that is, while the user is drawing. This function does not rely on event notification, but repeatedly polls the `DirectInput` buffer until the button is released.

A key point to note in the `Scrawl_OnButton0Down` function is that no actual drawing is done until all pending data has been read. The reason is that each horizontal or vertical movement of the mouse is reported as a separate event. (Both events are, however, placed in the buffer at the same time.) If a line were immediately drawn in response to each separate axis movement, a diagonal movement of the mouse would produce two lines at right angles.

Another way you can be sure that the movement in both axes is taken into account before responding in your application is to check the sequence numbers of the x-axis item and the y-axis item. If the numbers are the same, the two events took place simultaneously. For more information, see [Time Stamps and Sequence Numbers](#).

## Tutorial 3: Using the Joystick

[This is preliminary documentation and subject to change.]

This tutorial shows you how to enumerate joysticks on a system and set up two or more joysticks for input. Code samples are based on the [Space Donuts](#) sample. The method calls are in the C form.

The preliminary step of setting up the `DirectInput` system and the final step of closing it down are the same for any application and are covered in [Tutorial 1: Using the Keyboard](#).

The first step in the tutorial is to enumerate devices; that is, to see what joysticks are available. As part of this process you initialize each joystick device and set its desired characteristics. You then use the `IDirectInputDevice` interface methods to retrieve data from each joystick.

The tutorial breaks down the required tasks into the following steps:

- Step 1: Enumerating the Joysticks
- Step 2: Creating the `DirectInput` Joystick Device
- Step 3: Setting the Joystick Data Format
- Step 4: Setting the Joystick Behavior
- Step 5: Gaining Access to the Joystick
- Step 6: Retrieving Data from the Joystick

### Step 1: Enumerating the Joysticks

[This is preliminary documentation and subject to change.]

After creating the DirectInput system, call the **IDirectInput::EnumDevices** method to enumerate the joysticks. The following code from Input.c in the Space Donuts source directory accomplishes this.

```
// LPDIRECTINPUT pdi; // previously initialized

pdi->lpVtbl->EnumDevices(pdi, DIDEVTYPE_JOYSTICK,
    InitJoystickInput, pdi, DIEDFL_ATTACHEDONLY);
```

The method call is in the C form. Note that you could use the **IDirectInput\_EnumDevices** macro to simplify the call. All DirectInput methods have corresponding macros defined in Dinput.h that expand to the appropriate C or C++ syntax.

The DIDEVTYPE\_JOYSTICK constant, passed as the second parameter, specifies the type of device to be enumerated.

InitJoystickInput is the address of a callback function to be called each time a joystick is found; this is where the individual devices will be initialized in the following steps of the tutorial.

The fourth parameter can be any 32-bit value that you want to make available to the callback function. In this case it's a pointer to the DirectInput interface, which the callback function needs to know so it can call the **IDirectInput::CreateDevice** method.

The last parameter, DIEDFL\_ATTACHEDONLY, is a flag that restricts enumeration to devices that are attached to the computer.

## Step 2: Creating the DirectInput Joystick Device

[This is preliminary documentation and subject to change.]

After creating the DirectInput object, the application must retrieve a pointer to an **IDirectInputDevice** interface, which will be used to perform most joystick-related tasks. In the Space Donuts sample, this is done in the callback function InitJoystickInput, which is called each time a joystick is enumerated.

Here is the first part of the callback function:

```
BOOL FAR PASCAL InitJoystickInput(LPCDIDEVICEINSTANCE pdinst,
    LPVOID pvRef)
{
    LPDIRECTINPUT pdi = pvRef;
    LPDIRECTINPUTDEVICE pdev;

    // create the DirectInput joystick device
    if (pdi->lpVtbl->CreateDevice(pdi, &pdinst->guidInstance,
        &pdev, NULL) != DI_OK)
    {
        OutputDebugString("!DirectInput::CreateDevice FAILED\n");
    }
}
```

```
    return DIENUM_CONTINUE;
}
```

The parameters to the callback function `InitJoystickInput` are:

- A pointer to the device instance, supplied by the `DirectInput` system when the device is enumerated.
- A pointer to the `DirectInput` interface, which you supplied as an parameter to **`IDirectInput::EnumDevices`**. This parameter could have been any 32-bit value but in this case you want the `DirectInput` interface so that you can call the **`IDirectInput::CreateDevice`** method.

The `InitJoystickInput` sample function declares a local pointer to the `DirectInput` object, *pdi*, and assigns it the value passed into the callback. It also declares a local pointer to a `DirectInput` device, *pdev*, which is initialized when the device is created. This device starts life as an instance of the **`IDirectInputDevice`** interface, but when it is added to the application's list of input devices it is converted to an **`IDirectInputDevice2`** object so that it can use the **`IDirectInputDevice2::Poll`** method.

The first task of the callback function, then, is to create the device. The **`IDirectInput::CreateDevice`** method accepts four parameters.

The first, unnecessary in C++, is a *this* pointer to the calling `DirectInput` interface.

The second parameter is a reference to the globally unique identifier (GUID) for the instance of the device. In this case, the GUID is taken from the **`DIDeviceInstance`** structure supplied by `DirectInput` when it enumerated the device.

The third parameter is the address of the variable that will be initialized with a valid **`IDirectInputDevice`** interface pointer if the call succeeds.

The fourth parameter specifies the address of the controlling object's **`IUnknown`** interface for use in COM aggregation. Space Donuts doesn't use aggregation, so the parameter is `NULL`.

Note that if for some reason the device interface cannot be created, `DIENUM_CONTINUE` is returned from the callback function. This flag instructs `DirectInput` to keep enumerating as long as there are devices to be enumerated.

### Step 3: Setting the Joystick Data Format

[This is preliminary documentation and subject to change.]

Now that the application has a pointer to a `DirectInput` device, it can call the **`IDirectInputDevice`** methods to manipulate that device. The first step, which is an essential one, is to set the data format for the joystick. This step tells `DirectInput` how to format the input data.

The Space Donuts sample performs this action inside the callback function introduced in the previous step.

```

if (pdev->lpVtbl->SetDataFormat(pdev, &c_dfDIJoystick) != DI_OK)
{
    OutputDebugString("IDirectInputDevice::SetDataFormat FAILED\n");
    pdev->lpVtbl->Release(pdev);
    return DIENUM_CONTINUE;
}

```

The *pdev* variable is a pointer to the device interface created by **IDirectInput::CreateDevice**.

The **IDirectInputDevice::SetDataFormat** method takes two parameters. The first is a *this* pointer to the calling instance of the interface and is unnecessary in C++. The second is a pointer to a **DIDATAFORMAT** structure containing information about how the data for the device is to be formatted. For the joystick, the predefined global variable *c\_dfDIJoystick* can be used here.

As in the previous step, the callback function returns `DIENUM_CONTINUE` if it fails to initialize the device. This flag instructs DirectInput to keep enumerating as long as there are devices to be enumerated.

## Step 4: Setting the Joystick Behavior

[This is preliminary documentation and subject to change.]

The joystick device has been created, and its data format has been set. The next step is to set its cooperative level. In the Space Donuts sample, this is done in the callback function called when the device is enumerated. As in the previous step, *pdev* is a pointer to the device interface.

```

if(pdev->lpVtbl->SetCooperativeLevel(pdev, hWndMain,
    DISCL_NONEXCLUSIVE | DISCL_FOREGROUND) != DI_OK)
{
    OutputDebugString("IDirectInputDevice::SetCooperativeLevel
        FAILED\n");
    pdev->lpVtbl->Release(pdev);
    return DIENUM_CONTINUE;
}

```

Once again, the first parameter to **IDirectInputDevice::SetCooperativeLevel** is a *this* pointer.

The second parameter is a window handle. In this case the handle to the main program window is passed in.

The final parameter is a combination of flags describing the desired cooperative level. Space Donuts requires input from the joystick only when it is the foreground application, and does not care whether another program is using the joystick in

exclusive mode, so the flags are set to `DISCL_NONEXCLUSIVE | DISCL_FOREGROUND`. (See Cooperative Levels for a full explanation of these flags.)

The final step carried out for each joystick enumerated in the callback function is to set the properties of the device. In the sample, the properties changed include the range and the dead zone for both the x-axis and y-axis.

By setting the range, you are telling DirectInput what maximum and minimum values you want returned for an axis. If you set a range of -1,000 to +1,000 for the x-axis, as in the example, you are asking that a value of -1,000 be returned when the stick is at the extreme left, +1,000 when it is at the extreme right, and zero when it is in the middle.

The dead zone is a region of tolerance in the middle of the axis, measured in ten-thousandths of the physical range of axis travel. If you set a dead zone of 1,000 for the x-axis, you are saying that the stick can travel one-tenth of its range to the left or right of center before a non-center value will be returned. For more information on the dead zone, see Interpreting Joystick Axis Data.

Here's the code to set the range of the x-axis:

```
DIPROPRANGE diprg;

diprg.diph.dwSize      = sizeof(diprg);
diprg.diph.dwHeaderSize = sizeof(diprg.diph);
diprg.diph.dwObj       = DIJOFS_X;
diprg.diph.dwHow       = DIPH_BYOFFSET;
diprg.lMin             = -1000;
diprg.lMax             = +1000;

if FAILED(pdev->lpVtbl->SetProperty(pdev,
    DIPROP_RANGE, &diprg.diph))
{
    OutputDebugString("IDirectInputDevice::SetProperty(DIPH_RANGE)
        FAILED\n");
    pdev->lpVtbl->Release(pdev);
    return FALSE;
}
```

The first task here is to set up the `DIPROPRANGE` structure *diprg*, whose address will be passed into the `IDirectInputDevice::SetProperty` method. Actually, it's not the address of the structure itself that is passed but rather the address of its first member, which is a `DIPROPHEADER` structure. For more information, see Device Properties.

The property header is initialized with the following values:

- The size of the property structure
- The size of the header structure

- The value returned by the `DIJOFS_X` joystick device constant macro, which points to the object whose property is being changed
- A flag to indicate how the third parameter is to be interpreted

The **`lmin`** and **`lmax`** members of the **`DIPROPRANGE`** structure are assigned the desired range values.

The application now calls the **`IDirectInputDevice::SetProperty`** method. As usual, the first parameter is a *this* pointer. The second parameter is a flag indicating which property is being changed. The third parameter is the address of the **`DIPROPHEADER`** member of the property structure.

Setting the dead zone of the x-axis requires a similar procedure. The Space Donuts sample uses a helper function, `SetDIDwordProperty`, to initialize a **`DIPROPDWORD`** property structure. Unlike **`DIPROPRANGE`**, this structure contains only one data member, which in the example is set to 5,000, indicating that the stick must move half of its range from the center before the axis is reported to be off-center.

```
// set X axis dead zone to 50% (to avoid accidental turning)
if FAILED(SetDIDwordProperty(pdev, DIPROP_DEADZONE, DIJOFS_X,
                             DIPH_BYOFFSET, 5000))
{
    OutputDebugString("IDirectInputDevice::
                      SetProperty(DIPH_DEADZONE) FAILED\n");
    pdev->lpVtbl->Release(pdev);
    return FALSE;
}
```

## Step 5: Gaining Access to the Joystick

[This is preliminary documentation and subject to change.]

After your application sets a joystick's behavior, it can acquire access to the device by calling the **`IDirectInputDevice::Acquire`** method. The application must acquire the device before retrieving data from it. The **`Acquire`** method accepts no parameters.

The Space Donuts application takes care of acquisition in the `ReacquireInput` function. This function does double duty, serving both to acquire the device on startup and to reacquire it if for some reason a `DIERR_INPUTLOST` error is returned when the application tries to get input data.

In the following code, `g_pdevCurrent` is a global pointer to whatever `DirectInput` device is currently in use.

```
BOOL ReacquireInput(void)
{
    HRESULT hRes;
```

```
// if we have a current device
if (g_pdevCurrent)
{
    // acquire the device
    hRes = IDirectInputDevice_Acquire(g_pdevCurrent);
    // The call above is a macro that expands to:
    // g_pdevCurrent->lpVtbl->Acquire(g_pdevCurrent);

    if (SUCCEEDED(hRes))
    {
        // acquisition successful
        return TRUE;
    }
    else
    {
        // acquisition failed
        return FALSE;
    }
}
else
{
    // we don't have a current device
    return FALSE;
}
}
```

In this example, acquisition is effected by a call to **IDirectInputDevice\_Acquire**, a macro defined in `Dinput.h` that simplifies the C call to the **IDirectInputDevice::Acquire** method.

## Step 6: Retrieving Data from the Joystick

[This is preliminary documentation and subject to change.]

Since your application is more likely concerned with the position of the joystick axes than with their movement, you will probably want to retrieve immediate rather than buffered data from the device. You can do this by polling with **IDirectInputDevice::GetDeviceState**. Remember, not all device drivers will notify `DirectInput` when the state of the device changes, so it's always good policy to call the **IDirectInputDevice2::Poll** method before checking the device state.

The Space Donuts application calls the following function on each pass through the rendering loop, provided the joystick is the active input device.

```
DWORD ReadJoystickInput(void)
{
    DWORD          dwKeyState;
    HRESULT         hRes;
```

---

```
DIJOYSTATE      js;

// poll the joystick to read the current state
hRes = IDirectInputDevice2_Poll(g_pdevCurrent);

// get data from the joystick
hRes = IDirectInputDevice_GetDeviceState(g_pdevCurrent,
                                         sizeof(DIJOYSTATE), &js);

if (hRes != DI_OK)
{
    // did the read fail because we lost input for some reason?
    // if so, then attempt to reacquire. If the second acquire
    // fails, then the error from GetData will be
    // DIERR_NOTACQUIRED, so we won't get stuck an infinite loop.
    if(hRes == DIERR_INPUTLOST)
        ReacquireInput();

    // return the fact that we did not read any data
    return 0;
}

// Now study the position of the stick and the buttons.

dwKeyState = 0;
if (js.IX < 0) {
    dwKeyState |= KEY_LEFT;
} else if (js.IX > 0) {
    dwKeyState |= KEY_RIGHT;
}

if (js.IY < 0) {
    dwKeyState |= KEY_UP;
} else if (js.IY > 0) {
    dwKeyState |= KEY_DOWN;
}

if (js.rgbButtons[0] & 0x80) {
    dwKeyState |= KEY_FIRE;
}

if (js.rgbButtons[1] & 0x80) {
    dwKeyState |= KEY_SHIELD;
}

if (js.rgbButtons[2] & 0x80) {
```

```
        dwKeyState |= KEY_STOP;
    }

    return dwKeyState;
}
```

Note the calls to **IDirectInputDevice2\_Poll** and **IDirectInputDevice\_GetDeviceState**. These are macros that expand to C calls to the corresponding methods, similar to the macro in the previous step of this tutorial. The parameters to the macro are the same as those you would pass to the method. Here is what the call to **GetDeviceState** looks like:

```
hRes = IDirectInputDevice_GetDeviceState(g_pdevCurrent,
                                        sizeof(DIJOYSTATE), &js);
```

The first parameter is the *this* pointer; that is, a pointer to the calling object. The second parameter is the size of the structure in which the data will be returned, and the last parameter is the address of this structure, which is of type **DIJOYSTATE**. This structure holds data for up to six axes, 32 buttons, and a point-of-view hat. The sample program looks at the state of two axes and three buttons.

If the position of an axis is reported as nonzero, that axis is outside the dead zone, and the function responds by setting the *dwKeyState* variable appropriately. This variable holds the current set of user commands as entered with either the keyboard or the joystick. For example, if the x-axis of the stick is greater than zero, that is considered the same as the RIGHT ARROW key being down.

Joystick buttons work just like keys or mouse buttons: if the high bit of the returned byte is set, the button is down.

## Tutorial 4: Using Force Feedback

[This is preliminary documentation and subject to change.]

This tutorial takes you through the process of creating, playing, and modifying a simple effect on a force-feedback joystick. The effect is something like a balky chain saw that you're trying to get started. The sample code uses C++ syntax.

The preliminary step of setting up the DirectInput system and the final step of closing it down are essentially the same for any application and are covered in Tutorial 1: Using the Keyboard. However, when closing down the DirectInput force-feedback system you must take the additional step of releasing any effects you have created.

The tutorial breaks down the required tasks into the following steps:

- Step 1: Enumerating Force Feedback Devices
- Step 2: Creating the DirectInput Force Feedback Device
- Step 3: Enumerating Supported Effects
- Step 4: Creating an Effect

- Step 5: Playing an Effect
- Step 6: Changing an Effect

## Step 1: Enumerating Force Feedback Devices

[This is preliminary documentation and subject to change.]

The first step is to ensure that a force-feedback device is available on the system. You do this by calling the **IDirectInput::EnumDevices** method. In the following example, the global pointer to the game device interface is initialized only if the enumeration has succeeded in finding at least one suitable device:

```
LPDIRECTINPUTDEVICE2 g_lpdid2Game = NULL;

lpdi->EnumDevices(DIDEVTYPE_JOYSTICK,
                 DIEnumDevicesProc,
                 NULL,
                 DIEDFL_FORCEFEEDBACK | DIEDFL_ATTACHEDONLY);
if (g_lpdid2Game == NULL)
{
    // no force-feedback joystick available; take appropriate action
}
```

In the example, *lpdi* is an initialized pointer to the **IDirectInput** interface. The first parameter to **EnumDevices** restricts the enumeration to joystick-type devices. The second parameter is the callback function that's going to be called each time **DirectInput** identifies a device that qualifies for enumeration. The third parameter is for user-defined data to be passed in or out of the callback function; in this case it's not used. Finally, the flags restrict the enumeration further to devices actually attached to the system that support force feedback.

The callback function is a convenient place to initialize the device as soon as it has been found. (It's assumed that the first device found is the one you want to use.) You'll do this in Step 2: Creating the **DirectInput** Force Feedback Device.

## Step 2: Creating the **DirectInput** Force Feedback Device

[This is preliminary documentation and subject to change.]

In order to have **DirectInput** enumerate devices, you must create a callback function of the same type as **DIEnumDevicesProc**. In Step 1 you passed the address of this function to the **IDirectInput::EnumDevices** method.

**DirectInput** passes into the callback, as the first parameter, a pointer to a **DIDEVICEINSTANCE** structure that tells you what you need to know about the device. The structure member of chief interest in the example is **guidInstance**, the unique identifier for the particular piece of hardware on the user's system. You will need to pass this GUID to the **IDirectInput::CreateDevice** method.

Here's the first part of the callback, which extracts the GUID and creates the device object:

```

BOOL CALLBACK DIEnumDevicesProc(LPCDIDEVICEINSTANCE lpddi,
                                LPVOID pvRef)
{
    HRESULT hr1, hr2;
    LPDIRECTINPUTDEVICE lpdidGame;
    GUID DeviceGuid = lpddi->guidInstance;

    // create game device

    hr1 = lpdi->CreateDevice(DeviceGuid, &lpdidGame, NULL);

```

Note that the pointer to the **IDirectInputDevice** object, *lpdidGame*, is a local variable. You're not going to keep it, because in order to create force-feedback effects you need to obtain a pointer to the **IDirectInputDevice2** interface, as follows:

```

    if (SUCCEEDED(hr1))
    {
        hr2 = lpdidGame->QueryInterface(IID_IDirectInputDevice2,
                                        (void **) &g_lpdid2Game);
        lpdidGame->Release();
    }
    else
    {
        OutputDebugString("Failed to create device.\n");
        return DIENUM_STOP;
    }
    if (FAILED(hr2))
    {
        OutputDebugString("Failed to obtain interface.\n");
        return DIENUM_STOP;
    }

```

The next steps, still within the callback function, are similar to those for setting up any input device. Note that you need the exclusive cooperative level for any force-feedback device. Since the joystick will be used for input as well as force feedback, you also need to set the data format.

```

    // set cooperative level
    if (FAILED(g_lpdid2Game->SetCooperativeLevel(hMainWindow,
                                                DISCL_EXCLUSIVE | DISCL_FOREGROUND)))
    {
        OutputDebugString(
            "Failed to set cooperative level.\n");
        lpdid2Game->Release();
        lpdi2Game = NULL;
    }

```

```

return DIENUM_STOP;
}

// set game data format
if (FAILED(g_lpdid2Game->SetDataFormat(&c_dfDIJoystick)))
{
OutputDebugString("Failed to set game device data format.\n");
lpdid2Game->Release();
lpdid2Game = NULL;
return DIENUM_STOP;
}

```

Finally, you may want to turn off the device's autocenter feature. Autocenter is essentially a condition effect that uses the motors to simulate the springs in a standard joystick. Turning it off gives you more control over the device.

```

DIPROPDWORD DIPropAutoCenter;

DIPropAutoCenter.diph.dwSize = sizeof(DIPropAutoCenter);
DIPropAutoCenter.diph.dwHeaderSize = sizeof(DIPROPHEADER);
DIPropAutoCenter.diph.dwObj = 0;
DIPropAutoCenter.diph.dwHow = DIPH_DEVICE;
DIPropAutoCenter.dwData = 0;

if (FAILED(lpdid2Game->SetProperty(DIPROP_AUTOCENTER,
                                &DIPropAutoCenter.diph)))
{
OutputDebugString("Failed to change device property.\n");
}

return DIENUM_STOP; // One is enough.
} // end DIEnumDevicesProc

```

Before using the device, you must acquire it. See Step 5: Gaining Access to the Joystick in the previous tutorial for an example of how to handle acquisition.

### Step 3: Enumerating Supported Effects

[This is preliminary documentation and subject to change.]

Now that you've successfully enumerated and created a force-feedback device, you can enumerate the effect types it supports.

Effect enumeration is not strictly necessary if you want to create only standard effects that will be available on any device, such as constant forces. When creating the effect object, you can identify the desired effect type simply by using one of the predefined GUIDs, such as GUID\_ConstantForce. (For a complete list of these identifiers, see **IDirectInputDevice2::CreateEffect**.)

Another, more flexible approach is to enumerate supported effects of a particular type, and obtain the GUID for the effect from the callback function. This is the approach taken in the FFDonuts sample, and you'll adopt it here as well. You could, of course, use the callback to obtain more information about the device's support for the effect— for example, whether it supports an envelope—but in this tutorial you'll get only the effect GUID.

First, create the callback function that will be called by `DirectInput` for each effect enumerated. For information on this standard callback, see **DIEnumEffectsProc**. You can give the function any name you like.

```

BOOL EffectFound = FALSE; // global flag

BOOL CALLBACK DIEnumEffectsProc(LPCDIEFFECTINFO pei, LPVOID pv)
{
    *((GUID *)pv) = pei->guid;
    EffectFound = TRUE;
    return DIENUM_STOP; // one is enough
}

```

The GUID variable pointed to by the application-defined value *pv* is assigned the value passed in the **DIEFFECTINFO** structure created by `DirectInput` for the effect.

In order to obtain the effect GUID, you set the callback in motion by calling the **IDirectInputDevice2::EnumEffects** method, as follows:

```

HRESULT hr;
GUID guidEffect;

hr = g_lpdid2Game->EnumEffects(
    (LPDIENUMEFFECTSCALLBACK) DIEnumEffectsProc,
    &guidEffect,
    DIEFT_PERIODIC);
if (FAILED(hr))
{
    OutputDebugString("Effect enumeration failed\n");
    // Note: success doesn't mean any effects were found,
    // only that the process went smoothly.
}

```

Note that you pass the address of a GUID variable, *guidEffect*, to the **EnumEffects** method. This address is passed in turn to the callback as the *pv* parameter. You also restrict the enumeration to periodic effects by setting the flag `DIEFT_PERIODIC`.

## Step 4: Creating an Effect

[This is preliminary documentation and subject to change.]

If the *EffectFound* flag is no longer FALSE after effect enumeration, you can safely assume that `DirectInput` has found support for at least one effect of the type you requested. (Of course, in real life you would probably not be content with finding just any periodic effect; you would want to use a particular kind such as a sine or sawtooth.) Armed with the effect GUID, you can now create the effect object.

Before calling the `IDirectInputDevice2::CreateEffect` method, you need to set up the following arrays and structures:

- An array of axes that will be involved in the effect. For a joystick this array will normally consist of the identifiers for the x-axis and the y-axis.
- An array of values for setting the direction. The values will differ according to the number of axes, and according to whether you want to use polar, spherical, or Cartesian coordinates. For a full explanation of this rather complicated business, see *Effect Direction*.
- A structure of type-specific parameters. In the example, since you are creating a periodic effect, this will be of type `DIPERIODIC`.
- A `DIENVELOPE` structure for defining the envelope to be applied to the effect.
- Finally, a `DIEFFECT` structure to contain the basic parameters for the effect.

First, declare the arrays and structures. You can initialize the arrays at the same time:

```
DWORD  dwAxes[2] = { DIJOFS_X, DIJOFS_Y };
LONG   lDirection[2] = { 0, 0 };

DIPERIODIC diPeriodic; // type-specific parameters
DIENVELOPE diEnvelope; // envelope
DIEFFECT  diEffect;    // general parameters
```

Now initialize the type-specific parameters. If you use the values in the example, you will create a full-force periodic effect with a period of one-twentieth of a second.

```
diPeriodic.dwMagnitude = DI_FFNO MINALMAX;
diPeriodic.lOffset = 0;
diPeriodic.dwPhase = 0;
diPeriodic.dwPeriod = (DWORD) (0.05 * DI_SECONDS);
```

To get the effect of the chain-saw motor trying to start, briefly coughing into life, and then slowly dying, you will set an envelope with an attack time of half a second and a fade time of one second. You'll get to the sustain value in a moment.

```
diEnvelope.dwSize = sizeof(DIENVELOPE);
diEnvelope.dwAttackLevel = 0;
diEnvelope.dwAttackTime = (DWORD) (0.5 * DI_SECONDS);
diEnvelope.dwFadeLevel = 0;
diEnvelope.dwFadeTime = (DWORD) (1.0 * DI_SECONDS);
```

Now you set up the basic effect parameters. These include flags to determine how the directions and device objects (buttons and axes) are identified, the sample period and gain for the effect, and pointers to the other data that you have just prepared. You also associate the effect with the fire button of the joystick, so that it will automatically be played whenever that button is pressed.

```

diEffect.dwSize = sizeof(DIEFFECT);
diEffect.dwFlags = DIEFF_POLAR | DIEFF_OBJECTOFFSETS;
diEffect.dwDuration = (DWORD) (2 * DI_SECONDS);

diEffect.dwSamplePeriod = 0;           // = default
diEffect.dwGain = DI_FFNOINALMAX;     // no scaling
diEffect.dwTriggerButton = DIJOFS_BUTTON0;
diEffect.dwTriggerRepeatInterval = 0;
diEffect.cAxes = 2;
diEffect.rgdwAxes = dwAxes;
diEffect.rglDirection = &IDirection[0];
diEffect.lpEnvelope = &diEnvelope;
diEffect.cbTypeSpecificParams = sizeof(diPeriodic);
diEffect.lpvTypeSpecificParams = &diPeriodic;

```

So much for the setup. At last you can create the effect:

```

LPDIEFFECT g_lpdiEffect; // global effect object

HRESULT hr = g_lpdiid2Game->CreateEffect(
    guidEffect, // GUID from enumeration
    &diEffect, // where the data is
    &g_lpdiEffect, // where to put interface pointer
    NULL); // no aggregation

if (FAILED(hr))
{
    OutputDebugString("Failed to create periodic effect");
}

```

Remember that, by default, the effect is downloaded to the device as soon as it has been created, provided that the device is in an acquired state at the exclusive cooperative level. So if everything has gone according to plan, you should be able to compile, run, press the "fire" button, and feel the sputtering of a chain saw that's out of gas.

## Step 5: Playing an Effect

[This is preliminary documentation and subject to change.]

The effect created in the previous step starts in response to the press of a button. In order to create an effect that is to be played in response to an explicit call, you need to

go back to Step 4 and modify the **dwTriggerButton** member of the **DIEFFECT** structure, as follows:

```
diEffect.dwTriggerButton = DIEB_NOTRIGGER;
```

Now, suppose you want to make a chain saw that actually starts and keeps going. This is simply a matter of changing the **dwDuration** member as follows:

```
diEffect.dwDuration = INFINITE;
```

Starting the effect is very simple:

```
g_lpdEffect->Start(1, 0);
```

The effect will keep running until you stop it:

```
g_lpdEffect->Stop();
```

Note that you don't need to change the envelope you created in the previous step. The attack is played as the effect starts, but the fade value is ignored.

## Step 6: Changing an Effect

[This is preliminary documentation and subject to change.]

Your chain saw is merrily rattling away, and now you want to modify the effect to simulate the slowing down of the engine as the saw bites into wood. Fortunately, **DirectInput** lets you modify the parameters of an effect while it is playing.

To change the effect, you need to set up a **DIEFFECT** structure or have access to the one you used to create the effect. If you are setting up a new structure with local scope, you need to initialize only the **dwSize** member and any members that contain or point to data that is to be changed.

In this case you want to change a type-specific parameter—the period of the effect—so you need to have access to the **DIPERIODIC** structure you used when creating the effect, or else create a local copy with all members initialized. Make sure that the address of the **DIPERIODIC** structure is in the **lpvTypeSpecificParams** member of the **DIEFFECT** structure.

Now set the new period of the effect:

```
diPeriodic.dwPeriod = (DWORD) (0.08 * DI_SECONDS);
```

Then call the method that actually makes the changes:

```
HRESULT hr = g_lpdEffect->SetParameters(&diEffect,  
DIEP_TYPESPECIFICPARAMS)
```

Note the flag that restricts the changes to a single member of the **DIEFFECT** structure.

You can control the way changes are handled by using other flags. For example, by using the `DIEP_NODOWNLOAD` flag you could change the parameters immediately after starting the effect but delay the implementation until the user actually started cutting wood. Then you would call the **IDirectInputEffect::Download** method. For more information on how to use the various control flags, see **IDirectInputEffect::SetParameters**.

## DirectInput Visual Basic Tutorials

[This is preliminary documentation and subject to change.]

This section contains the following tutorials, each providing step-by-step instructions for implementing DirectInput in a Visual Basic application:

[ To be added. ]

## DirectInput Samples

[This is preliminary documentation and subject to change.]

The following sample programs demonstrate the use and capabilities of DirectInput:

- FFDonuts Sample
- JoyFFeed Sample
- JoystImm Sample
- KeybdBuf Sample
- KeybdImm Sample
- MouseExc Sample
- MouseNon Sample
- Scrawl Sample

In addition to the samples that come complete with source code, the DirectX Programmer's Reference includes a utility (in the `\Bin` directory of the DirectInput samples) called DirectInput Quick Test (`Diquick.exe`). This is a tool for learning about driver support for devices and experimenting with device parameters.

Although DirectX samples include Microsoft® Visual C++® project workspace files, you might need to verify other settings in your development environment to ensure that the samples compile properly. For more information, see [Compiling DirectX Samples and Other DirectX Applications](#).

## FFDonuts Sample

[This is preliminary documentation and subject to change.]

### Description

This is a variation on the Space Donuts sample program that adds force-feedback output if a force-feedback joystick is installed in your computer.

### Path

Source: *(SDK root)\Samples\Multimedia\DInput\Src\FFdonuts*

Executable: *(SDK root)\Samples\Multimedia\DInput\Bin*

### User's Guide

When the program is started, you see a dialog box that lets you set the magnitude of the force feedback effects.

When your ship appears, move the joystick forward to accelerate forward and pull it back to decelerate or move backward. Moving the joystick left or right rotates the ship. Press the trigger button to fire. Press the second button to activate the shields. Observe the force feedback effects as you fire, collide with objects, and bounce off the edge of the screen.

### Programming Notes

The force feedback routines are in `Input.c`. The program illustrates the use of constant and periodic effects, envelopes, and gain. Note that the fire-button effect is played in response to an ordinary input event rather than being associated with a trigger button in the `DIEFFECT` structure.

### See Also

Space Donuts

## JoyFFeed Sample

[This is preliminary documentation and subject to change.]

### Description

This application applies raw forces to a force feedback joystick, illustrating how a simulator-type application can use force feedback to generate forces computed by a physics engine.

You must have a force feedback device connected to your system in order to run the application.

## Path

Source: *(SDK root)\Samples\Multimedia\DInput\Src\JoyFFeed*

Executable: *(SDK root)\Samples\Multimedia\DInput\Bin*

## User's Guide

When you run the application, it displays a window with a crosshair and a black spot in it. Click the mouse anywhere within the window's client area to move the black spot. (Note that moving the joystick handle does not do anything.) JoyFFeed exerts a constant force on the joystick handle from the direction of the spot, in proportion to the distance from the crosshair. You can also hold down the mouse button and move the spot continuously.

## Programming Notes

This sample program enumerates the input devices and acquires the first force-feedback joystick that it finds. If none are detected, it displays a message and terminates.

When the user moves the black spot, the joySetForcesXY function converts the cursor coordinates to a force direction and magnitude. This data is used to modify the parameters of the constant force effect.

# JoystImm Sample

[This is preliminary documentation and subject to change.]

## Description

The JoysImm program obtains and displays joystick data.

## Path

Source: *(SDK root)\Samples\Multimedia\DInput\Src\JoystImm*

Executable: *(SDK root)\Samples\Multimedia\DInput\Bin*

## User's Guide

Observe how the displayed data changes when you move and twist the stick, rotate the throttle wheel, and press buttons in various combinations.

## Programming Notes

The application polls the joystick for immediate data in response to a timer set inside the dialog procedure.

## KeybdBuf Sample

[This is preliminary documentation and subject to change.]

### Description

The KeybdBuf program obtains and displays keyboard data.

### Path

Source: *(SDK root)*\Samples\Multimedia\DInput\src\KeybdBuf

Executable: *(SDK root)*\Samples\Multimedia\DInput\bin

### User's Guide

Each time you press or release a key, the event is recorded on the screen. Keys are identified by their index values (see Keyboard Device Constants).

## Programming Notes

This sample illustrates how an application can use DirectInput to obtain buffered keyboard data.

## KeybdImm Sample

[This is preliminary documentation and subject to change.]

### Description

The KeybdImm program obtains and displays keyboard data.

### Path

Source: *(SDK root)*\Samples\Multimedia\DInput\Src\KeybdImm

Executable: *(SDK root)*\Samples\Multimedia\DInput\Bin

### User's Guide

Hold down one or more keys and the index value of each key (see Keyboard Device Constants) is shown.

## Programming Notes

This sample illustrates how an application can use DirectInput to obtain immediate keyboard data. Approximately 30 times per second the application calls **IDirectInputDevice::GetDeviceState** and displays a string containing the values of all the keys that are down.

## MouseExc Sample

[This is preliminary documentation and subject to change.]

### Description

The MouseExc program demonstrates how to initialize and get immediate data from a DirectInput device.

### Path

Source: *(SDK root)*\Samples\Multimedia\DInput\Src\MouseExc

Executable: *(SDK root)*\Samples\Multimedia\DInput\Bin

### User's Guide

Move the mouse around and observe how the change in coordinates is displayed. Hold down a mouse button and its number is shown. Note that the system cursor is not present.

## Programming Notes

This sample illustrates how an application can use DirectInput to obtain relative mouse data in exclusive foreground mode. Approximately 30 times per second the program displays the change in mouse coordinates since the last call to **IDirectInputDevice::GetDeviceState**.

## MouseNon Sample

[This is preliminary documentation and subject to change.]

### Description

The MouseNon program demonstrates how to initialize and get immediate data from a DirectInput device.

### Path

Source: *(SDK root)*\Samples\Multimedia\DInput\Src\MouseNon

Executable: *(SDK root)\Samples\Multimedia\DInput\Bin*

## User's Guide

Move the mouse around and observe how the change in coordinates is displayed. Hold down a mouse button and its number is shown. Note that the cursor doesn't have to be in the application window, but the application does have to be in the foreground.

## Programming Notes

This sample illustrates how an application can use DirectInput to obtain relative mouse data in non-exclusive foreground mode. Approximately 30 times per second the program displays the change in mouse coordinates since the last call to **IDirectInputDevice::GetDeviceState**.

## Scrawl Sample

[This is preliminary documentation and subject to change.]

## Description

The Scrawl application demonstrates use of the mouse in exclusive mode in a windowed application.

## Path

Source: *(SDK root)\Samples\Multimedia\DInput\Src\Scrawl*

Executable: *(SDK root)\Samples\Multimedia\DInput\Bin*

## User's Guide

The main mouse button is always the left button, and the secondary button is always the right button, regardless of any settings the user may have made in Control Panel.

To scrawl, hold down the left button and move the mouse. Click the right mouse button to invoke a pop-up menu. From the pop-up menu you can clear the client window, set the mouse sensitivity, or close the application.

## Programming Notes

The Scrawl application demonstrates many aspects of DirectInput programming, including the following:

- Using the mouse in exclusive mode in a windowed application.
- Releasing the mouse when Windows needs to use it for menu access.
- Reacquiring the mouse when Windows no longer needs it.
- Reading buffered device data.

- Deferring screen updates till movement on both axes has been fully processed.
- Event notifications of device activity.
- Restricting the cursor to an arbitrary region.
- Scaling raw mouse coordinates before using them.
- Using relative axis mode.