
Module 8
XNA Mice and Controllers

Lecture
XNA Mouse Button Processing

Module 8 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XNA Mouse Input	Describe how to use a mouse for input in XNA	Basic XNA Concepts
2: Understand	2	XNA Controller Input	Describe how to use a controller for input in XNA	Basic XNA Concepts
3: Apply	3	XNA Mouse and Controller Input	Develop an XNA game that uses mouse and/or controller input	Basic XNA Concepts

Last time we learned how to use the mouse location in our XNA games

In this lecture, we'll learn how to process a mouse button in our XNA games

In-Lecture Quiz

How many buttons does a mouse have?

- A: -1
 - B: 5
 - C: it depends how stressed it is
 - D: 42
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In-Lecture Quiz

An enumeration

- A: defines a new number like “spluzonk”
 - B: defines a data type with a specific set of values
 - C: defines a way to clamp variable values
 - D: defines the boundaries of a plot of land
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In-Lecture Quiz

A mouse button click is the same as a mouse button press

- A: true
 - B: false
 - C: tralse (which means maybe)
 - D: whatever
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- Recap

- We showed how we can use process mouse buttons in our XNA games
- That's all the mouse input processing we'll cover

- Next Time

- We'll start using a 360 controller for input in our XNA games
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