Module 8
XNA Mice and Controllers

Lecture
XNA Mouse Location 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

It’s finally time to start letting the player interact with our XNA games

In this lecture, we’ll learn how to use the mouse location in our XNA games

In-Lecture Quiz

Using a mouse for input in XNA is

- A: easy
- B: oogy
- C: weird if the mouse is alive
- D: weirder if the mouse is dead

In-Lecture Quiz

The `Mouse` `GetState` method returns

- A: Arkansas
- B: from a vacation
- C: a wizard hat
- D: the current state of the mouse

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

In-Lecture Quiz

To clamp a variable's value we need

- A: 2 clamps
- B: 4 clamps
- C: to keep it in a specified range
- D: boards, super glue, and a rubber chicken

- Recap
  - We showed how we can use the mouse location in our XNA games
  - We showed why we sometimes need to use mouse clicks rather than mouse button presses
- Next Time
  - We'll process a mouse button in our XNA game