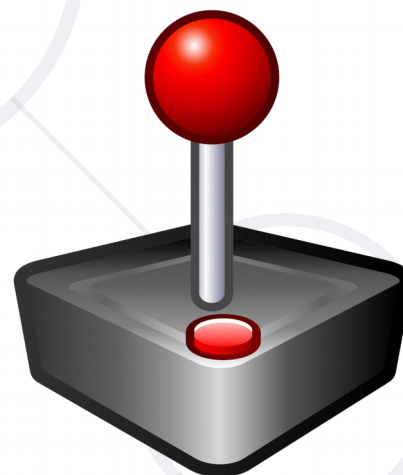
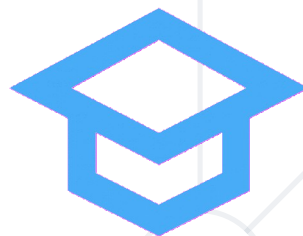


Input events



Zhivko Petrov

A guy that knows C++



SoftUni

Software University

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sli.do

#app-dev-cpp

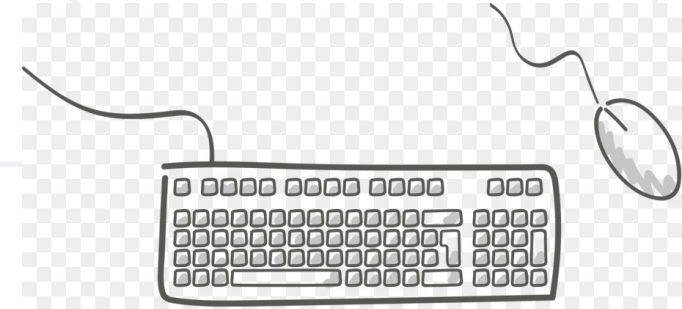
- All of the different attached hardware (peripherals) produce **specific events**
- E.g. Mouse, Keyboard, Joystick, Touch screen click
- Those **events** are captured by the OS
- SDL can effectively **poll** for such events
- The user (developer) is then able to handle those events in his/her application

- All of the OS events are stored in a queue



OS queue

Display Touch
Mouse Move
Keyboard Click
Joystick Click



- **Poll** and **extract** event from the OS queue

- All events have custom implementation
- The mouse has button clicks, mouse moves, wheel moves, etc...
- The keyboard has key presses and releases, key combinations
- The touch screen has single/multi touch, gestures
- The joysticks has button clicks, axis controllers, etc...
- All of this is combined into a single **union** - SDL_Event

```
SDL_Event event;
```

- On each frame – poll for existing events
- If such found → act accordingly

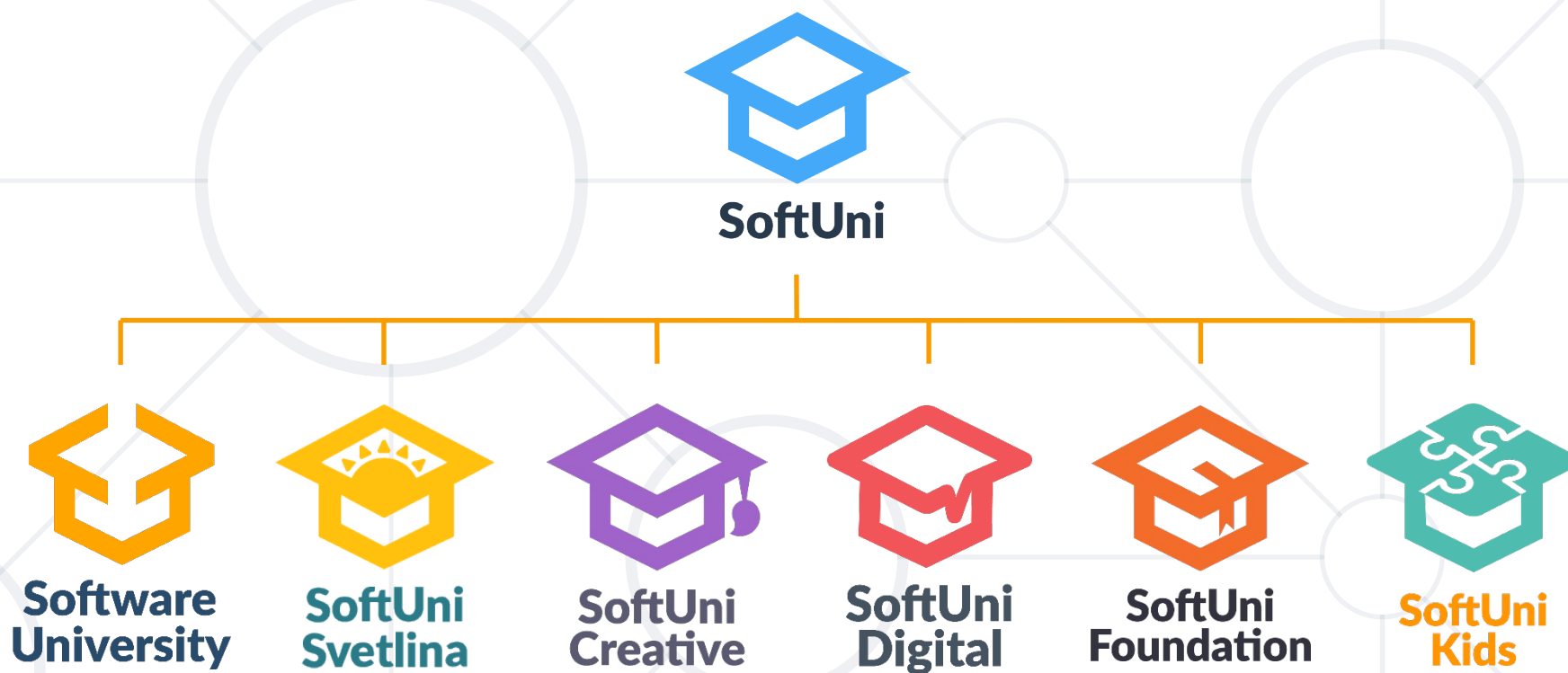
```
SDL_Event sdlEvent;

bool InputEvent::pollEvent() {
    //Poll for currently pending events
    if (0 == SDL_PollEvent(&sdlEvent)) {
        return false; //event queue is empty
    }

    /* capture mouse position on the screen */
    SDL_GetMouseState(&pos.x, &pos.y);
    setEventTypeInternal(); //custom modifications

    return true; //InputEvent found on the event queue
}
```

Questions?



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