# VJoy Virtual Joystick Driver SDK 1.2

Developed by Ben Baker

## Description

The VJoy Virtual Joystick Driver SDK is a collection of source code examples for controlling the VJoy Virtual Joystick Driver.

For more information on these devices please visit:

- VJoy - https://baker76.com/vjoy

It contains source code projects in the following languages:

- C#
- C++
- Delphi
- VB6
- VB.NET

## Strutures

```
struct JOYSTICK_STATE
{
        unsigned char ReportId;
        short XAxis;
        short YAxis;
        short ZAxis;
        short XRotation;
        short YRotation;
        short ZRotation;
        short Slider;
        short Dial;
        unsigned short POV;
        unsigned int Buttons;
};
```

## Functions

### bool VJoy_Initialize()

- Initialize the VJoy driver
- Returns true for success and false for failure

### void VJoy_Shutdown()

- Shutdown the VJoy driver
- No return value

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## *bool VJoy_UpdateJoyState(int id, JOYSTICK_STATE* pJoyState)*

- Update the current joystick state specified by id
- Returns true for success and false for failure
- Axis range is -32768 to 32767
- There are 4 POV's each taking 4 bits of the 32 bit integer
- POV values are Up = 0, Right = 1, Down = 2, Left = 3, Nil = 4

## Examples in C++

- Send some data to the first joystick

```
JOYSTICK_STATE m_joyState[2] = { 0 };

int main(int argc, char* argv[])
{
    VJoy_Initialize();

    m_joyState[0].XAxis = 32767;
    m_joyState[0].YAxis = 32767;
    m_joyState[0].ZAxis = 32767;
    m_joyState[0].Buttons = 0xAAAAAAAA;
    m_joyState[0].POV = (4 << 12) | (4 << 8) | (4 << 4) |
4;

    VJoy_UpdateJoyState(0, &m_joyState[0]);

    VJoy_Shutdown();

    return 0;
}
```

## Release Dates

- 13-10-2012 – 1.2 – 32 Buttons, 8 axes (-32768 to 32767), 4 POV
- 2-7-2012 – 1.1 – 32 buttons, 7 axes, 1 POV
- 1-2-2010 – 1.0 – First Release

## Contact

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