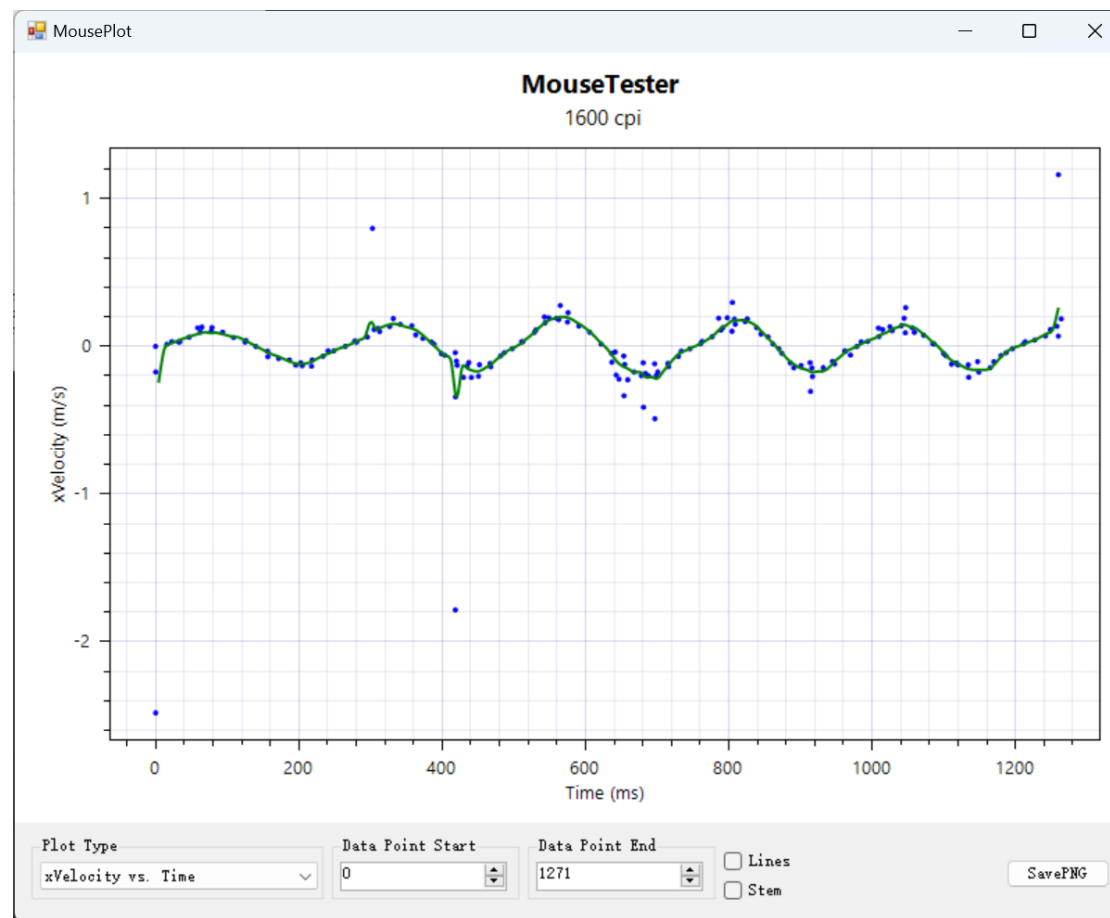


fps-mouse-tester-godot

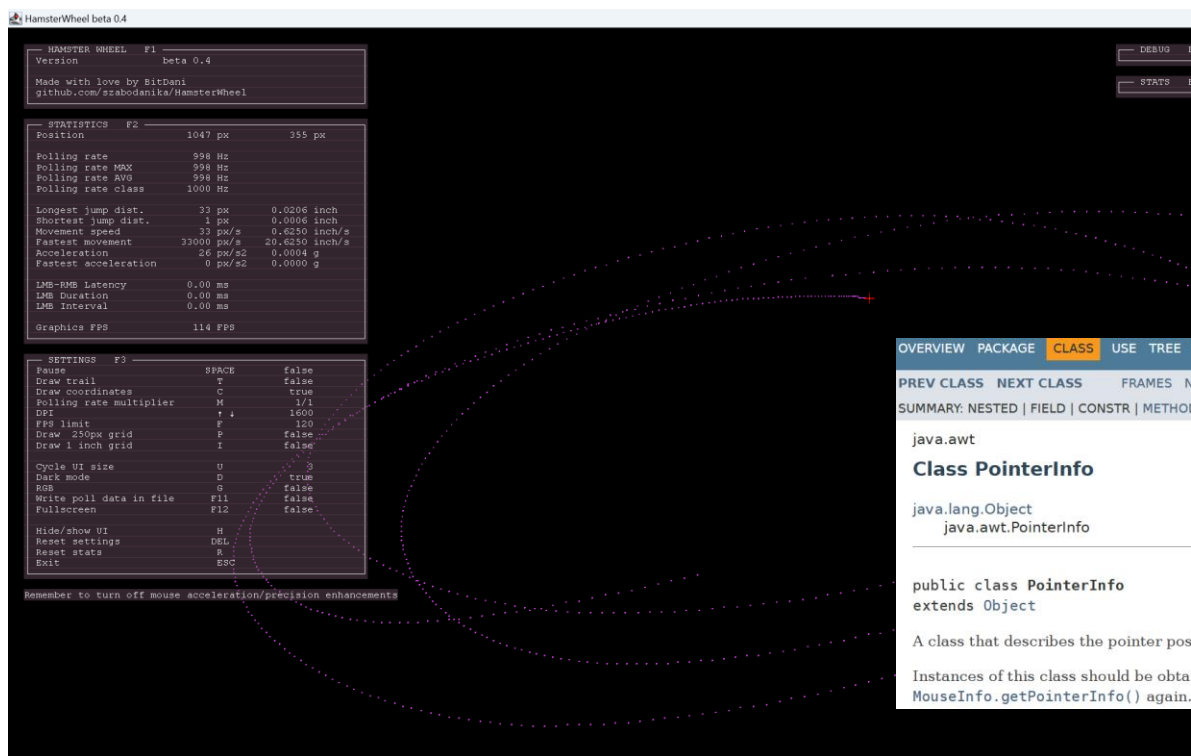
其他测试软件的问题

- MouseTester:
 - 不直观，看不出游戏里的效果



其他测试软件的问题

- HamsterWheel:
 - 显示的是每帧的指针位置，而不是鼠标原始输入，受windows鼠标速度、鼠标加速、帧数影响



HamsterWheel / src / main / java / hamsterwheel / core / MouseLocator.java

Code

Blame

141 lines (114 loc) • 4.48 KB

Code 55% faster with GitHub Copilot

```
32         public void run() {  
58  
59             currentPosition = MouseInfo.getPointerInfo().getLocation();
```

OVERVIEW PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

PREV CLASS NEXT CLASS FRAMES NO FRAMES ALL CLASSES

SUMMARY: NESTED | FIELD | CONSTR | METHOD DETAIL: FIELD | CONSTR | METHOD

java.awt

Class PointerInfo

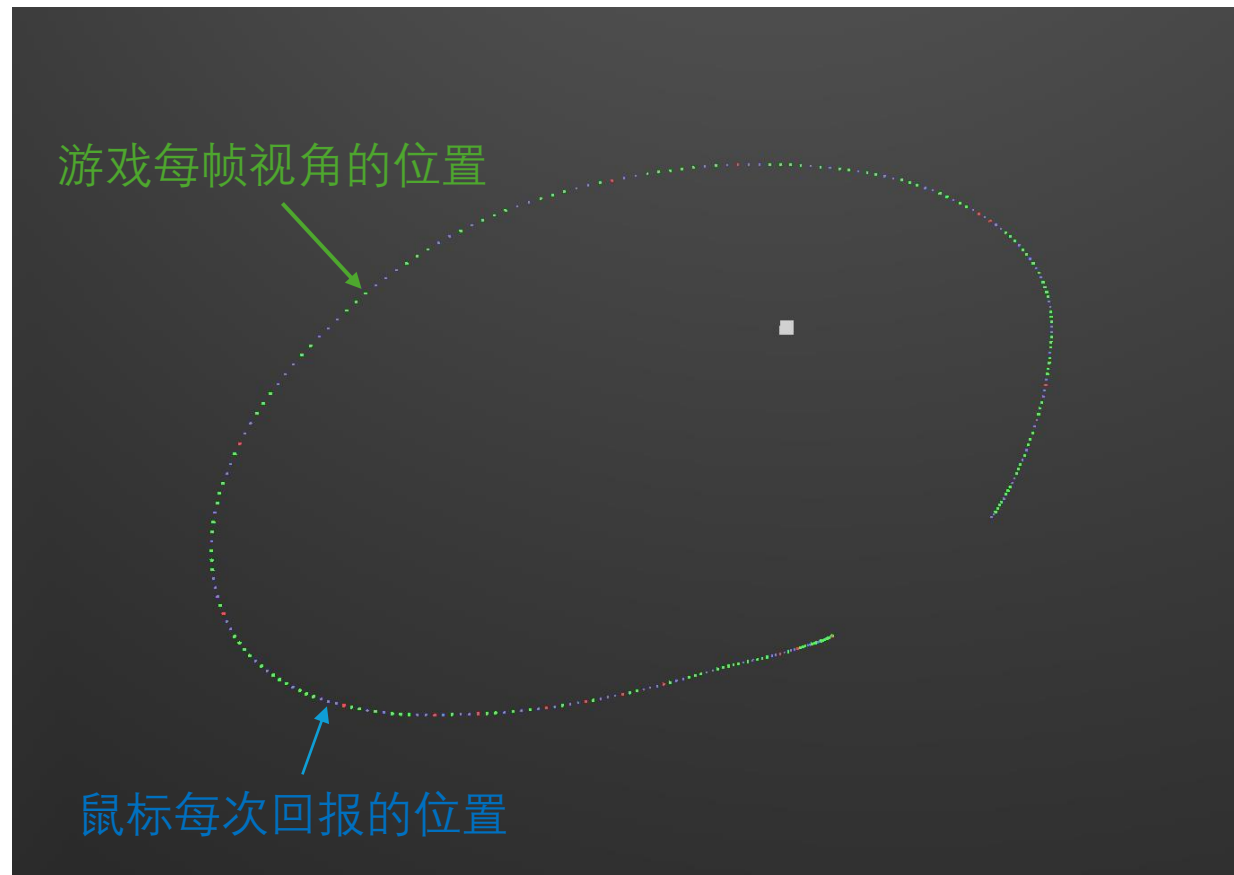
java.lang.Object
java.awt.PointerInfo

```
public class PointerInfo  
extends Object
```

A class that describes the pointer position. It provides the GraphicsDevice where the pointer is and the Point that represents the coordinates of the pointer.

Instances of this class should be obtained via MouseInfo.getPointerInfo(). The PointerInfo instance is not updated dynamically as the mouse moves. To get the updated location, you must call MouseInfo.getPointerInfo() again.

fps-mouse-tester-godot

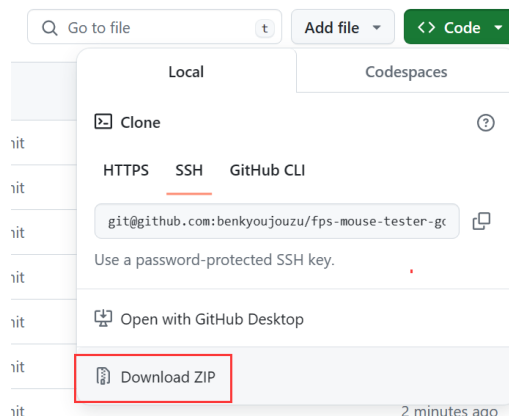


安装

- 下载Godot: <https://godotengine.org/download/windows/>

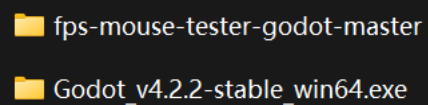


- 下载源代码: <https://github.com/benkyoujouzu/fps-mouse-tester-godot>



安装

- 解压Godot和源代码：



fps-mouse-tester-godot-master
Godot_v4.2.2-stable_win64.exe

- 打开Godot：  Godot_v4.2.2-stable_win64.exe

- 导入项目源代码： 



- 启动：

