

# **MOUSELIB**

Conversion program

**COLLABORATORS**

	<i>TITLE :</i> MOUSELIB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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## Chapter 1

# MOUSELIB

### 1.1 Overview of MOUSELIB

Overview

An Acid Software Library

Converted to AmigaGuide by

Red When Excited Ltd

Used with the permission of Acid Software

### 1.2 MOUSELIB

Statement: Mouse

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Modes :

Syntax : Mouse On|Off

The Mouse command turns on or off Blitz mode's ability to read the mouse. Once a Mouse On has been executed, programs can read the mouse's position or speed in Blitz mode.

### 1.3 MOUSELIB

Statement: Pointer

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Modes :

Syntax : Pointer Sprite#,Sprite Channel

The Pointer command allows you to attach a sprite object to the mouse's

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position in the currently used slice in Blitz mode.

To properly attach a sprite to the mouse position, several commands must be executed in the correct sequence. First, a sprite must be created using the LoadShape and GetaSprite sequence of commands. Then, a slice must be created to display the sprite in.

A Mouse On must then be executed to enable mouse reading.

Finally, Pointer is executed to attach the Sprite.

## 1.4 MOUSELIB

Statement: MouseArea

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Modes :

Syntax : MouseArea Minx,Miny,Maxx,Maxy

MouseArea allows you to limit Blitz mode mouse movement to a rectangular section of the display. Minx and Miny define the top left corner of the area, Maxx and Maxy define the lower right corner.

MouseArea defaults to an area from 0,0 to 320,200.

## 1.5 MOUSELIB

Statement: MouseX

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Modes :

Syntax : MouseX

If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseX function may be using to find the current horizontal location of the mouse. If mouse reading is enabled, the mouse position will be updated every fiftieth of a second, regardless of whether or not a mouse pointer sprite is attached.

## 1.6 MOUSELIB

Statement: MouseY

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Modes :

Syntax : MouseY

If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseY function may be using to find the current vertical location of the mouse. If mouse reading is enabled, the mouse position will be updated every

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fiftieth of a second, regardless of whether or not a mouse pointer sprite is attached.

## 1.7 MOUSELIB

Statement: MouseXSpeed

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Modes :

Syntax : MouseXSpeed

If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseXSpeed function may be used to find the current horizontal speed of mouse movement, regardless of whether or not a sprite is attached to the mouse.

If MouseXSpeed returns a negative value, then the mouse has been moved to the left. If a positive value is returned, the mouse has been moved to the right.

MouseXSpeed only has relevance after every vertical blank. Therefore, MouseXSpeed should only be used after a VWait has been executed, or during a vertical blank interrupt.

## 1.8 MOUSELIB

Statement: MouseYSpeed

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Modes :

Syntax : MouseYSpeed

If Blitz mode mouse reading has been enabled using a Mouse On command, the MouseYSpeed function may be using to find the current vertical speed of mouse movement, regardless of whether or not a sprite is attached to the mouse.

If MouseYSpeed returns a negative value, then the mouse has been moved upwards. If a positive value is returned, the mouse has been moved downwards.

MouseYSpeed only has relevance after every vertical blank. Therefore, MouseYSpeed should only be used after a VWait has been executed, or during a vertical blank interrupt.

## 1.9 MOUSELIB



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