

# Ultimarc UltraStik 360 SDK v1.1

Developed by Headsoft for Ultimarc

## Description

The Ultimarc UltraStik 360 SDK is a collection of source code examples for controlling the UltraStik 360 joysticks by Ultimarc.

For more information on these devices please visit:

- UltraStik 360 - [http://www.ultimarc.com/ultrastik\\_info.html](http://www.ultimarc.com/ultrastik_info.html)

It contains source code projects in the following languages:

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

## Main Functions

### ***int UltraStik\_Initialize();***

- Initialize the joysticks
- Returns the number of joysticks found
- Joysticks are sorted by ProductId and referenced via an id (0 = Joystick 1, 1 = Joystick 2, 2 = Joystick 3, 3 = Joystick 4)

### ***void UltraStik\_Shutdown();***

- Shutdown joysticks

### ***int UltraStik\_GetVendorId(int id);***

- Return the vendor id for joystick specified by id

### ***int UltraStik\_GetProductId(int id);***

- Return the product id for joystick specified by id

### ***void UltraStik\_GetManufacturer(int id, char \*sManufacturer);***

- Get the manufacturer name for joystick specified by id
- The string is written to sManufacturer which must be a pointer to a char buffer of 256 bytes

### ***void UltraStik\_GetProduct(int id, char \*sProduct);***

- Get the product name for joystick specified by id
- The string is written to sProduct which must be a pointer to a char buffer of 256 bytes

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## ***void UltraStik\_GetSerialNumber(int id, char \*sSerialNumber);***

- Get the serial number for joystick specified by id
- The string is written to sSerialNumber which must be a pointer to a char buffer of 256 bytes

## ***int UltraStik\_GetFirmwareVersion(int id);***

- Return the firmware version for joystick specified by id

## ***void UltraStik\_SetRestrictor(int id, bool value);***

- Set the restrictor of the joystick specified by id to on or off

## ***void UltraStik\_SetFlash(int id, bool value);***

- Set the flash of the joystick specified by id
- true = Flash, false = RAM

## ***int UltraStik\_GetUltraStikId(int id);***

- Return the UltraStik id for joystick specified by id

## ***void UltraStik\_SetUltraStikId(int id, int value);***

- Set the UltraStik id for the joystick specified by id
- 0 = Id1, 1 = Id2, 2 = Id3, 3 = Id4

## ***bool UltraStik\_LoadMap(int id, char \*map);***

- Load a built in map into the joystick specified by id
- Valid values for map:
  - “**vjoy2way**” - 2-Way, Vertical
  - “**joy2way**” - 2-Way, Horizontal
  - “**joy4way**” - 4-Way
  - “**udbjoy4way**” - 4-Way, No Sticky (UD Bias)
  - “**djoy4way**” - 4-Way, Diagonals Only
  - “**rdjoy4way**” - 4-Way, Rotated Diagonals
  - “**joy8way**” - 8-Way
  - “**easyjoy8way**” - 8-Way, Easy Diagonals
  - “**analog**” - Analog (used for 49-way as well)
  - “**mouse**” - Mouse Pointer
- Return true for success and false for fail

## ***bool UltraStik\_LoadMapFile(int id, char \*fileName);***

- Load a .um map file into the joystick specified by id
- fileName is a pointer to a full path of the .um file to load
- Return true for success and false for fail

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## Release Dates

- 9-9-2015 - 1.1 - Update for new firmware
- 2-6-2008 - 1.0 - First Release

## Contact

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