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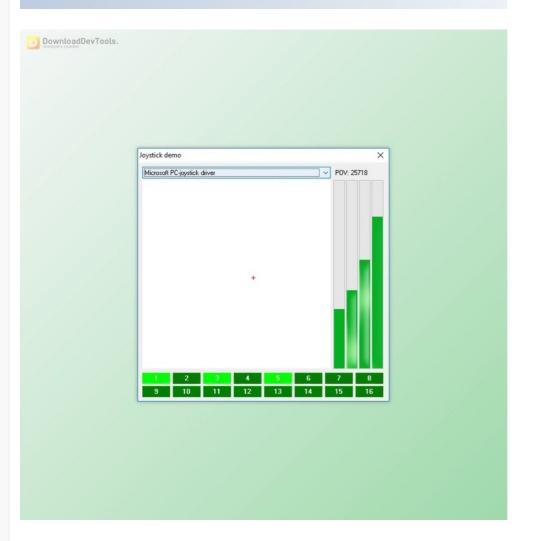
帮助







sear



is a versatile component designed for Delphi and C++ Builder versions 5 to 12 and Lazarus 2.2.6, providing seamless integration with the standard Windows Joystick API. The registered version includes full access to the source code, offering transparency and customization options for developers. With a registered license, you can distribute your applications royalty-free, empowering you to effortlessly incorporate joystick position and status retrieval functionality.

Key Features of Winsoft Joystick:

- 1. Compatibility: Supports Delphi and C++ Builder versions 5 to 12 and Lazarus 2.2.6.
- 2. Windows Joystick API Integration: Utilizes the standard Windows Joystick API for robust and reliable joystick position and status retrieval.
- 3. Source Code Access: The registered version includes full access to the component's source code, providing developers with transparency and customization capabilities.

- 4. **Royalty-Free Distribution:** With a registered license, users can distribute their applications without incurring additional royalties, offering flexibility and cost-effectiveness.
- 5. **Versatility:** Enables easy integration of joystick functionality into applications, enhancing user experience for joystick-equipped systems.
- 6. **Ease of Use:** Designed with developers in mind, the component ensures a straightforward and intuitive implementation process.
- 7. **Cross-Platform Support:** Compatible with Lazarus 2.2.6, providing a cross-platform solution for applications developed in Lazarus.
- 8. **Reliable Joystick Information:** Offers accurate and real-time data on joystick position and status, contributing to a smooth and responsive user interface.
- 9. **Seamless Integration:** Integrates seamlessly with Delphi and C++ Builder development environments, streamlining the development process.



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