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Subject: Re: The Revolution controller

Posted by [Chronojam](#) on Sat, 17 Sep 2005 02:38:24 GMT

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Responding to what RenX said, don't forget that this will work as an infinite-axis "mouse" with rotational detection.

You can move it around in the air as if you were moving a mouse, but also move it up and down and turn it pitch/yaw.

Don't tell me that's not full of possibilities.

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