Joystick inputs

Orx supports up to 16 joysticks or gamepad devices.

Joystick buttons

Here's the list of the available joystick buttons for the input config system (**replace the * with the ID of the joystick you want to use, a number between 1 and 16**):

- JOY 1 *
- JOY 2 *
- JOY 3 *
- JOY 4 *
- JOY 5 *
- JOY 6 *
- JOY 7 *
- JOY 8 *
- JOY_9_*
- JOY 10 *
- JOY_11_*
- JOY 12 *
- JOY 13 *
- JOY 14 *
- JOY 15 *
- JOY 16 *

Joystick axes

Here's the list of the available joystick axes for the input config system (replace the * with the ID of the joystick you want to use, a number between 1 and 16):

- JOY LX *
- JOY LY *
- JOY RX *
- JOY RY *

Each is a axis. For example: JOY_LX_1 is the left/right of the left analog stick on controller 1, while JOY LY 1 is the up/down axis of the same stick on controller 1.



JOY RX 1 and JOY RY 1 will be the left/right, up/down of the right stick on controller 1.

Each controller will implement its layout differently. But Orx makes use of the SDL_GameControllerDB community database internally to make the mapping consistent for all controllers playing your game

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To allow the user to customise mapping, it is helpful to consider providing remapping in your game.

Joystick half-axes

Here's the list of the available joystick half axes for the input config system which allow you to easily use the axis like an 8-way old school joystick (replace the * with the ID of the joystick you want to use, a number between 1 and 16):

- +JOY X * (Binds joystick's positive X half-axis to an input)
- -JOY_X_* (Binds joystick's negative X half-axis to an input)
- +|OY Y * (Binds joystick's positive Y half-axis to an input)
- -JOY Y * (Binds joystick's negative Y half-axis to an input)
- +JOY Z * (Binds joystick's positive Z half-axis to an input)
- -JOY Z * (Binds joystick's negative Z half-axis to an input)
- +JOY R * (Binds joystick's positive R half-axis to an input)
- -JOY_R_* (Binds joystick's negative R half-axis to an input)

From:

https://wiki.orx-project.org/ - Orx Learning

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Last update: 2018/09/19 22:59 (7 years ago)

