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_*

There are also special re-mapped named buttons to suit just about every controller:

- JOY_A_*
- JOY_B_*
- JOY_X_*
- JOY_Y_*
- JOY_LBUMPER_*
- JOY_RBUMPER_*
- JOY_BACK_*
- JOY_START_*
- JOY_GUIDE_*
- JOY_LTHUMB_*
- JOY_RTHUMB_*
- JOY_UP_*
- JOY_RIGHT_*
- JOY_DOWN_*
- JOY_LEFT_*

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

To allow the user to customise mapping, it is helpful to consider providing [remapping in your game](#).

Triggers

Triggers are technically an axis as well. They are read as a range of values rather than on/off like a button. These are available on newer console controllers like the Xbox 360 or PS4:

- JOY_LTRIGGER_*
- JOY_RTRIGGER_*

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_LX_* (Binds the left joystick's positive X half-axis to an input)
- -JOY_LX_* (Binds the left joystick's negative X half-axis to an input)
- +JOY_LY_* (Binds the left joystick's positive Y half-axis to an input)
- -JOY_LY_* (Binds the left joystick's negative Y half-axis to an input)
- +JOY_RX_* (Binds the right joystick's positive X half-axis to an input)
- -JOY_RX_* (Binds the right joystick's negative X half-axis to an input)
- +JOY_RY_* (Binds the right joystick's positive Y half-axis to an input)
- -JOY_RY_* (Binds the right joystick's negative Y half-axis to an input)