

# Testing Keyboard, Joystick and Mouse Inputs

This is a small routine to test for all types on inputs, and to output their names on to the screen. A good way to check if your usb gamepad works and what the values are.

Good also for keyboard testing to get the names of keypresses which you can use in your config files.

Start by creating a new [Creating your own Orx-based Project using 'init'](#).

Open the project. We don't need an Object so remove or comment out this line from the Init() function:

```
orxObject_CreateFromConfig("Object");
```

Create a clock in the Init() function that checks regularly for input:

```
orxCLOCK *checkInputsClock = orxClock_Create(orxF(0.05f),
orxCLOCK_TYPE_USER);
orxClock_Register(checkInputsClock, InputCheck, orxNULL, orxMODULE_ID_MAIN,
orxCLOCK_PRIORITY_NORMAL);
```

And finally, the InputCheck function to get and display input:

```
void orxFUNCTION InputCheck(const orxCLOCK_INFO *_pstClockInfo, void
*_pstContext)
{
    orxINPUT_TYPE inputType;
    orxENUM buttonAxisOrKeyID;
    orxFLOAT value;
    orxINPUT_MODE mode = orxINPUT_MODE_FULL;

    if (orxInput_GetActiveBinding(&inputType, &buttonAxisOrKeyID, &value))
    {
        const orxSTRING pressedInputName =
orxInput_GetBindingName(inputType, buttonAxisOrKeyID, mode);
        orxLOG("Input: %s, Type: %d, ID: %d, Value %f", pressedInputName,
inputType, buttonAxisOrKeyID, value);
    }
}
```

orxInput\_GetActiveBinding will populate the inputType and buttonAxisOrKeyID variables which can be used to get the input name using orxInput\_GetBindingName. This is handy for logging or getting input names that can be used in the config. Typical output will be:

Last update:

2018/08/24

07:48 (4

years ago)

en:tutorials:input:testing\_input\_controls [https://wiki.orx-project.org/en/tutorials/input/testing\\_input\\_controls?rev=1535111279](https://wiki.orx-project.org/en/tutorials/input/testing_input_controls?rev=1535111279)

```
[21:15:25] [LOG] Input: MOUSE_X, Type: 2, ID: 0, Value 771.000000
[21:15:26] [LOG] Input: KEY_H, Type: 0, ID: 7, Value 1.000000
[21:15:26] [LOG] Input: KEY_H, Type: 0, ID: 7, Value 1.000000
[21:15:27] [LOG] Input: KEY_H, Type: 0, ID: 7, Value 1.000000
[21:15:28] [LOG] Input: MOUSE_LEFT, Type: 1, ID: 0, Value 1.000000
[21:16:01] [LOG] Input: KEY_N, Type: 0, ID: 13, Value 1.000000
[21:16:01] [LOG] Input: KEY_SPACE, Type: 0, ID: 71, Value 1.000000
[21:16:01] [LOG] Input: KEY_SPACE, Type: 0, ID: 71, Value 1.000000
[21:16:02] [LOG] Input: JOY_X_1, Type: 4, ID: 0, Value -0.447379
[21:16:02] [LOG] Input: JOY_X_1, Type: 4, ID: 0, Value -0.833341
[21:16:04] [LOG] Input: JOY_1_1, Type: 3, ID: 0, Value 1.000000
[21:16:05] [LOG] Input: JOY_1_1, Type: 3, ID: 0, Value 1.000000
[21:17:01] [LOG] Input: JOY_X_1, Type: 4, ID: 0, Value 0.300008
[21:17:01] [LOG] Input: JOY_Y_1, Type: 4, ID: 1, Value -0.454551
[21:17:02] [LOG] Input: JOY_16_1, Type: 3, ID: 15, Value 1.000000
```

Hidden section

From:

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

Permanent link:

[https://wiki.orx-project.org/en/tutorials/input/testing\\_input\\_controls?rev=1535111279](https://wiki.orx-project.org/en/tutorials/input/testing_input_controls?rev=1535111279)

Last update: **2018/08/24 07:48 (4 years ago)**

