## **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)

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