

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

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)
- +JOY_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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