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 *
- IOY_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)

From

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

Permanent link:

https://orx-project.org/wiki/en/orx/config/settings_main/input_joystick?rev=1598877871

Last update: 2025/09/30 17:26 (7 weeks ago)

