

Compiling the hidapi USB library in an Orx project

If you are interested in interfacing custom USB devices (HID) to control games written by Orx (or any other C++ application), this article will show you the easiest way to compile hidapi along with your Windows-based Orx project.

This is not a very wide use case for many projects, but one example of this is the [Virtual Pinball tables at the Alien Abduction Unit](#). These use a PIC microcontroller-based USB device as the controller for the pinball launch and paddles.

The hidapi library can be compiled many ways, but getting it set up can be a minefield using their [github set up page](#).

This following method is the easiest, and this article will be covering version 0.12.0.

The easiest method

1. [Create a new blank orx project](#).
2. Clone the [hidapi project](#) somewhere on your computer.
3. Copy the `hidapi/windows/hid.c` file to your project `/src` folder.
4. In your IDE, edit the project's list of include folders and add some direct paths like the following:
 - `C:\Work\Dev\hidapi\hidapi-0.12.0\hidapi`
 - `C:\Work\Dev\hidapi\hidapi-0.12.0\windows`

Of course, the paths above can be relative rather than absolute if you plan to keep hidapi relative to your orx project.

Ensure `hidapi.h` is included in the `main.cpp` file:

```
#include "orx.h"  
#include "hidapi.h"
```

There are no special linker libraries or paths required. That should be enough to compile and run.

Code for testing a USB device within the Orx application is beyond the scope of this article but you can learn how to use it looking at [their test application](#), and you can also get usage tips in the [Reload Bar Pinball source code](#).

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

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Last update: **2025/09/30 17:26 (8 months ago)**

