

# SDL: Input

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# Input in SDL

- Good input management is critical in real time applications
- We no longer input text. Instead we register events:
  - KEY\_DOWN
  - (*KEY\_REPEAT*) -> not given by SDL automatically
  - KEY\_UP
- This works for both keyboard, mouse buttons and joysticks

# Input in SDL

- We can request the list of events to SDL anytime
- This will produce an ordered list of events following the timeline
- Normally this list is pulled at the start of every frame
- Read carefully the documentation on input event management [here](#)
- The core of the process starts with [SDL\\_PollEvent\(\)](#)

# Input in SDL

- All the required information will be inside the [SDL\\_Event](#) structure
- Careful, SDL\_Event uses **unions** for storing different types of data
- [Keyboard event type](#) contains all you need, including the specific [key](#)
- Note that to detect window close those are **not** keyboard events
- Find out the difference between scancode and keycodes

# Work in class + Homework

**Individual** homework for next class:

- Move the red square with arrow keys
- *Space* should be shooting a green square
- Handle that we press up/down or left/right at the same time
- ESC or pressing X window button must close the game

