



# Input settings

## Joypad auto configuration

When you plug a joyypad into your Lakka box, RetroArch will try to match its vid:pid pair or its name to one of the config files stored in `/etc/retroarch-joyypad-autoconfig`.

Those config files are maintained in this git repository: <https://github.com/libretro/retroarch-joyypad-autoconfig/tree/master/udev>

You should then see a yellow message with the name of your joyypad appear on your screen.

## For joypads not yet supported in auto configuration

If your joyypad is not recognized by Lakka, you have two choice:

One is to [switch to the rgui menu](#) to configure your joyypad into the input section. It's OK to get started.

The other choice is to [generate a configuration file for your joyypad](#), and contribute it to the repository. This last choice is the best in long term, because your joyypad will then be supported for all platforms and available to all other Lakka users.

## Wireless joypads

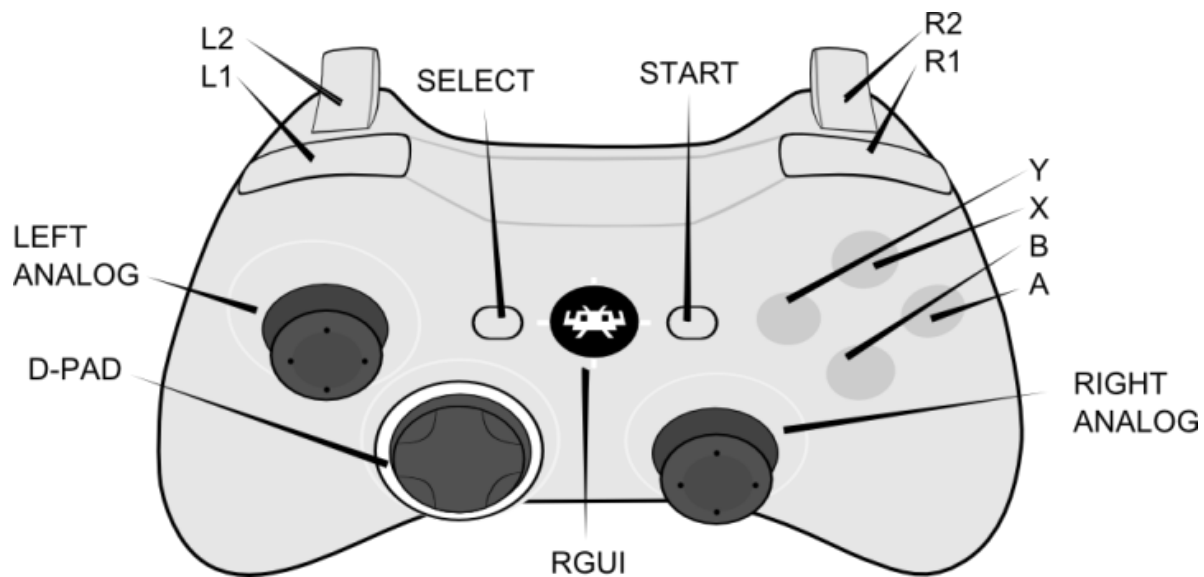
Two different wireless joypads have been tested with Lakka.

The **XBox360 wireless joyypad and it's microsoft adapter**. It works out of the box on Lakka. You will get better results with an official adapter. We do support some chinese clones, but not all. This adapter does not use bluetooth but a proprietary infrared protocol.

The **DualShock3**. You will need a bluetooth dongle, or a computer with integrated bluetooth. You can follow the instructions [here](#). Each bluetooth dongle having its own vid:pid, don't expect auto configuration to work without hassle.

## Mapping

When configuring a joyypad, keep in mind that RetroArch joyypad abstraction is inspired by the SNES pad for the placement of buttons ABXY:



## Input remapping

The recent version of RetroArch can remap inputs per core, or maybe even per game.

