Data.axes (type: list)

Data.axes[0] = Trigger squeeze amount, 0 to 1, type: float

Data.axes[1] = Trackpad touch x axis, -1 to 1, type: float

Data.axes[2] = Trackpad touch y axis, -1 to 1, type: float

Data.buttons (type: list)

Data.buttons[0] = Trigger

Data.buttons[1] = Trackpad touch

Data.buttons[2] = Trackpad click

Data.buttons[3] = Menu button

Data.buttons[4] = Squeeze

All Binary