Gamepad CGI Documentation

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Introduction

This is the documentation for the gamepad CGI application. Here we explain how to use the CGI application.

How to interface with the CGI application

Communication with the CGI application is done via HTTP POST requests.

This can be achieved with an XMLHttpReuqest via JavaScript.

The available commands and format of the respone text is defined in the sections below.

Requesting button presses

To get the state of the buttons, you can use the gestate variable with a value of 1.

POST DATA: getstate=1.

This will return a stream of 21 bytes:

Button Name	Byte
Xbox Logo	1
A	2
B	3
X	4
Y	5
D-Pad Up	6
D-Pad Down	7
D-Pad Left	8
D-Pad Right	9
Start	10
Back	11
Left Joystick Press	12
Right Joystick Press	13
LB (Left Button)	14
RB (Right Button)	15
LT (Left Trigger)	16-18
RT (Right Trigger)	19-21

Using the Xbox LED

To change the Xbox LED pattern, you can use the ledpattern variablewith a value between 0 and 13.

POST: ledpattern=0..13.

Xbox LED Pattern	Value
All LEDs off	0
All LEDs blinking	1
LED 1 flashes, then stays on	2
LED 2 flashes, then stays on	3
LED 3 flashes, then stays on	4
LED 4 flashes, then stays on	5
LED 1 on	6
LED 2 on	7
LED 3 on	8
LED 4 on	9
Rotating LEDs	10
Blinking LEDs that are on	11
Slow blinking	12
Alternating	13

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Using the rumbler

The gamepad has a heavy weighted and light weighted rumbler. To control the rumblers, you can use the hrumble variable for the heavy rumbler and the lrumble variable for the light rumbler to change the speed of each rumbler.

The speed is between 0, the off state, and 255, the maximum speed.

POST: hrumble=0..255&lrumble=0..255.

(They can be changed individualy)

Catching Errors

If there is an error, the CGI application will respond with a error text.

Checking for errors:

if (responseText == "DeviceDisconnected")

Error Text	Description
DeviceDisconnected	The controller is not connected or is not detected.
FailedGetSharedMemory	Failed to get the shared memory handle.
FailedMapSharedMemory	Failed to map the shared memory from the handle.

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