

# DynamicGamepadDetect.js

## Overview

This RPG Maker MV plugin allows **gamepads to be hot-plugged after the game has launched**. By default, MV only checks for controllers at startup, which can miss devices that are connected later.

DynamicGamepadDetect fixes that by: - Continuously polling `navigator.getGamepads()` every frame. - Dynamically detecting **connections and disconnections**. - Logging **button presses/releases** to the console in **DevMode** (no spam, only when state changes).

## Features

- ✓ Works with any controller supported by the browser's Gamepad API (XInput, DirectInput, emulated pads).
- ✓ Logs **button ID** and a **human-readable name** (Xbox-style layout reference).
- ✓ Silent in production builds unless `DevMode` is enabled.
- ✓ Does **not** interfere with analog stick handling (compatible with separate stick plugins).
- ✓ Keeps input vanilla, so third-party software (Steam Input, DSX, reWASD) can normalize exotic controllers.

## Installation

1. Copy `DynamicGamepadDetect.js` into your project's `js/plugins/` folder.
2. Open the **Plugin Manager** in RPG Maker MV and enable **DynamicGamepadDetect**.
3. (Optional) Configure the parameter:

Parameter	Type	Default	Description
<code>DevMode</code>	Boolean	true	If enabled, logs gamepad connect/disconnect + button presses/releases to the dev console. Disable for production.

## Usage

- **DevMode = true** → open your browser console (F8 in MV test play) and plug/unplug controllers. You'll see logs like:

```
[Gamepad Connected] Xbox Wireless Controller (Index: 0)
[Gamepad 0] Button 0 (A / Cross) DOWN
[Gamepad 0] Button 0 (A / Cross) UP
[Gamepad 0] Button 9 (Start) DOWN
[Gamepad Disconnected] Index: 0
```

- **DevMode = false** → plugin runs silently in the background, ensuring hot-plug works with no extra logging.

## Notes

- This plugin intentionally stays **vanilla**:
- No remapping of buttons.
- No analog stick handling.
- For non-standard controllers (PS5, Switch Pro, fight sticks, etc.), use **Steam Input / DSX / reWASD** to emulate an Xbox controller layout for compatibility.