RPG Maker MV Input Actions Reference

Standard Action Names

These are the logical names used by `Input.isPressed('actionName')`:

Action Name	Description	Default Keyboard Key	Default Gamepad Button
`ok`	Confirm / Select	Z / Enter	0
`cancel`	Cancel / Back	X / Esc	1
`shift`	Run / Auxiliary	Shift	4
`escape`	Open system menu / Cancel	Esc	6
`menu`	Open main menu	Enter	7
`tab`	Cycle windows / tab functionality	Tab	N/A
`debug`	Toggle debug mode	F9	8
`control`	Control modifier	Ctrl	N/A
`pageup`	Scroll page up / extra action	Page Up	10
`pagedown`	Scroll page down / extra action	Page Down	11
`up`	Move up	Arrow Up	12
`down`	Move down	Arrow Down	13
`left`	Move left	Arrow Left	14
`right`	Move right	Arrow Right	15

Notes for Gamepad Mapping

- Standard controllers use button indices 0–15 for face buttons, shoulder buttons, and D-pad:
- 0 → "A" / Confirm
- 1 → "B" / Cancel
- 2 → "X"
- 3 → "Y"
- 4 → "Left Shoulder"
- 5 → "Right Shoulder"
- 6 → "Left Trigger"
- 7 → "Right Trigger"
- 8 → "Back / Select"
- 9 → "Start"

- 10 → "Left Stick Press"
- 11 → "Right Stick Press"
- 12 → "D-pad Up"
- 13 → "D-pad Down"
- 14 → "D-pad Left"

- 15 → "D-pad Right"

- `Input.gamepadMapper` maps these button IDs to **action names**.

Notes for Keyboard Mapping

- `Input.keyMapper` maps keycodes to action names.
- Common keycodes:

Key	Keycode
A-Z	65–90
0-9	48–57
Arrow Up	38
Arrow Down	40
Arrow Left	37
Arrow Right	39
Space	32
Enter	13
Shift	16
Ctrl	17
Esc	27
Tab	9
Page Up	33
Page Down	34
F1–F12	112–123

Usage

Check if an action is pressed in-game:

```
if (Input.isPressed('ok')) { /* Confirm pressed */ }
if (Input.isPressed('attack')) { /* Custom action */ }
```

- Works for both keyboard and gamepad if you map `Input.keyMapper` and `Input.gamepadMapper` appropriately.
- Custom actions can be added dynamically using plugins.