Buttons

Functions

void	**set_a_button_text**	(const char *text)
void	**set_b_button_text**	(const char *text)
void	**set_c_button_text**	(const char *text)
void	**set_x_button_text**	(const char *text)
void	**set_y_button_text**	(const char *text)
void	**set_z_button_text**	(const char *text)
int	**a_button**	()
int	**b_button**	()
int	**c_button**	()
int	**x_button**	()
int	**y_button**	()
int	**z_button**	()
int	**side_button**	()
int	**black_button**	()
int	**left_button**	()
int	**right_button**	()
int	**a_button_clicked**	()
int	**b_button_clicked**	()
int	**c_button_clicked**	()
int	**x_button_clicked**	()
int	**y_button_clicked**	()
int	**z_button_clicked**	()
int	**side_button_clicked**	()
int	**any_button**	()
void	**extra_buttons_show**	()
void	**extra_buttons_hide**	()
int	**get_extra_buttons_visible**	()
void	**set_extra_buttons_visible**	(int visible)

Detailed Description

Function Documentation

int a_button ( )

Gets the A button's state (pressed or not pressed.)

Returns

1 for pressed, 0 for not pressed

See also

a_button_clicked

Note

Not yet implemented

int a_button_clicked ( )

Gets the A button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

1 for pressed, 0 for not pressed

See also

a_button

Note

Not yet implemented

int any_button ( )

Determines whether or not any of the buttons are pressed.

Returns

1 for pressed, 0 for not pressed

Note

Not yet implemented

int b_button ( )

Gets the B button's state (pressed or not pressed.)

Returns

    1 for pressed, 0 for not pressed

See also

    a_button_clicked

Note

    Not yet implemented

int b_button_clicked ( )

Gets the A button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

    1 for pressed, 0 for not pressed

See also

    a_button

Note

    Not yet implemented

int black_button ( )

Gets the black button's state (pressed or not pressed.)

Returns

    1 for pressed, 0 for not pressed

See also

    a_button_clicked

Deprecated:

    Not present on the Wallaby

int c_button ( )

Gets the C button's state (pressed or not pressed.)

Returns

1 for pressed, 0 for not pressed

See also

a_button_clicked

Note

Not yet implemented

int c_button_clicked ( )

Gets the B button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

1 for pressed, 0 for not pressed

See also

a_button

Note

Not yet implemented

void extra_buttons_hide ( )

Hides the X, Y, and Z buttons. This is the default.

See also

set_extra_buttons_visible

Note

Not yet implemented

void extra_buttons_show ( )

Shows the X, Y, and Z buttons.

See also

    set_extra_buttons_visible

Note

    Not yet implemented

int get_extra_buttons_visible ( )

Determines whether or not the X, Y, and Z buttons are visible.

See also

    set_extra_buttons_visible

Note

    Not yet implemented

int left_button ( )

Gets the left button's state (pressed or not pressed.)

Returns

    1 for pressed, 0 for not pressed

See also

    a_button_clicked

int right_button ( )

Gets the right button's state (pressed or not pressed.)

Returns

    1 for pressed, 0 for not pressed

See also

    a_button_clicked

void set_a_button_text (const char * text)

Updates the A button's text.

Parameters

      text The text to display. Limit of 16 characters.

Deprecated:

      not planned for the Wallaby

void set_b_button_text (const char * text)

Updates the B button's text.

Parameters

      text The text to display. Limit of 16 characters.

Deprecated:

      not planned for the Wallaby

void set_c_button_text (const char * text)

Updates the C button's text.

Parameters

      text The text to display. Limit of 16 characters.

Deprecated:

      not planned for the Wallaby

void set_extra_buttons_visible (int visible)

Sets whether or not the X, Y, and Z buttons are visible.

See also

      get_extra_buttons_visible

Note

      Not yet implemented

void set_x_button_text (const char * text)

Updates the X button's text.

Parameters

> **text** The text to display. Limit of 16 characters.

Deprecated:

> not planned for the Wallaby

void set_y_button_text (const char * text)

Updates the Y button's text.

Parameters

> **text** The text to display. Limit of 16 characters.

Deprecated:

> not planned for the Wallaby

void set_z_button_text (const char * text)

Updates the Z button's text.

Parameters

> **text** The text to display. Limit of 16 characters.

Deprecated:

> not planned for the Wallaby

int side_button ( )

Gets the side button's state (pressed or not pressed.)

Returns

> 1 for pressed, 0 for not pressed

See also

> **a_button_clicked**

Deprecated:

> Not present on the Wallaby

int side_button_clicked ( )

Gets the Z button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

    1 for pressed, 0 for not pressed

See also

    a_button

Note

    Not yet implemented

int x_button ( )

Gets the C button's state (pressed or not pressed.)

Returns

    1 for pressed, 0 for not pressed

See also

    a_button_clicked

Note

    Not yet implemented

int x_button_clicked ( )

Gets the C button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

    1 for pressed, 0 for not pressed

See also

    a_button

Note

    Not yet implemented

int y_button ( )

Gets the Y button's state (pressed or not pressed.)

Returns

1 for pressed, 0 for not pressed

See also

a_button_clicked

Note

Not yet implemented

int y_button_clicked ( )

Gets the X button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

1 for pressed, 0 for not pressed

See also

a_button

Note

Not yet implemented

int z_button ( )

Gets the Z button's state (pressed or not pressed.)

Returns

1 for pressed, 0 for not pressed

See also

a_button_clicked

Note

Not yet implemented

int z_button_clicked ( )

Gets the Y button's state (pressed or not pressed.)

This function blocks until the button is no longer pressed.

Returns

  1 for pressed, 0 for not pressed

See also

  a_button

Note

  Not yet implemented

int z_button_clicked ( )