

Joy Controller library

Generated by Doxygen 1.8.17

1 JoyLib	1
2 Class Index	3
2.1 Class List	3
3 Class Documentation	5
3.1 JoyLib Class Reference	5
3.1.1 Detailed Description	5
3.1.2 Member Function Documentation	5
3.1.2.1 begin()	5
3.1.2.2 get_axis()	6
3.1.2.3 get_buttons()	6
3.1.2.4 press()	6
3.1.2.5 release()	7
3.1.2.6 releaseAll()	7
3.1.2.7 xAxis()	7
3.1.2.8 yAxis()	8
Index	9

Chapter 1

JoyLib

Raspberry PI C++ library for joystick commands

github: <https://github.com/Kaixinwang99/The-Gaming-Gauntlet/>

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

JoyLib	This class handles the button and joystick actions	5
------------------------	--	---

Chapter 3

Class Documentation

3.1 JoyLib Class Reference

This class handles the button and joystick actions.

```
#include <joylib.h>
```

Public Member Functions

- bool [begin](#) (const char *device)
To open the file to which commands will be written.
- bool [press](#) (int8_t button)
Writes the command of the button pressed (3rd byte)
- bool [release](#) (int8_t button)
Writes the command of the button beign released (3rd byte)
- bool [releaseAll](#) ()
Writes that all buttons have been released (3rd byte)
- bool [xAxis](#) (int8_t value)
Writes the value of the X axis of the joystick between -127 and 127 (1st byte)
- bool [yAxis](#) (int8_t value)
Writes the value of the Y axis of the Joystick between -127 and 127 (2nd byte)
- uint8_t [get_buttons](#) ()
Get the buttons object.
- uint16_t [get_axis](#) ()
Get the axis object.

3.1.1 Detailed Description

This class handles the button and joystick actions.

3.1.2 Member Function Documentation

3.1.2.1 begin()

```
bool JoyLib::begin (  
    const char * device )
```

To open the file to which commands will be written.

Parameters

<i>device</i>	
---------------	--

Returns

true
false

3.1.2.2 get_axis()

```
uint16_t JoyLib::get_axis ( )
```

Get the axis object.

Returns

uint8_t

3.1.2.3 get_buttons()

```
uint8_t JoyLib::get_buttons ( )
```

Get the buttons object.

Returns

uint8_t

3.1.2.4 press()

```
bool JoyLib::press (
    int8_t button )
```

Writes the command of the button pressed (3rd byte)

Parameters

<i>button</i>	
---------------	--

Returns

true
false

3.1.2.5 release()

```
bool JoyLib::release (
    int8_t button )
```

Writes the command of the button beign released (3rd byte)

Parameters

<i>button</i>	
---------------	--

Returns

true
false

3.1.2.6 releaseAll()

```
bool JoyLib::releaseAll ( )
```

Writes that all buttons have been released (3rd byte)

Returns

true
false

3.1.2.7 xAxis()

```
bool JoyLib::xAxis (
    int8_t value )
```

Writes the value of the X axis of the joystick between -127 and 127 (1st byte)

Parameters

<i>value</i>	
--------------	--

Returns

true
false

3.1.2.8 yAxis()

```
bool JoyLib::yAxis (
    int8_t value )
```

Writes the value of the Y axis of the Joystick between -127 and 127 (2nd byte)

Parameters

<i>value</i>	
--------------	--

Returns

true
false

The documentation for this class was generated from the following file:

- joylib.h

Index

- begin
 - JoyLib, [5](#)
- get_axis
 - JoyLib, [6](#)
- get_buttons
 - JoyLib, [6](#)
- JoyLib, [5](#)
 - begin, [5](#)
 - get_axis, [6](#)
 - get_buttons, [6](#)
 - press, [6](#)
 - release, [7](#)
 - releaseAll, [7](#)
 - xAxis, [7](#)
 - yAxis, [8](#)
- press
 - JoyLib, [6](#)
- release
 - JoyLib, [7](#)
- releaseAll
 - JoyLib, [7](#)
- xAxis
 - JoyLib, [7](#)
- yAxis
 - JoyLib, [8](#)