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Songs

Directory

Article #1

Combining 13 Prototypes into 1 Project

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Controller Smoothing

You'll want to smooth out the controller's input using various algorithms (see source 2), as many controller's inputs are not reliable.

Bennet Foddy had a segment at a GDC talk where he talked about how heavy objects compensated for overshooting their desired direction using a "PID". This counter-steering controller generally has three tuneable variables that have no perfect value and thus must be tuned by the user.

Can be used for tuneable turrent control. The player can/must set their own values for how their weapon responds to input and it's way of compensating for its own weight. Adds to player attachment with weapons and allows for min-maxing according to their specific situation.

Interpreting Analog Stick Input

When interpreting input...

momizer.github.io/other/dgm/0#/index.html