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FAST2D JOYPAD BASICS

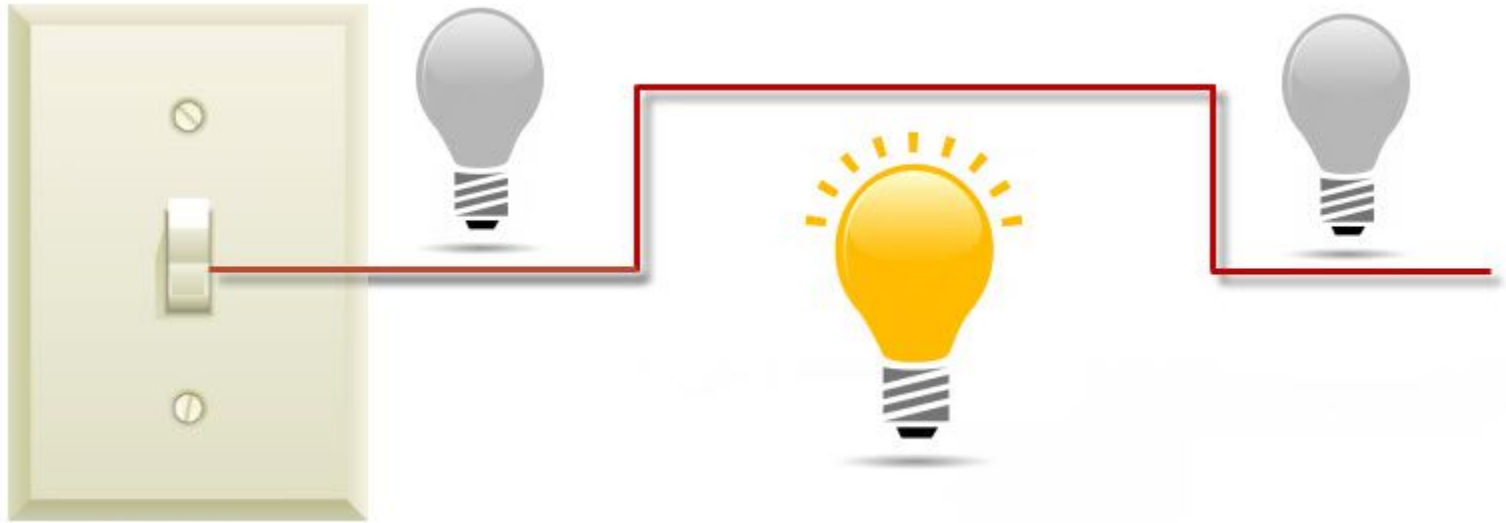
Return type

The output received from any kind of buttons/axes can be of two types:

- Boolean
- Analog

Boolean

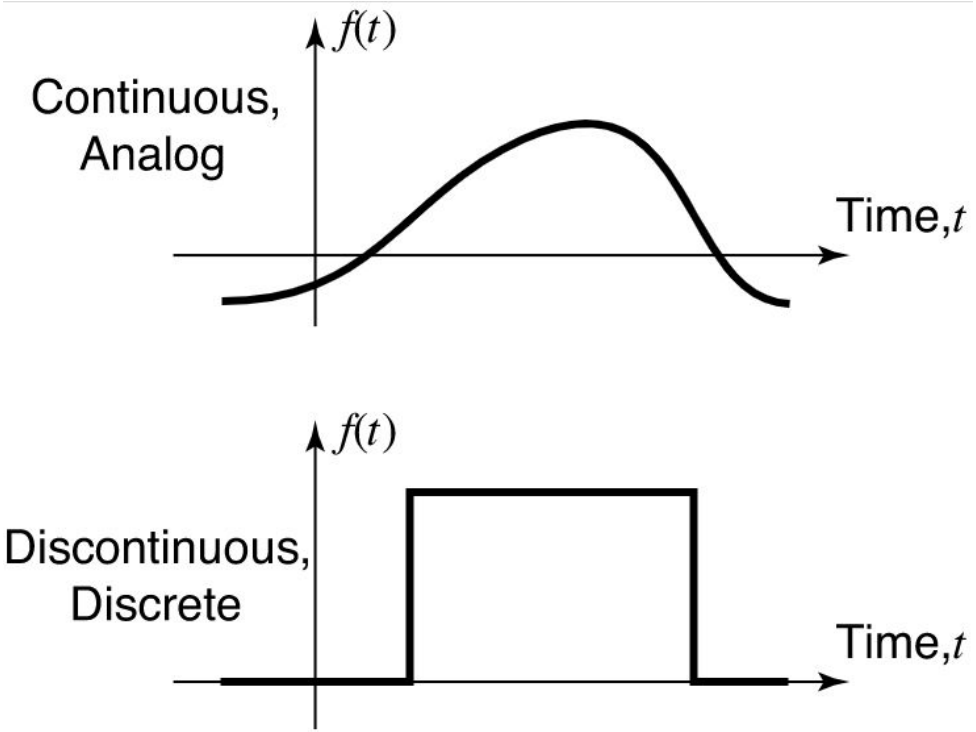
- True
- False



Analog

- 0 to 1

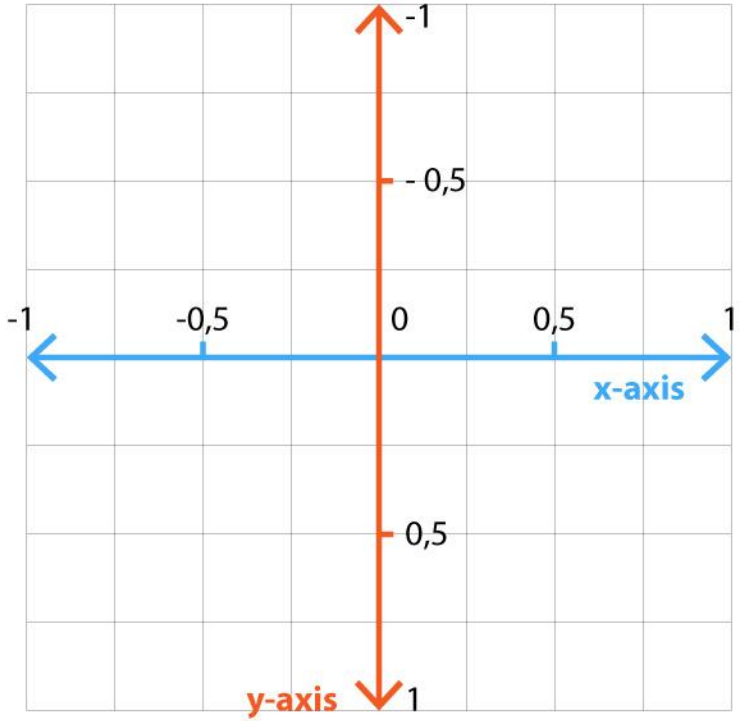
Analog VS Discrete



Analog

Boolean

How Axes results are returned?



How to retrieve connected joypads list?

string[] joysticks = window.Joysticks;

window.Joysticks is a strings array of 4 elements

Any element can be the name of the connected device
or null/”Unmapped Controller” if no device is connected

How to retrieve buttons status?

```
bool JoystickA(int index);
bool JoystickB(int index);
bool JoystickX(int index);
bool JoystickY(int index);

bool JoystickUp(int index);
bool JoystickDown(int index);
bool JoystickRight(int index);
bool JoystickLeft(int index);

bool JoystickShoulderLeft(int index);
bool JoystickShoulderRight(int index);
```

How to retrieve axes and triggers status?

```
Vector2 JoystickAxisLeft(int index, float threshold = 0.1F);
Vector2 JoystickAxisRight(int index, float threshold = 0.1F);

float JoystickTriggerLeft(int index, float threshold = 0.1F);
float JoystickTriggerRight(int index, float threshold = 0.1F);
```