# Odyssey Now! v0.2.11

Note: This was retroactively written.

# TO DO:

We attempted to modify the controller so it was named, and we could just simply look for ODSYController or the like and not have an issue. However, we quickly learned that while Arduino will give you the ability to name your device, Operating Systems are prone to ignoring it and naming it themselves.

Therefore, we had to engineer a solution within the emulator’s code itself.

The solution isn’t the best, but it works for what we need.

# Modifications from v0.2.9

When the game is booted, the code searches through every serial device connected, and regex checks its input against our expected input, a set of 8, one to three digit numbers comma delimited.

If a potential user happens to have another device connected that also follows this schema, the code may fail.

But we figure the odds of this happening are rather small.