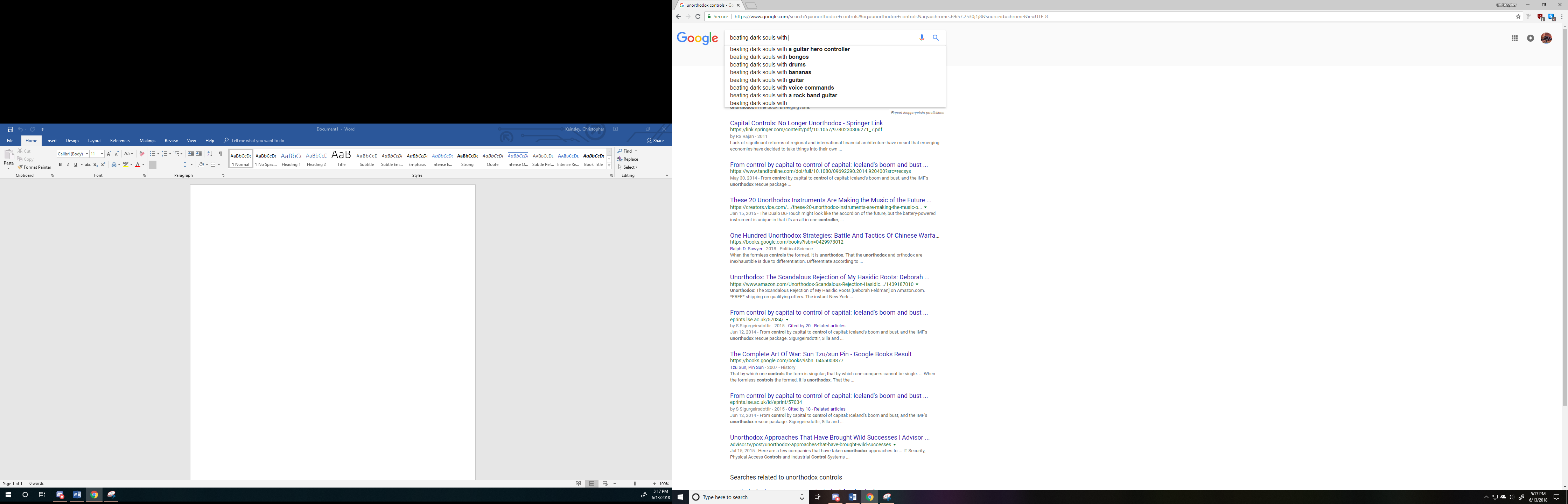
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Unorthodox Controllers



# The Story

One of the many benefits of computers and software is that we can connect almost anything with enough layers of abstraction. Many PC gamers have taken this idea to ridiculous levels to give themselves challenges in video games. For instance, a simple Google Search reveals several different ways to play Dark Souls.



Video links to some of the ridiculous controllers people have used to play video games.

[Dark Souls Banana](https://www.youtube.com/watch?v=6HBxOS_qQMk)

[Overwatch with a Baguette](https://www.youtube.com/watch?v=EEmWvgYxNrI)

[Dark Souls with Various Items](https://www.youtube.com/watch?v=Gr61Zt4jBZo)

# The Significance

This shows some of the major benefits of relying upon abstractions. We can trick a game into thinking it is receiving standard inputs (X-input or direct-input usually) by using bananas and a layer of abstraction. That’s pretty awesome! One company is putting this idea to good use. Nintendo’s newest console, the Nintendo Switch, after a tangential firmware update, accepted input from the GameCube controllers if you had a cable to connect it with. Nintendo originally did not plan to support the GameCube controllers, but because of the way they designed their product, after a firmware update, the controllers connected practically for free. That allowed them to gain more popularity from the old Smash Bros. crowd who loved the GameCube controllers and to start offering support for the controllers. They had to do next to nothing to accomplish this!

# Can I do that?

Of course you can! For controllers it’s easier. All you have to do is adapt the input signals coming in from the controller to a new API. The process is slightly more difficult if you want to use food or other random items. For those items, you could try to use an Arduino board and route the input from the board to your API.

# The Wrap Up

If software is well designed, you follow the dependency inversion principle, and create solid interfaces for your application, you can allow your software to be more adaptable to the point of someone using a motion-controlled baguette to use your software.

Now that’s cool news!