

Frc Robot Simulator Controls

Recommended Keyboard Controls

To match the features of a controller, set up the keys according to the table below.

axis	dec	inc	button	key	button	key	pov	key
axis0	a	d	b1	z	b5	1	pov 0	8
axis1	w	s	b2	x	b6	3	pov 45	9
axis2		q	b3	c	b7	,	pov 90	6
axis3	←	→	b4	v	b8	.	pov 135	3
axis4	↑	↓					pov 180	2
axis5		e					pov 225	1
							pov 270	4
							pov 315	7

- wads are like the arrow keys, but on the left side. That's the left joystick. The arrow keys are the right joystick.
- q and e correspond to the shoulders on the controller. so they're positioned on the shoulders of wads. These buttons cause axis2 and axis5 to increase to 1.000 rapidly. This is how the controller shoulders work.
- 1 and 3 trigger LeftBumper and RightBumper. They have similar positions on the controller & keyboard.
- Back and Start are set to , and . because keys like Backspace and Return couldn't be used.
- ; and ' were close to those keys and trigger LeftStick and RightStick. These are the button events that trigger when you push down the joystick.

WPILib Button ID	1	2	3	4	5	6	7	8	9	10
X-Box	A	B	X	Y	LeftBumper	RightBumper	Back	Start	LeftStick	RightStick
Custom Keyboard 0	z	x	c	v	1	3	,	.	;	'

Default Keyboard Controls

For each keyboard joystick k0, k1, k2, the key in the first column will decrease that axis' value.

	k0	k0	k1	k1	k2	k2
axis0	a	d	j	l	←	→
axis1	w	s	i	k	↑	↓
axis2	e	r				
b1		z		m		Ins
b2		x		,		Home
b3		c		.		PgUp
b4		v		/		Delete
b5						End
b6						PgDn
pov 0		8				
pov 45		9				
pov 90		6				
pov 135		3				
pov 180		2				
pov 225		1				
pov 270		4				
pov 315		7				

Default Controls Support

dev	support	function	desc
k0	full	pov	numpad around the clock
	3	axes	wads+er
	4	buttons	zxcv
k1	2	axes	ijkl shifted, but ik flipped
	4	buttons	m, ./ along the bottom right
k3	2	axes	arrow keys, up/down flipped
	6	buttons	Ins, del, (cursor control keys)