Joystick.begin(bool initAutoSendState)

Starts emulating a game controller connected to a computer. By default all methods update the game controller state immediately. If initAutoSendState is set to false, the Joystick.sendState method must be called to update the game controller state.

Joystick.end()

Stops the game controller emulation to a connected computer.

Joystick.setXAxis(byte value)

Sets the X axis value. Range -127 to 127 (0 is center).

Joystick.setYAxis(byte value)

Sets the Y axis value. Range -127 to 127 (0 is center).

Joystick.setZAxis(byte value)

Sets the Z axis value. Range -127 to 127 (0 is center).

Joystick.setXAxisRotation(int value)

Sets the X axis rotation value. Range 0° to 360°.

Joystick.setyAxisRotation(int value)

Sets the Y axis rotation value. Range 0° to 360°.

Joystick.setZAxisRotation(int value)

Sets the Z axis rotation value. Range 0° to 360°.

Joystick.setButton(byte button, byte value)

Sets the state (0 or 1) of the specified button (0 - 31). The button is the 0-based button number (i.e. button #1 is 0, button #2 is 1, etc.). The value is 1 if the button is pressed and 0 if the button is released.

Joystick.pressButton(byte button)

Press the indicated button (0 - 31). The button is the 0-based button number (i.e. button #1 is 0, button #2 is 1, etc.).

Joystick.releaseButton(byte button)

Release the indicated button (0 - 31). The button is the 0-based button number (i.e. button #1 is 0, button #2 is 1, etc.).

Joystick.setThrottle(byte value)

Sets the throttle value. Range 0 to 255.

Joystick.setRudder(byte value)

Sets the rudder value. Range 0 to 255.

Joystick.setHatSwitch(byte hatSwitch, int value)

Sets the value of the specified hat switch. The hatSwitch is 0-based (i.e. hat switch #1 is 0 and hat switch #2 is 1). The value is from 0° to 360°, but in 45° increments. Any value less than 45° will be rounded down (i.e. 44° is rounded down to 0°, 89° is rounded down to 45°, etc.). Set the value to -1 to release the hat switch.

Joystick.sendState()

Sends the updated joystick state to the host computer. Only needs to be called if AutoSendState is false (see Joystick.begin for more details).