

How to control gamepad's motor

Option 1:

control gamepad's motor through by bluetooth HID interface

1)Game developer send a set feature report to hand shank for controlling both motors, left and right.

2)Data format:

| Request | Report Data payload | | |
|--------------------|---------------------|--------------|--------------|
| Set_Report Feature | Repoert ID | Motor Left | Motor right |
| 0x53 | 0x20 | 0x00~0xFF *1 | 0x00~0xFF *1 |

1 Motor vibrate from stopping to strong: 0x00 ~ 0xFF

3)Example:

1.left motor vibrate strongest and right motor stop vibrating
0x53 0x20 0xff 0x00

2.right motor vibrate strongest and left motor stop vibrating
0x53 0x20 0x00 0xff

3.both motor vibrate strongest
0x53 0x20 0xff 0xff

4.both motor stop vibrating
0x53 0x20 0x00 0x00

option 2:

control gamepad's motor through by android API of InputDevice

- 1) Game developer get input device through InputEvent ,which is come from gamepad button.
- 2) Game developer get vibrator through InputDevice.
- 3) Game developer send vibrating command through vibrator interface.

-----API-----

```
public final class InputDevice:
```

```
public Vibrator getVibrator ()
```

Gets the vibrator service associated with the device, if there is one. Even if the device does not have a vibrator, the result is never null. Use [hasVibrator\(\)](#) to determine whether a vibrator is present. Note that the vibrator associated with the device may be different from the system vibrator. To obtain an instance of the system vibrator instead, call [getSystemService\(String\)](#) with [VIBRATOR_SERVICE](#) as argument.

Returns

- The vibrator service associated with the device, never null.

```
public abstract class InputEvent
```

```
public final InputDevice getDevice ()
```

Added in [API level 9](#)

Gets the device that this event came from.

Returns

- The device, or null if unknown.

-----end-----

How to distinguish two or more Xiaomi gamepad in game?

Game developer could get bluetooth address of gamepad through android API of getDescriptor, Input device descriptor uniquely identifies an input device.

-----API-----

public final class InputDevice:

public [String](#) getDescriptor ()

Gets the input device descriptor, which is a stable identifier for an input device.

Returns

- The input device descriptor of bluetooth address.
- **---ID--- ----bluetooth AD----**
- **:vid:2717:pid:3101:uniqueId:10:48:b1:08:a1:d4**

-----end-----

option 3:

control gamepad's motor through by android API of Vibrator

Gamer could use tradition API of vibrator.

When gamer send a vibrator command,all gamepad will vibrate in system.

-----API-----

public abstract class

Vibrator

| | |
|------------------|---|
| abstract void | <u>cancel()</u> Turn the vibrator off. |
| abstract boolean | <u>hasVibrator()</u> Check whether the hardware has a vibrator. |
| abstract void | <u>vibrate(long[] pattern, int repeat)</u> Vibrate with a given pattern. |
| abstract void | <u>vibrate(long milliseconds)</u> Vibrate constantly for the specified period of time. |
