

Forum Rule: Always post **complete source code** & details to reproduce any issue!

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Thread: Teensy 3.2 Showing up as Keyboard/Mouse/Joystick

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11-29-2018, 10:18 PM

#1

tonberryhunter ◉

Member

Join Date: Mar 2018

Posts: 21

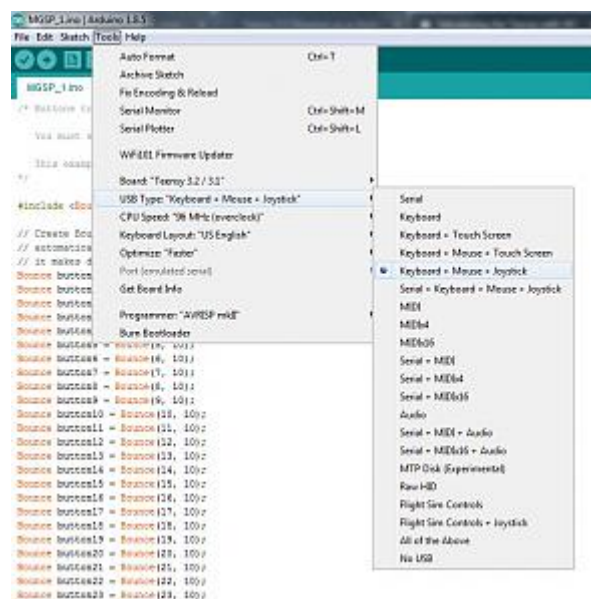
Teensy 3.2 Showing up as Keyboard/Mouse/Joystick

I use the Teensy 3.2 to handle control input on my RetroPie projects but I cant figure out how to get it programmed to show up just as a Joystick.

Within Arduino I see no option to set it up as just a game controller.









Could someone please help me with this?

Thank you



- Rob

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11-30-2018, 01:55 AM #2	
gdsports  Member Join Date: Jul 2018 Posts: 45	<p>See if this helps.</p> <p>https://forum.pjrc.com/threads/54227...implementation</p> <p>Reply With Quote</p>
11-30-2018, 09:58 AM #3	
PaulStoffregen  Senior Member  Join Date: Nov 2012 Posts: 23,331	<p>You'll probably need to edit usb_desc.h, if you want to make a USB config different than the ones in the menu. See the lengthy comments in that file for instructions.</p> <p>On Windows, the default location to find that file is C:\Program Files (x86)\Arduino\hardware\teensy\avr\cores\teensy3. If you changed the location during install, or use the ZIP file, look in whatever location you chose to put Arduino on your PC.</p> <p>Reply With Quote</p>
12-01-2018, 07:06 AM #4	
tonberryhunter  Member Join Date: Mar 2018 Posts: 21	<div> Originally Posted by PaulStoffregen </div> <p>You'll probably need to edit usb_desc.h, if you want to make a USB config different than the ones in the menu. See the lengthy comments in that file for instructions.</p> <p>On Windows, the default location to find that file is C:\Program Files (x86)\Arduino\hardware\teensy\avr\cores\teensy3. If you changed the location during install, or use the ZIP file, look in whatever location you chose to put Arduino on your PC.</p> <p>Thanks I will check that out and see if I cant get it to show up as just a game controller.</p> <p>Reply With Quote</p>
12-01-2018, 07:38 AM #5	
tonberryhunter  Member Join Date: Mar 2018 Posts: 21	<p>No dice that didnt seem to change anything. Its still showing up in the Arduino list as "Keyboard+Mouse+Joystkick" and when uploading the sketch to the Teensy still yields the same result.</p> <p>Reply With Quote</p>
12-01-2018, 07:45 AM #6	
tonberryhunter  Member Join Date: Mar 2018 Posts: 21	<p>This is the section of the usb_desc.h file I believe I need to edit. I tried erasing the unneeded interfaces and changing the PRODUCT_NAME line and the changes dont seem to reflect in Arduino or when I upload my sketch.</p>

Code:

```
#elif defined(USB_HID)
#define VENDOR_ID          0x16C0
#define PRODUCT_ID         0x0482
#define MANUFACTURER_NAME {'T','e','e','r'}
#define MANUFACTURER_NAME_LEN 11
#define PRODUCT_NAME       {'K','e','y','l'}
#define PRODUCT_NAME_LEN   23
#define EP0_SIZE           64
#define NUM_ENDPOINTS      6
#define NUM_USB_BUFFERS    24
#define NUM_INTERFACE      5
#define SEREMU_INTERFACE   2 // Ser:
#define SEREMU_TX_ENDPOINT 1
#define SEREMU_TX_SIZE     64
#define SEREMU_TX_INTERVAL 1
#define SEREMU_RX_ENDPOINT 2
#define SEREMU_RX_SIZE     32
#define SEREMU_RX_INTERVAL 2
#define KEYBOARD_INTERFACE 0 // Keyl
#define KEYBOARD_ENDPOINT 3
#define KEYBOARD_SIZE      8
#define KEYBOARD_INTERVAL 1
#define KEYMEDIA_INTERFACE 4 // Keyl
#define KEYMEDIA_ENDPOINT 6
#define KEYMEDIA_SIZE      8
#define KEYMEDIA_INTERVAL 4
#define MOUSE_INTERFACE    1 // Mou:
#define MOUSE_ENDPOINT     5
#define MOUSE_SIZE         8
#define MOUSE_INTERVAL     1
```

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