Struct JoystickState

Namespace: Microsoft.Xna.Framework.Input

Assembly: MonoGame.Framework.dll

Describes current joystick state.

```
public struct JoystickState
```

Inherited Members

object.Equals(object, object) , object.GetType() , object.ReferenceEquals(object, object)

Properties

Axes

Gets the joystick axis values.

```
public readonly int[] Axes { get; }
```

Property Value

int[]

An array list of ints that indicate axis values.

Buttons

Gets the joystick button values.

```
public readonly ButtonState[] Buttons { get; }
```

Property Value

ButtonState[]

An array list of ButtonState that indicate button values.

Hats

Gets the joystick hat values.

```
public readonly JoystickHat[] Hats { get; }
```

Property Value

JoystickHat[]

An array list of JoystickHat that indicate hat values.

IsConnected

Gets a value indicating whether the joystick is connected.

```
public readonly bool IsConnected { get; }
```

Property Value

bool

`true` if the joystick is connected; otherwise, `false`.

Methods

Equals(object)

Determines whether the specified object is equal to the current JoystickState.

```
public override bool Equals(object obj)
```

Parameters

`obj` object

The object to compare with the current JoystickState.

Returns

bool

`true` if the specified object is equal to the current JoystickState; otherwise, `false`.

GetHashCode()

Serves as a hash function for a JoystickState object.

```
public override int GetHashCode()
```

Returns

int

A hash code for this instance that is suitable for use in hashing algorithms and data structures such as a hash table.

ToString()

Returns a string that represents the current JoystickState.

```
public override string ToString()
```

Returns

string

A string that represents the current JoystickState.

Operators

operator ==(JoystickState, JoystickState)

Determines whether a specified instance of JoystickState is equal to another specified JoystickState.

```
public static bool operator ==(JoystickState left, JoystickState right)
```

Parameters

`left` JoystickState

The first JoystickState to compare.

`right` JoystickState

The second JoystickState to compare.

Returns

bool

`true` if `left` and `right` are equal; otherwise, `false`.

operator !=(JoystickState, JoystickState)

Determines whether a specified instance of JoystickState is not equal to another specified JoystickState.

```
public static bool operator !=(JoystickState left, JoystickState right)
```

Parameters

`left` JoystickState

The first JoystickState to compare.

`right` JoystickState

The second JoystickState to compare.

Returns

bool

`true` if `left` and `right` are not equal; otherwise, `false`.

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