

Class Joystick

Namespace: [Microsoft.Xna.Framework.Input](#)

Assembly: MonoGame.Framework.dll








Allows interaction with joysticks. Unlike [GamePad](#) the number of Buttons/Axes/DPads is not limited.

```
public static class Joystick
```

Inheritance

[object](#)  ← Joystick

Inherited Members

[object.Equals\(object\)](#) , [object.Equals\(object, object\)](#) , [object.GetHashCode\(\)](#) , [object.GetType\(\)](#) , [object.MemberwiseClone\(\)](#) , [object.ReferenceEquals\(object, object\)](#) , [object.ToString\(\)](#) 

Properties

IsSupported

Gets a value indicating whether the current platform supports reading raw joystick data.

```
public static bool IsSupported { get; }
```

Property Value

[bool](#) 

true if the current platform supports reading raw joystick data; otherwise, **false**.

LastConnectedIndex

Gets a value indicating the last joystick index connected to the system. If this value is less than 0, no joysticks are connected.

The order joysticks are connected and disconnected determines their index. As such, this value may be larger than 0 even if only one joystick is connected.

```
public static int LastConnectedIndex { get; }
```

Property Value

[int](#)

Methods

GetCapabilities(int)

Gets the capabilities of the joystick.

```
public static JoystickCapabilities GetCapabilities(int index)
```

Parameters

index [int](#)

Index of the joystick you want to access.

Returns

[JoystickCapabilities](#)

The capabilities of the joystick.

GetState(ref JoystickState, int)

Gets the current state of the joystick by updating an existing [JoystickState](#).

```
public static void GetState(ref JoystickState joystickState, int index)
```

Parameters

joystickState [JoystickState](#)

The [JoystickState](#) to update.

index [int](#)

Index of the joystick you want to access.

GetState(int)

Gets the current state of the joystick.

```
public static JoystickState GetState(int index)
```

Parameters

index [int](#)[↗]

Index of the joystick you want to access.

Returns

[JoystickState](#)

The state of the joystick.

MonoGame

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