

Gamepads and joysticks

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Gamepads are considered as "standard" input in ObEngine, they can be handled the same way than the keyboard keys.

Triggers and joysticks can also be used as buttons (even if in fact they return a float value instead of a boolean one), they use a threshold of 80% of activation course by default.

Here are the equivalent keys for a Xbox 360 Controller (considering that the gamepad uses the index 0 on the computer)

Xbox Controller Button name	ObEngine equivalent code
A	GP_0_BTN_0
B	GP_0_BTN_1
X	GP_0_BTN_2
Y	GP_0_BTN_3
LB	GP_0_BTN_4
RB	GP_0_BTN_5
BACK	GP_0_BTN_6
START	GP_0_BTN_7
LTHUMB	GP_0_BTN_8
RTHUMB	GP_0_BTN_9
LT	GP_0_AXIS_Z_LEFT

RT	GP_0_AXIS_Z_RIGHT
LEFT_JOYSTICK_UP	GP_0_AXIS_Y_UP
LEFT_JOYSTICK_DOWN	GP_0_AXIS_Y_DOWN
LEFT_JOYSTICK_LEFT	GP_0_AXIS_X_LEFT
LEFT_JOYSTICK_RIGHT	GP_0_AXIS_X_RIGHT
RIGHT_JOYSTICK_UP	GP_0_AXIS_R_UP
RIGHT_JOYSTICK_DOWN	GP_0_AXIS_R_DOWN
RIGHT_JOYSTICK_LEFT	GP_0_AXIS_U_LEFT
RIGHT_JOYSTICK_RIGHT	GP_0_AXIS_U_RIGHT
DPAD_UP	GP_0_AXIS_PovY_DOWN
DPAD_DOWN	GP_0_AXIS_PovY_UP
DPAD_LEFT	GP_0_AXIS_PovX_LEFT
DPAD_RIGHT	GP_0_AXIS_PovX_RIGHT






You can also retrieve the axis values (for triggers and joysticks in this case) using the dedicated functions.










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Extending Toolkit

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