

GAME CONTROLLER SDK

Version 1.3.0
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HISTORY

Version	Date	Author	Comments
1.0.0	09 Feb 2012	JM	Initial version.
1.1.0	15 Feb 2012	JM	Modified ControllerListener assignment to send StateEvent. Decoupled Bluetooth packet processing from event broadcasting to remove potential bottleneck.
1.2.0	24 Feb 2012	JM	Modified controller inclusion filter list. Modified controller connectivity to disconnect upon certain conditions (screen off, all applications are paused).
1.2.1	16 Mar 2012	JM	Fixed missing controller lag bug.
1.2.2	26 Mar 2012	JM	Fixed non-functional event listener bug.
1.2.4	04 Apr 2012	JM	Added JNI polling example.
1.2.5	06 Apr 2012	JM	Modified controller inclusion filter list.
1.2.6	10 Apr 2012	JM	Added NativeActivity polling example.
1.2.7a	31 Jul 2012	JM	Added key, motion and state constants for future use.
1.2.7g	21 Nov 2012	IB	Modified controller inclusion filter list. Modified controller exclusion filter list. Modified controller connectivity to use insecure Bluetooth connections.
1.2.7h	13 Dec 2012	IB	Suspend new SPP connections when a HID device is connected.
1.2.7i	20 Dec 2012	IB	Added Connection Management functionality.
1.2.7j	16 Jan 2013	IB	Added the developer configuration file.
1.3.0	24 Jan 2013	IB	Added support for Moga Pro, Also added connect by Active Devices.

PACKAGE LIST

STANDARD EDITION

Folder	Description
Read Me.pdf	This document
doc\PowerA MOGA API.pdf	Game controller API documentation.
redist\com.bda.controller.jar	Game controller library for inclusion in Android projects.
redist\moga.pivot.sdk.apk	Developer version of the Moga Pivot application for installation in Android device. <i>Developers should avoid redistributing this application, as a retail version of the application will be made available to consumers at a later date.</i>
samples\com.bda.controller.example.demo.listen	Example Java-based listener application which uses the game controller to move a cursor.
samples\com.bda.controller.example.demo.poll	Example Java-based polling application which uses the game controller to move a cursor.
samples\com.bda.controller.example.jni.listen	Example JNI-based listener application which uses the game controller to move a cursor.
samples\com.bda.controller.example.jni.poll	Example JNI-based polling application which uses the game controller to move a cursor.
samples\com.bda.controller.example.nativeactivity.listen	Example NativeActivity-based listener application which uses the game controller to move a cursor.
samples\com.bda.controller.example.nativeactivity.poll	Example NativeActivity-based polling application which uses the game controller to move a cursor.
samples\com.bda.controller.example.test.listen	Example Java-based listener application which displays the game controller state.
samples\com.bda.controller.example.test.poll	Example Java-based polling application which displays the game controller state.
samples\com.bda.controller.example.unity.activity samples\com.bda.controller.example.unity.activity.plugin	Example Unity derived activities application which uses the game controller to move a cursor. <i>Uses Activity classes derived from the UnityPlayerActivity and UnityPlayerNativeActivity classes.</i>
samples\com.bda.controller.example.unity.poll	Example Unity polling application which uses the game controller to move a cursor.
samples\com.bda.controller.example.unity.listen samples\com.bda.controller.example.unity.listen.plugin	Example Unity listener application which uses the game controller to move a cursor.

INSTALLATION

1. Extract the contents of “controller-sdk-<version>.zip” to target location.
2. Read the “Device Configuration” section in “PowerA MOGA API.pdf” for instructions on installing the game service on a target Android device.
3. Read the “Project Configuration” section in “PowerA MOGA API.pdf” for instructions on adding the game controller library to a target Android project in Eclipse.
4. In all projects, the “local.properties” file may require updating to match the location of the Android SDK on the developer’s machine.
5. In NDK projects (both JNI and NativeActivity), the “NDK Builder” setting may require updating to match the location of the Android NDK “ndk-build[.cmd]” script file on the developer’s machine.

BUILD ENVIRONMENT

For reference, the game controller library and sample projects are built using

- JDK 1.6 Update 27.
- Eclipse 3.7.2
- Android SDK r20 with API 8 & 10.
- Android Developer Tool (ADT) r20.
- Android NDK r7c.
- Unity 3.5.2f2.