

# NATIVEACTIVITY LISTENER DEMO

COM.BDA.CONTROLLER.EXAMPLE.NATIVEACTIVITY.LISTEN

Version 1.3.0  
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## HISTORY

Version	Date	Author	Comments
1.2.6d	30 Apr 2012	JM	Initial version.
1.3.0	17 Jan 2013	MD	Moga Pro Added.

## OVERVIEW

Example NativeActivity-based application that moves a cursor.

## CONTROLS

- Left and right analog sticks control the cursor position.
- Button A increases the cursor radius.
- Button B decreases the cursor radius.
- Cursor is solid when the controller is connected.
- Cursor is hollow when the controller is disconnected.
- Cursor is Blue when a Moga Controller is connected.
- Cursor is Green when a Moga Pro Controller is connected.
- Cursor is Red when an Unknown Device is connected.

## SETUP NOTES

- The “NDK Builder” settings may require updating to match the location of the Android NDK “ndk-build[.cmd]” script file on the developer’s machine.

## DEVELOPMENT NOTES

- Uses a ControllerListener to receive updates from the game controller.
- Android does not implement the JNI function “DefineClass”, see <http://developer.android.com/guide/practices/design/jni.html#unsupported>. Therefore, the only way to define a ControllerListener is via Java.