JAVA POLLING DEMO

COM.BDA.CONTROLLER.EXAMPLE.DEMO.POLL

Version 1.3.0

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OVERVIEW

Example Java-based application that moves a cursor.

CONTROLS

- Left and right analog sticks control the cursor position.
- Button A increases the cursor radius when a Moga is connected.
- Button B decreases the cursor radius when a Moga is connected.
- Button X decreases the cursor radius when a Moga Pro is connected.
- Button Y decreases the cursor radius when a Moga Pro is connected.
- 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.

DEVELOPMENT NOTES

• Uses polling to periodically query the game controller.