JNI LISTENER DEMO

COM.BDA.CONTROLLER.EXAMPLE.JNI.LISTEN

Version   1.3.0
Last Edited   01 February 2013

CONTENTS

HISTORY

Version	Date	Author	Comments
1.2.6b	20 Apr 2012	JM	Initial version.
1.3.0	16 Jan 2013	MD	Moga SDK Added

OVERVIEW

Example JNI-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.