

# Game Controllers Commands

Instructions and functions to get input from game controllers

## Joy JOYSTICK

Return the current state of the joystick

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

integer: A binary number representing where each bit represents a direction. Bit 0: Joystick has been moved Up. Bit 1: Joystick has been moved Down. Bit 2: Joystick has been moved Left. Bit 3: Joystick has been moved Right. Bit 4: Fire-button has been pressed the direction

## JUp JOYSTICK

Test for joystick movement up

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

boolean: True if joystick is positionned up, False if not

## JDown JOYSTICK

Test for joystick movement down

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

boolean: True if joystick is positionned down, False if not

## JLeft JOYSTICK

Test for joystick movement left

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

boolean: True if joystick is positionned left, False if not

## JRight JOYSTICK

Test for joystick movement right

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

boolean: True if joystick is positionned right, False if not

## Fire JOYSTICK

Test for joystick fire button

*Parameters:*

JOYSTICK: The number of the joystick

*Value returned:*

boolean: True if joystick fire button is pressend, False if it is not

## Gamepad Button GAMEPAD, BUTTON

Test for a button depressed on a complex gamepad

*Parameters:*

GAMEPAD: The number of the gamepad

BUTTON: The number of the button

*Value returned:*

boolean: True if the button is pressed, False if it is not

### **Gamepad Axe GAMEPAD, AXE**

Return the position of one of the axes of a gamepad

*Parameters:*

GAMEPAD: The number of the gamepad

AXE: The number of the axis

*Value returned:*

float: The position of the axis, from -1 to 1

### **Gamepad trigger GAMEPAD, TRIGGER**

Return the position of one of the triggers of a gamepad

*Parameters:*

GAMEPAD: The number of the gamepad

TRIGGER: The number of the trigger

*Value returned:*

float: The position of the trigger, from 0 to 1

### **Gamepad Name\$ GAMEPAD**

Return the brand name of the gamepad

*Parameters:*

GAMEPAD: The number of the gamepad

*Value returned:*

string: The name of the gamepad if connected, an empty string if no gamepad is connected

### **Gamepad Connected GAMEPAD**

Test if a gamepad is connected to the computer

*Parameters:*

GAMEPAD: The number of the gamepad

*Value returned:*

boolean: True if a gamepad is connected and working, False if not

### **Gamepad Map Buttons GAMEPAD, MAPS**

Define a new mapping for the buttons of non-standard compliant gamepads. Doc to come.

*Parameters:*

GAMEPAD: The number of the gamepad

MAPS: A list of numbers separated by commas defining the mapping

### **Gamepad Map Axes GAMEPAD, MAPS**

Define a new mapping for the axes of non-standard compliant gamepads. Doc to come.

*Parameters:*

GAMEPAD: The number of the gamepad

MAPS: A list of numbers separated by commas defining the mapping

### **Gamepad Map Triggers GAMEPAD, MAPS**

Define a new mapping for the axes of non-standard compliant gamepads. Doc to come.

*Parameters:*

GAMEPAD: The number of the gamepad

MAPS: A list of numbers separated by commas defining the mapping