

# Joystick inputs

Orx supports up to 16 joysticks or gamepad devices.

## Joystick buttons

Here's the list of the available joystick buttons for the input config system (**replace the \* with the ID of the joystick you want to use, a number between 1 and 16**):

- JOY\_1\_\*
- JOY\_2\_\*
- JOY\_3\_\*
- JOY\_4\_\*
- JOY\_5\_\*
- JOY\_6\_\*
- JOY\_7\_\*
- JOY\_8\_\*
- JOY\_9\_\*
- JOY\_10\_\*
- JOY\_11\_\*
- JOY\_12\_\*
- JOY\_13\_\*
- JOY\_14\_\*
- JOY\_15\_\*
- JOY\_16\_\*

## Joystick axes

Here's the list of the available joystick axes for the input config system (**replace the \* with the ID of the joystick you want to use, a number between 1 and 16**):

- JOY\_X\_\*
- JOY\_Y\_\*
- JOY\_Z\_\*
- JOY\_R\_\*
- JOY\_U\_\*
- JOY\_V\_\*
- JOY\_POV\_\*

Each is a axis. For example: JOY\_X\_ is usually the left right of an analog stick, while JOY\_Y\_ is the up down axis of the same stick.

JOY\_Z\_ and JOY\_R\_ can be the left/right up/down of another stick.

Each controller will implement its layout differently. It is helpful to consider providing [remapping in your game](#).

## Joystick half-axes

Here's the list of the available joystick half axes for the input config system which allow you to easily use the axis like an 8-way old school joystick (**replace the \* with the ID of the joystick you want to use, a number between 1 and 16**):

- +JOY\_X\_\* (Binds joystick's positive X half-axis to an input)
- -JOY\_X\_\* (Binds joystick's negative X half-axis to an input)
- +JOY\_Y\_\* (Binds joystick's positive Y half-axis to an input)
- -JOY\_Y\_\* (Binds joystick's negative Y half-axis to an input)
- +JOY\_Z\_\* (Binds joystick's positive Z half-axis to an input)
- -JOY\_Z\_\* (Binds joystick's negative Z half-axis to an input)
- +JOY\_R\_\* (Binds joystick's positive R half-axis to an input)
- -JOY\_R\_\* (Binds joystick's negative R half-axis to an input)

From: <https://www.orx-project.org/wiki/> - **Orx Learning**

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