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_*

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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