

# 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\_\*

There are also special re-mapped named buttons to suit just about every controller:

- JOY\_A\_\*
- JOY\_B\_\*
- JOY\_X\_\*
- JOY\_Y\_\*
- JOY\_LBUMPER\_\*
- JOY\_RBUMPER\_\*
- JOY\_BACK\_\*
- JOY\_START\_\*
- JOY\_GUIDE\_\*
- JOY\_LTHUMB\_\*
- JOY\_RTHUMB\_\*
- JOY\_UP\_\*
- JOY\_RIGHT\_\*
- JOY\_DOWN\_\*
- JOY\_LEFT\_\*

## 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\_LX\_\*
- JOY\_LY\_\*
- JOY\_RX\_\*
- JOY\_RY\_\*

Each is a axis. For example: JOY\_LX\_1 is the left/right of the left analog stick on controller 1, while JOY\_LY\_1 is the up/down axis of the same stick on controller 1.



JOY\_RX\_1 and JOY\_RY\_1 will be the left/right, up/down of the right stick on controller 1.

Each controller will implement its layout differently. But Orx makes use of the [SDL\\_GameControllerDB community database](#) internally to make the mapping consistent for all controllers playing your game

To allow the user to customise mapping, it is helpful to consider providing [remapping in your game](#).

## Triggers

Triggers are technically an axis as well. They are read as a range of values rather than on/off like a button. These are available on newer console controllers like the Xbox 360 or PS4:

- JOY\_LTRIGGER\_\*
- JOY\_RTRIGGER\_\*

## 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\_LX\_\* (Binds the left joystick's positive X half-axis to an input)
- -JOY\_LX\_\* (Binds the left joystick's negative X half-axis to an input)
- +JOY\_LY\_\* (Binds the left joystick's positive Y half-axis to an input)
- -JOY\_LY\_\* (Binds the left joystick's negative Y half-axis to an input)
- +JOY\_RX\_\* (Binds the right joystick's positive X half-axis to an input)
- -JOY\_RX\_\* (Binds the right joystick's negative X half-axis to an input)
- +JOY\_RY\_\* (Binds the right joystick's positive Y half-axis to an input)

- `-JOY_RY_*` (Binds the right joystick's negative Y half-axis to an input)

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