Input/Output (IO)

OrxFile

File / file system module. Module that handles file / file system access.

OrxInput

Input module. Module that handles generalized inputs (keyboard, mouse, joystick, ...)

Input events may be defined either in the config file or in code with orxInput_Bind*() functions. They can be changed on the fly, of course, and you can create inputs than don't necessarily map to physical device by using the orxINPUT_TYPE_EXTERNAL value of the enum.

It allows to group everything through the generic input system. Events can be bound to whatever any input source: physical device, GUI “buttons” by activating the input using orxInput_SetValue(), etc... This way, when going from one peripheral to the other, or when going to another platform, only the bindings need to be changed, the processing code itself doesn't change.

orxInput_SetValue() sets the value for one frame. Any value works. It all depends on what you expect when you read it. If mapped to a physical peripheral, buttons will set the value to 1 and joystick axes will set it to X with -1 ⇐ X ⇐ 1.

orxInput_SetPermanentValue() sets the value till someone sets it to something different.

OrxJoystick

Joystick plugin module. Plugin module that handles joystick-like peripherals.

OrxKeyboard

Keyboard plugin module. Plugin module that handles keyboard peripherals.

OrxMouse

Mouse plugin module. Plugin module that handles mouse-like peripherals.

Config

- Input
- Joystick inputs
- Keyboard inputs

- Mouse inputs

Tutorials

- Grey's Tutorial 4: Interaction and Physics (Warning: You are recommended to start with Grey's Tutorial 1)

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