# Notes on Input

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The Input module handles generalized inputs (keyboard, mouse, joystick and touch).

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 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.

## Tip: Temporary Disabling User Input

Just create an input set in your config, that does nothing. Then toggle between your regular input set and the empty one.

## Config

- Input
- Joystick inputs
- Keyboard inputs
- Mouse inputs
- Touch events

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