

Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Is SDL2's Gamecontroller interface fully supported ? I see you code lots of amigainput's code in, so probably it supported, but is all implemented as it should be ?

And how it detect the stuff, i mean, different joysticks have needs to be configured probabaly via amigainput before they can be used via SDL2 gamecontroller interface ?