
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : Capehill

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URL:

@kas1e

It supports only one joystick currently, Competition Pro. Some pads like XBOX-360 and Steam controller were not recognized by AmigaInput so they cannot be used right now. Reference:

[https://github.com/AmigaPorts/SDL/blob ... L_gamecontrollerdb.h#L590](https://github.com/AmigaPorts/SDL/blob...L_gamecontrollerdb.h#L590)

This database can be appended by using test/controllermap which generates entries. I have made a test archive available (http://capehill.kapsi.fi/sdl2/SDL_joystick_test.lha) that can be used to:

- 1) test (AI-compatible) joystick: testjoystick
- 2) test gamecontroller (Competition Pro only!): testgamecontroller
- 3) configure mappings: controllermap. If you have some joystick you can send the mappings to me or make a PR on Github.

I just tested Competition Pro using test/testgamecontroller application. Directions worked, same with four buttons: A, B, X and Y.