
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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URL:

@Capehill

Did i understand right, that there is 2 ways to handle joysticks in SDL2 apps ? One are SDL joystick API and another one is SDL game controller API ?

If so, what way is preferable and better for amigaos4, and, is they both mixed and can work together, or, if programmed for one way, another one didn't works ?

Why i ask is that if you say we have onluy support for Competition Pro via GameController's API, then, other joysticks should't works at all, or, they still will, just with "wrong" mapping ?

Why i ask, is that if you will check that topic:

http://www.amigans.net/modules/xforum ... hp?topic_id=7931&forum=11

You can see, that when we have in game originall "Joystick" interface code, then for TSK's Cometition Pro joystick only left/right/up/down works, but buttons didn't. So, we made code to be not "Joystick" api, but GameController one, and then, for the same TSK's joystick , keys start to work for jump/fire, but left/right/up/down stop working.

So, we check on linux that game with GameController's API, and with an XBox360 everything works fine. What mean, that probably our GameController's API realisation need some changes/fixes maybe ? Or remaping or whatever ..