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Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

Author: : kas1e

Date: : 2019/1/3 20:20:56

URL:

@Capehill

Quote:

Competition Pro has mapping for only rightx/righty:

But why ? I mean why for Competition Pro we have mapping only for rightx/righty, and not for leftx/lefty ? I mean is it something we can help with so to have full mapping ?

Quote:

Regarding joystick API, I don't know right now what are the button numbers for Competition Pro. Probably from 0 to upwards, I have used "0" in Super Methane Bros and some other apps. Then again, if we check Hydra code, buttons 0-3 set directions: <https://github.com/ptitSeb/hydracastle> ... ter/src/sdl2/input.c#L156

We need to ask TSK in "fricking shark" thread, so he can test it and give us right "mapping" for.. Or i can just buy Competition Pro myself, that will be faster and easy for tests in end :)

Quote:

SDL joystick API is better for now because the problem is, who will provide mappings for those AI-supported joysticks? They would need to be contributed to SDL project by various persons. I have about 2 joysticks that AI recognizes so that doesn't get us very far.

I can buy for example 3-4 popular joysticks which works on amigaos4 , +your 2 , and so, we will have 6

joysticks, to which we can add 100% support and be done with it.

Then, for any other new joystick we can say to users : want to support your one ? Then follow that guide, and send us the mapping.

Quote:

It's best if application could provide some configurability regarding buttons and axes.

As i understand ptitSeb, the SDL2's Game Controller API is easy, and its easy to add to any game/app which didn't support it by default. So he done some "general" code one time, and can reuse it everywhere later.