
Subject: : AmigaOS4

Topic: : SDL2

Re: SDL2

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Date: : 2019/1/3 18:36:05

URL:

@kas1e

I checked some code, Hydra makes an assumption that there are leftx/lefty axes defined:

[https://github.com/ptitSeb/hydracastle ... ter/src/sdl2/input.c#L201](https://github.com/ptitSeb/hydracastle...ter/src/sdl2/input.c#L201)

Competition Pro has mapping for only rightx/righty: [https://github.com/AmigaPorts/SDL/blob ... L_gamecontrollerdb.h#L590](https://github.com/AmigaPorts/SDL/blob...L_gamecontrollerdb.h#L590)

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](https://github.com/ptitSeb/hydracastle...ter/src/sdl2/input.c#L156)

What exactly should happen when joystick fire buttons (Comp Pro has 4) are active?

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.

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