

GAMEPAD

This class receives gamepad instances and defines administrator call setting that can manage instances.

This class gets the gamepad's instance calling successCallback function for using gamepad and calls the manager to receive a gamepad's constant like connection/disconnection.

Add the following line for gamepad class into a html file your own :

```
<script type="text/javascript" src="$MANAGER_WIDGET/Common/webapi/1.0/deviceapis.js"></script>
```

You can declare gamepad class like this :

```
ex) var gamepad = deviceapis.gamepad;
```

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Constants

Name	Value	Description
MGR_EVENT_DEV_DISCONNECT	12	device disconnection event
EV_KEY	1	Key Event
EV_ABS	3	ABS Event
ABS_X	0	X axis
ABS_Y	1	Y axis
ABS_Z	2	Z axis
ABS_RX	3	X rotation
ABS_RY	4	Y rotation
ABS_RZ	5	Z rotation
ABS_THROTTLE	6	Throttle
ABS_RUDDER	7	Rudder
ABS_WHEEL	8	Wheel
ABS_GAS	9	Gas

ABS_BRAKE	10	Brake
ABS_HAT0X	16	HAT0 X axis
ABS_HAT0Y	17	HAT0 Y axis
ABS_HAT1X	18	HAT1 X axis
ABS_HAT1Y	19	HAT1 Y axis
ABS_HAT2X	20	HAT2 X axis
ABS_HAT2Y	21	HAT2 Y axis
ABS_HAT3X	22	HAT3 X axis
ABS_HAT3Y	23	HAT3 Y axis
BTN_1	0	Button #1, A
BTN_2	1	Button #2, B
BTN_3	2	Button #3, X
BTN_4	3	Button #4, Y
BTN_5	4	Button #5, LB
BTN_6	5	Button #6, RB
BTN_7	6	Button #7, BACK
BTN_8	7	Button #8, START
BTN_9	8	Button #9, Left Stic
BTN_10	9	Button #10, Right Stick
BTN_11	10	Button #11
BTN_12	11	Button #12
BTN_13	12	Button #13
BTN_14	13	Button #14
BTN_15	14	Button #15
BTN_16	15	Button #16
MAX_ABS_VALUE	255	Maximum ABS value
MIN_ABS_VALUE	0	Minimum ABS value
XINPUT_MAX_ABS_VALUE	32767	Maximum ABS value of Xinput
XINPUT_MIN_ABS_VALUE	-32768	Minimum ABS value of Xinput
KEY_PRESSED	1	Pressed status
KEY_RELEASED	0	Released status
KEY_REPEATED	2	Continous pressed status

Methods

getGamepads

Description

request to get gamepad instances.

Parameters	<ul style="list-style-type: none"> ■successCallback <ul style="list-style-type: none"> - Function ■errorCallback <ul style="list-style-type: none"> - Function
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.gamepad.getGamepads(successCallback, errorCallback);	
registerManagerCallback	
Description	
request to set callback function to receive gamepad manager event such as EVENT_DEV_DISCONNECT.	
Parameters	<ul style="list-style-type: none"> ■callbackFn <ul style="list-style-type: none"> - Function - callback function that has prototype given as "void callbackFn(ManagerEvent)"
Return	■Void
Emulator Support	Y
SDK Constraint	None
Example	
deviceapis.gamepad.registerManagerCallback(cbFunc);	