

GAMEPAD.GAMEPAD

This class can receive an input key value of gamepad by connecting to gamepad device. It also includes available methods of forcefeedback.

Add the following line for gamepad.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.Gamepad class like this :

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

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Methods

getABSValueRange

Description

get ABS value range from the gamepad

Parameters

■code
- Unsigned short
- ABS Event Code to get the range

Return

■GamepadABSValueRange
- ABS value range structure from the gamepad.
* Returns null if value is not available

Emulator Support

Yes

SDK Constraint

None

Example

```

var gamepad = window.webapis.gamepad || {};
var device1 = null;

Main.keyDown = function()
{
    gamepad.getGamepads(Main.onGamepadObtained);
    ....
}

Main.onGamepadObtained = function(gamepads)
{
    device1 = gamepads[0];
}

GamepadABSValueRange range = device1.getABSValueRange(gamepad.ABS_HAT3Y);

```

getDeviceID

Description

get device ID of the device.

Parameters	none
Return	■DOMString - device ID
Emulator Support	Yes
SDK Constraint	None

Example

```

var gamepad = window.webapis.gamepad || {};
var device1 = null;

Main.keyDown = function()
{
    gamepad.getGamepads(Main.onGamepadObtained);
    ....
}

Main.onGamepadObtained = function(gamepads)
{
    device1 = gamepads[0];
}

string strDeviceID = device1.getDeviceID();

```

getInputEvent

Description

get input event from the gamepad

Parameters	none
Return	■GamepadEvent - input event from the gamepad. * Returns null if event is not available.
Emulator Support	Yes
SDK Constraint	None

Example

```
var gamepad = window.webapis.gamepad || {};  
var device1 = null;  
  
Main.keyDown = function()  
{  
    gamepad.getGamepads(Main.onGamepadObtained);  
    ....  
}  
  
Main.onGamepadObtained = function(gamepads)  
{  
    device1 = gamepads[0];  
}  
  
GamepadEvent event = device1.getInputEvent();
```

getName

Description

get name of the device.

Parameters	none
Return	■DOMString - name of the device
Emulator Support	Yes
SDK Constraint	None

Example

```
var gamepad = window.webapis.gamepad || {};  
var device1 = null;  
  
Main.keyDown = function()  
{  
    gamepad.getGamepads(Main.onGamepadObtained);  
    ....  
}  
  
Main.onGamepadObtained = function(gamepads)  
{  
    device1 = gamepads[0];  
}  
  
string strName = device1.getName();
```

getUniqueID

Description

get unique ID of the device.

Parameters	none
Return	■DOMString - address/uniqueID of the device
Emulator Support	Yes
SDK Constraint	None

Example

```

var gamepad = window.webapis.gamepad || {};
var device1 = null;

Main.keyDown = function()
{
    gamepad.getGamepads(Main.onGamepadObtained);
    ....
}

Main.onGamepadObtained = function(gamepads)
{
    device1 = gamepads[0];
}

string strUniqueID = device1.getUniqueID();

```

isForceFeedbackSupported

Description

check forcefeedback supportability of the gamepad

Parameters	none
Return	■ Boolean - true : forcefeedback is supported, - false : forcefeedback is not supported
Emulator Support	Yes
SDK Constraint	None

Example

```

var gamepad = window.webapis.gamepad || {};
var device1 = null;

Main.keyDown = function()
{
    gamepad.getGamepads(Main.onGamepadObtained);
    ....
}

Main.onGamepadObtained = function(gamepads)
{
    device1 = gamepads[0];
}

bool fResult = device1.isForceFeedbackSupported();

```

playForceFeedback

Description

request to play forcefeedback effect of the the gamepad

Parameters	■ duration - Unsigned short - duration of forcefeedback effect. - [default : set to 1] ■ gain - Unsigned short - gain of forcefeedback effect. - [default : set to 100]
Return	■ Boolean - true : forcefeedback is successful, - false : forcefeedback is fail
Emulator Support	Yes

SDK Constraint	None
Example	
<pre> var gamepad = window.webapis.gamepad {}; var device1 = null; Main.keyDown = function() { gamepad.getGamepads(Main.onGamepadObtained); } Main.onGamepadObtained = function(gamepads) { device1 = gamepads[0]; } bool fResult = device1.playForceFeedback(1, 100); </pre>	
stopForceFeedback	
Description	
quest to stop forcefeedback effect of the gamepad	
Parameters	none
Return	■Boolean <ul style="list-style-type: none"> - true : forcefeedback stops properly, - false : forcefeedback stops failed
Emulator Support	Yes
SDK Constraint	None
Example	
<pre> var gamepad = window.webapis.gamepad {}; var device1 = null; Main.keyDown = function() { gamepad.getGamepads(Main.onGamepadObtained); } Main.onGamepadObtained = function(gamepads) { device1 = gamepads[0]; } bool fResult = device1.stopForceFeedback(); </pre>	