

iGamepad

Fields

iGamepad has no public fields.

Functions

Return Type	Function Name	Parameters	Description
tString	GetGamepadName		
int	GetNumButtons		
int	GetNumAxes		
int	GetNumHats		
int	GetNumBalls		
cGamepadInputData	GetInputUpdate		
bool	HasInputUpdates		
bool	ButtonsDown	eGamepadButton aButton	
cGamepadInputData	GetButton		
bool	ButtonsPressed		
cGamepadInputData	GetReleasedButton		
bool	ButtonsReleased		
float	GetAxisValue	eGamepadAxis aAxis	
float	GetAxisDeadZoneRadiusValue		
void	SetAxisDeadZoneRadiusValue	float afValue	
cGamepadInputData	GetUpdatedAxis		
bool	AxesUpdated		
eGamepadHatState	GetHatCurrentState	eGamepadHat aHat	
bool	HatIsInState	eGamepadHat aHat, eGamepadHatState aState	
cGamepadInputData	GetHatState		
bool	HatsChanged		
cVector2l	GetBallAbsPos	eGamepadBall aBall	
void	SetRumble	float afValue, int aMillisec	
void	SetColorLED	const cColor &in aColor	
cColor	GetColorLED		

Remarks

Have some helpful descriptions to add to this class? Edit this page and add your insight to the Wiki!

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