Doomsday Engine - Feature #2112

Bug # 778 (Progressed): Gamepad usability issues

Bindings for the Playstation 3 controller

2015-09-13 13:50 - skyjake

Status:	Closed	**Start date:**	2015-09-13
Priority:	Low	**% Done:**	100%
Assignee:	skyjake		
Category:	3rd party compatibility		
Target version:	2.0 – Home UI & Packages		

Description

When a gamepad controller is plugged in, the default joystick bindings should be bound to buttons/axes suitable for it. Since I have a PS3 controller that works with Doomsday, I can define reasonable bindings for it.

In practice, the behavior should be:

1. When launching a game for the first time, the connected controller's default bindings should be applied.
2. Subsequently one can manually reset the joystick bindings to any particular scheme, via the Input Settings dialog (when a game is loaded).

Related issues:

Copied to Feature #2172: Bindings for the Playstation 4 controller	**Closed**	**2015-09-13**

Associated revisions

Revision a75624a4 - 2015-09-16 08:21 - skyjake

Input|Client: Controller presets via Doomsday Script; basic PS3 bindings

The client's "controllers" DS module inserts a set of objects into the Input.controllerPresets dictionary. Each object has a bind() method that is called when the preset is taken into use.

This commit has basic Doom-compatible PS3 gamepad bindings. Heretic and Hexen bindings (mostly for the inventory) are still missing.

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Revision b88bdfcd - 2015-09-17 21:19 - skyjake

Input|Bindings|Client: Completed PS3 gamepad bindings

Added inventory controls for Heretic and Hexen, and configured deadlines appropriately for a PS3 gamepad.

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History

#1 - 2015-09-16 17:12 - skyjake

- % Done changed from 0 to 40

#2 - 2015-09-18 12:15 - skyjake

- % Done changed from 40 to 100

#3 - 2015-09-19 13:21 - skyjake

- Status changed from In Progress to Resolved

Notes for future work:

- Defining the bindings in an Info document would be more approachable for end users.
- We should use Doomsday Script for the parsing: *controllers.de* should be generalized to read the bindings from files in a specific folder.
- It should be possible to define names for the various buttons (e.g., PS3's square and triangle buttons) and axes rather than having to refer to them via numbers. These names should be used in the UI.

- There should be game-specific conditions.
- Not just bindings: setting the defaults for dead zones.

#4 - 2015-11-03 09:12 - skyjake

- Priority changed from Normal to Low

#5 - 2015-11-03 09:13 - skyjake

- Status changed from Resolved to Closed

#6 - 2016-08-23 21:57 - skyjake

- Copied to Feature #2172: Bindings for the Playstation 4 controller added