Evmapy

Under construction.

Evmapy is a tool used by Batocera to map inputs from the controller to a virtual keyboard (although, its capable of quite a bit more than that). You can refer to its readme for more information.

Input triggers

Todo

Acceptable output events

Execute

Todo

Target (keys)

Here's a sample of the `/usr/include/linux/input-event-codes.h` file from a standard installation of Solus. This should cover all the possible output events that can be handled by evmapy.

Click to reveal

```
/* SPDX-License-Identifier: GPL-2.0-only WITH Linux-syscall-note */
/*
 * Input event codes
 *
 *    *** IMPORTANT ***
 * This file is not only included from C-code but also from devicetree
source
 * files. As such this file MUST only contain comments and defines.
 *
 * Copyright (c) 1999-2002 Vojtech Pavlik
 * Copyright (c) 2015 Hans de Goede <hdegoede@redhat.com>
 *
 * This program is free software; you can redistribute it and/or modify
it
 * under the terms of the GNU General Public License version 2 as
published by
 * the Free Software Foundation.
 */
```

```
#ifndef _INPUT_EVENT_CODES_H
#define _INPUT_EVENT_CODES_H

/*
 * Device properties and quirks
 */

#define INPUT_PROP_POINTER      0x00    /* needs a pointer */
#define INPUT_PROP_DIRECT       0x01    /* direct input devices */
#define INPUT_PROP_BUTTONPAD        0x02    /* has button(s) under pad
*/
#define INPUT_PROP_SEMI_MT      0x03    /* touch rectangle only */
#define INPUT_PROP_TOPBUTTONPAD     0x04    /* softbuttons at top of
pad */
#define INPUT_PROP_POINTING_STICK   0x05    /* is a pointing stick */
#define INPUT_PROP_ACCELEROMETER    0x06    /* has accelerometer */

#define INPUT_PROP_MAX          0x1f
#define INPUT_PROP_CNT          (INPUT_PROP_MAX + 1)

/*
 * Event types
 */

#define EV_SYN          0x00
#define EV_KEY          0x01
#define EV_REL          0x02
#define EV_ABS          0x03
#define EV_MSC          0x04
#define EV_SW           0x05
#define EV_LED          0x11
#define EV_SND          0x12
#define EV_REP          0x14
#define EV_FF           0x15
#define EV_PWR          0x16
#define EV_FF_STATUS        0x17
#define EV_MAX          0x1f
#define EV_CNT          (EV_MAX+1)

/*
 * Synchronization events.
 */

#define SYN_REPORT      0
#define SYN_CONFIG      1
#define SYN_MT_REPORT       2
#define SYN_DROPPED     3
#define SYN_MAX         0xf
#define SYN_CNT         (SYN_MAX+1)

/*
```

```
 * Keys and buttons
 *
 * Most of the keys/buttons are modeled after USB HUT 1.12
 * (see http://www.usb.org/developers/hidpage).
 * Abbreviations in the comments:
 * AC - Application Control
 * AL - Application Launch Button
 * SC - System Control
 */

#define KEY_RESERVED        0
#define KEY_ESC         1
#define KEY_1           2
#define KEY_2           3
#define KEY_3           4
#define KEY_4           5
#define KEY_5           6
#define KEY_6           7
#define KEY_7           8
#define KEY_8           9
#define KEY_9           10
#define KEY_0           11
#define KEY_MINUS       12
#define KEY_EQUAL       13
#define KEY_BACKSPACE       14
#define KEY_TAB         15
#define KEY_Q           16
#define KEY_W           17
#define KEY_E           18
#define KEY_R           19
#define KEY_T           20
#define KEY_Y           21
#define KEY_U           22
#define KEY_I           23
#define KEY_O           24
#define KEY_P           25
#define KEY_LEFTBRACE       26
#define KEY_RIGHTBRACE      27
#define KEY_ENTER       28
#define KEY_LEFTCTRL        29
#define KEY_A           30
#define KEY_S           31
#define KEY_D           32
#define KEY_F           33
#define KEY_G           34
#define KEY_H           35
#define KEY_J           36
#define KEY_K           37
#define KEY_L           38
#define KEY_SEMICOLON       39
#define KEY_APOSTROPHE      40
```

```
#define KEY_GRAVE       41
#define KEY_LEFTSHIFT       42
#define KEY_BACKSLASH       43
#define KEY_Z           44
#define KEY_X           45
#define KEY_C           46
#define KEY_V           47
#define KEY_B           48
#define KEY_N           49
#define KEY_M           50
#define KEY_COMMA       51
#define KEY_DOT         52
#define KEY_SLASH       53
#define KEY_RIGHTSHIFT      54
#define KEY_KPASTERISK      55
#define KEY_LEFTALT     56
#define KEY_SPACE       57
#define KEY_CAPSLOCK        58
#define KEY_F1          59
#define KEY_F2          60
#define KEY_F3          61
#define KEY_F4          62
#define KEY_F5          63
#define KEY_F6          64
#define KEY_F7          65
#define KEY_F8          66
#define KEY_F9          67
#define KEY_F10         68
#define KEY_NUMLOCK     69
#define KEY_SCROLLLOCK      70
#define KEY_KP7         71
#define KEY_KP8         72
#define KEY_KP9         73
#define KEY_KPMINUS     74
#define KEY_KP4         75
#define KEY_KP5         76
#define KEY_KP6         77
#define KEY_KPPLUS      78
#define KEY_KP1         79
#define KEY_KP2         80
#define KEY_KP3         81
#define KEY_KP0         82
#define KEY_KPDOT       83

#define KEY_ZENKAKUHANKAKU  85
#define KEY_102ND       86
#define KEY_F11         87
#define KEY_F12         88
#define KEY_RO          89
#define KEY_KATAKANA        90
#define KEY_HIRAGANA        91
```

```
#define KEY_HENKAN      92
#define KEY_KATAKANAHIRAGANA    93
#define KEY_MUHENKAN        94
#define KEY_KPJPCOMMA       95
#define KEY_KPENTER     96
#define KEY_RIGHTCTRL       97
#define KEY_KPSLASH     98
#define KEY_SYSRQ       99
#define KEY_RIGHTALT        100
#define KEY_LINEFEED        101
#define KEY_HOME        102
#define KEY_UP          103
#define KEY_PAGEUP      104
#define KEY_LEFT        105
#define KEY_RIGHT       106
#define KEY_END         107
#define KEY_DOWN        108
#define KEY_PAGEDOWN        109
#define KEY_INSERT      110
#define KEY_DELETE      111
#define KEY_MACRO       112
#define KEY_MUTE        113
#define KEY_VOLUMEDOWN      114
#define KEY_VOLUMEUP        115
#define KEY_POWER       116    /* SC System Power Down */
#define KEY_KPEQUAL     117
#define KEY_KPPLUSMINUS     118
#define KEY_PAUSE       119
#define KEY_SCALE       120    /* AL Compiz Scale (Expose) */

#define KEY_KPCOMMA     121
#define KEY_HANGEUL     122
#define KEY_HANGUEL     KEY_HANGEUL
#define KEY_HANJA       123
#define KEY_YEN         124
#define KEY_LEFTMETA        125
#define KEY_RIGHTMETA       126
#define KEY_COMPOSE     127

#define KEY_STOP        128    /* AC Stop */
#define KEY_AGAIN       129
#define KEY_PROPS       130    /* AC Properties */
#define KEY_UNDO        131    /* AC Undo */
#define KEY_FRONT       132
#define KEY_COPY        133    /* AC Copy */
#define KEY_OPEN        134    /* AC Open */
#define KEY_PASTE       135    /* AC Paste */
#define KEY_FIND        136    /* AC Search */
#define KEY_CUT         137    /* AC Cut */
#define KEY_HELP        138    /* AL Integrated Help Center */
#define KEY_MENU        139    /* Menu (show menu) */
```

```
#define KEY_CALC        140    /* AL Calculator */
#define KEY_SETUP       141
#define KEY_SLEEP       142    /* SC System Sleep */
#define KEY_WAKEUP      143    /* System Wake Up */
#define KEY_FILE        144    /* AL Local Machine Browser */
#define KEY_SENDFILE        145
#define KEY_DELETEFILE      146
#define KEY_XFER        147
#define KEY_PROG1       148
#define KEY_PROG2       149
#define KEY_WWW         150    /* AL Internet Browser */
#define KEY_MSDOS       151
#define KEY_COFFEE      152    /* AL Terminal Lock/Screensaver */
#define KEY_SCREENLOCK      KEY_COFFEE
#define KEY_ROTATE_DISPLAY  153    /* Display orientation for e.g.
tablets */
#define KEY_DIRECTION       KEY_ROTATE_DISPLAY
#define KEY_CYCLEWINDOWS    154
#define KEY_MAIL        155
#define KEY_BOOKMARKS       156    /* AC Bookmarks */
#define KEY_COMPUTER        157
#define KEY_BACK        158    /* AC Back */
#define KEY_FORWARD     159    /* AC Forward */
#define KEY_CLOSECD     160
#define KEY_EJECTCD     161
#define KEY_EJECTCLOSECD    162
#define KEY_NEXTSONG        163
#define KEY_PLAYPAUSE       164
#define KEY_PREVIOUSSONG    165
#define KEY_STOPCD      166
#define KEY_RECORD      167
#define KEY_REWIND      168
#define KEY_PHONE       169    /* Media Select Telephone */
#define KEY_ISO         170
#define KEY_CONFIG      171    /* AL Consumer Control Configuration */
#define KEY_HOMEPAGE        172    /* AC Home */
#define KEY_REFRESH     173    /* AC Refresh */
#define KEY_EXIT        174    /* AC Exit */
#define KEY_MOVE        175
#define KEY_EDIT        176
#define KEY_SCROLLUP        177
#define KEY_SCROLLDOWN      178
#define KEY_KPLEFTPAREN     179
#define KEY_KPRIGHTPAREN    180
#define KEY_NEW         181    /* AC New */
#define KEY_REDO        182    /* AC Redo/Repeat */

#define KEY_F13         183
#define KEY_F14         184
#define KEY_F15         185
#define KEY_F16         186
```

```
#define KEY_F17         187
#define KEY_F18         188
#define KEY_F19         189
#define KEY_F20         190
#define KEY_F21         191
#define KEY_F22         192
#define KEY_F23         193
#define KEY_F24         194

#define KEY_PLAYCD      200
#define KEY_PAUSECD     201
#define KEY_PROG3       202
#define KEY_PROG4       203
#define KEY_DASHBOARD       204    /* AL Dashboard */
#define KEY_SUSPEND     205
#define KEY_CLOSE       206    /* AC Close */
#define KEY_PLAY        207
#define KEY_FASTFORWARD     208
#define KEY_BASSBOOST       209
#define KEY_PRINT       210    /* AC Print */
#define KEY_HP          211
#define KEY_CAMERA      212
#define KEY_SOUND       213
#define KEY_QUESTION        214
#define KEY_EMAIL       215
#define KEY_CHAT        216
#define KEY_SEARCH      217
#define KEY_CONNECT     218
#define KEY_FINANCE     219    /* AL Checkbook/Finance */
#define KEY_SPORT       220
#define KEY_SHOP        221
#define KEY_ALTERASE        222
#define KEY_CANCEL      223    /* AC Cancel */
#define KEY_BRIGHTNESSDOWN  224
#define KEY_BRIGHTNESSUP    225
#define KEY_MEDIA       226

#define KEY_SWITCHVIDEOMODE 227    /* Cycle between available video
                      outputs (Monitor/LCD/TV-out/etc) */
#define KEY_KBDILLUMTOGGLE  228
#define KEY_KBDILLUMDOWN    229
#define KEY_KBDILLUMUP      230

#define KEY_SEND        231    /* AC Send */
#define KEY_REPLY       232    /* AC Reply */
#define KEY_FORWARDMAIL     233    /* AC Forward Msg */
#define KEY_SAVE        234    /* AC Save */
#define KEY_DOCUMENTS       235

#define KEY_BATTERY     236
```

```
#define KEY_BLUETOOTH       237
#define KEY_WLAN        238
#define KEY_UWB         239

#define KEY_UNKNOWN     240

#define KEY_VIDEO_NEXT      241    /* drive next video source */
#define KEY_VIDEO_PREV      242    /* drive previous video source */
#define KEY_BRIGHTNESS_CYCLE    243    /* brightness up, after max is
min */
#define KEY_BRIGHTNESS_AUTO 244    /* Set Auto Brightness: manual
                      brightness control is off,
                      rely on ambient */
#define KEY_BRIGHTNESS_ZERO KEY_BRIGHTNESS_AUTO
#define KEY_DISPLAY_OFF     245    /* display device to off state */

#define KEY_WWAN        246    /* Wireless WAN (LTE, UMTS, GSM, etc.)
*/
#define KEY_WIMAX       KEY_WWAN
#define KEY_RFKILL      247    /* Key that controls all radios */

#define KEY_MICMUTE     248    /* Mute / unmute the microphone */

/* Code 255 is reserved for special needs of AT keyboard driver */

#define BTN_MISC        0x100
#define BTN_0           0x100
#define BTN_1           0x101
#define BTN_2           0x102
#define BTN_3           0x103
#define BTN_4           0x104
#define BTN_5           0x105
#define BTN_6           0x106
#define BTN_7           0x107
#define BTN_8           0x108
#define BTN_9           0x109

#define BTN_MOUSE       0x110
#define BTN_LEFT        0x110
#define BTN_RIGHT       0x111
#define BTN_MIDDLE      0x112
#define BTN_SIDE        0x113
#define BTN_EXTRA       0x114
#define BTN_FORWARD     0x115
#define BTN_BACK        0x116
#define BTN_TASK        0x117

#define BTN_JOYSTICK        0x120
#define BTN_TRIGGER     0x120
#define BTN_THUMB       0x121
#define BTN_THUMB2      0x122
```

```
#define BTN_TOP         0x123
#define BTN_TOP2        0x124
#define BTN_PINKIE      0x125
#define BTN_BASE        0x126
#define BTN_BASE2       0x127
#define BTN_BASE3       0x128
#define BTN_BASE4       0x129
#define BTN_BASE5       0x12a
#define BTN_BASE6       0x12b
#define BTN_DEAD        0x12f

#define BTN_GAMEPAD     0x130
#define BTN_SOUTH       0x130
#define BTN_A           BTN_SOUTH
#define BTN_EAST        0x131
#define BTN_B           BTN_EAST
#define BTN_C           0x132
#define BTN_NORTH       0x133
#define BTN_X           BTN_NORTH
#define BTN_WEST        0x134
#define BTN_Y           BTN_WEST
#define BTN_Z           0x135
#define BTN_TL          0x136
#define BTN_TR          0x137
#define BTN_TL2         0x138
#define BTN_TR2         0x139
#define BTN_SELECT      0x13a
#define BTN_START       0x13b
#define BTN_MODE        0x13c
#define BTN_THUMBL      0x13d
#define BTN_THUMBR      0x13e

#define BTN_DIGI        0x140
#define BTN_TOOL_PEN        0x140
#define BTN_TOOL_RUBBER     0x141
#define BTN_TOOL_BRUSH      0x142
#define BTN_TOOL_PENCIL     0x143
#define BTN_TOOL_AIRBRUSH   0x144
#define BTN_TOOL_FINGER     0x145
#define BTN_TOOL_MOUSE      0x146
#define BTN_TOOL_LENS       0x147
#define BTN_TOOL_QUINTTAP   0x148    /* Five fingers on trackpad */
#define BTN_STYLUS3     0x149
#define BTN_TOUCH       0x14a
#define BTN_STYLUS      0x14b
#define BTN_STYLUS2     0x14c
#define BTN_TOOL_DOUBLETAP  0x14d
#define BTN_TOOL_TRIPLETAP  0x14e
#define BTN_TOOL_QUADTAP    0x14f    /* Four fingers on trackpad */

#define BTN_WHEEL       0x150
```

```
#define BTN_GEAR_DOWN       0x150
#define BTN_GEAR_UP     0x151

#define KEY_OK          0x160
#define KEY_SELECT      0x161
#define KEY_GOTO        0x162
#define KEY_CLEAR       0x163
#define KEY_POWER2      0x164
#define KEY_OPTION      0x165
#define KEY_INFO        0x166    /* AL OEM Features/Tips/Tutorial */
#define KEY_TIME        0x167
#define KEY_VENDOR      0x168
#define KEY_ARCHIVE     0x169
#define KEY_PROGRAM     0x16a    /* Media Select Program Guide */
#define KEY_CHANNEL     0x16b
#define KEY_FAVORITES       0x16c
#define KEY_EPG         0x16d
#define KEY_PVR         0x16e    /* Media Select Home */
#define KEY_MHP         0x16f
#define KEY_LANGUAGE        0x170
#define KEY_TITLE       0x171
#define KEY_SUBTITLE        0x172
#define KEY_ANGLE       0x173
#define KEY_FULL_SCREEN     0x174    /* AC View Toggle */
#define KEY_ZOOM        KEY_FULL_SCREEN
#define KEY_MODE        0x175
#define KEY_KEYBOARD        0x176
#define KEY_ASPECT_RATIO    0x177    /* HUTRR37: Aspect */
#define KEY_SCREEN      KEY_ASPECT_RATIO
#define KEY_PC          0x178    /* Media Select Computer */
#define KEY_TV          0x179    /* Media Select TV */
#define KEY_TV2         0x17a    /* Media Select Cable */
#define KEY_VCR         0x17b    /* Media Select VCR */
#define KEY_VCR2        0x17c    /* VCR Plus */
#define KEY_SAT         0x17d    /* Media Select Satellite */
#define KEY_SAT2        0x17e
#define KEY_CD          0x17f    /* Media Select CD */
#define KEY_TAPE        0x180    /* Media Select Tape */
#define KEY_RADIO       0x181
#define KEY_TUNER       0x182    /* Media Select Tuner */
#define KEY_PLAYER      0x183
#define KEY_TEXT        0x184
#define KEY_DVD         0x185    /* Media Select DVD */
#define KEY_AUX         0x186
#define KEY_MP3         0x187
#define KEY_AUDIO       0x188    /* AL Audio Browser */
#define KEY_VIDEO       0x189    /* AL Movie Browser */
#define KEY_DIRECTORY       0x18a
#define KEY_LIST        0x18b
#define KEY_MEMO        0x18c    /* Media Select Messages */
#define KEY_CALENDAR        0x18d
```

```
#define KEY_RED         0x18e
#define KEY_GREEN       0x18f
#define KEY_YELLOW      0x190
#define KEY_BLUE        0x191
#define KEY_CHANNELUP       0x192    /* Channel Increment */
#define KEY_CHANNELDOWN     0x193    /* Channel Decrement */
#define KEY_FIRST       0x194
#define KEY_LAST        0x195    /* Recall Last */
#define KEY_AB          0x196
#define KEY_NEXT        0x197
#define KEY_RESTART     0x198
#define KEY_SLOW        0x199
#define KEY_SHUFFLE     0x19a
#define KEY_BREAK       0x19b
#define KEY_PREVIOUS        0x19c
#define KEY_DIGITS      0x19d
#define KEY_TEEN        0x19e
#define KEY_TWEN        0x19f
#define KEY_VIDEOPHONE      0x1a0    /* Media Select Video Phone */
#define KEY_GAMES       0x1a1    /* Media Select Games */
#define KEY_ZOOMIN      0x1a2    /* AC Zoom In */
#define KEY_ZOOMOUT     0x1a3    /* AC Zoom Out */
#define KEY_ZOOMRESET       0x1a4    /* AC Zoom */
#define KEY_WORDPROCESSOR   0x1a5    /* AL Word Processor */
#define KEY_EDITOR      0x1a6    /* AL Text Editor */
#define KEY_SPREADSHEET     0x1a7    /* AL Spreadsheet */
#define KEY_GRAPHICSEDITOR  0x1a8    /* AL Graphics Editor */
#define KEY_PRESENTATION    0x1a9    /* AL Presentation App */
#define KEY_DATABASE        0x1aa    /* AL Database App */
#define KEY_NEWS        0x1ab    /* AL Newsreader */
#define KEY_VOICEMAIL       0x1ac    /* AL Voicemail */
#define KEY_ADDRESSBOOK     0x1ad    /* AL Contacts/Address Book */
#define KEY_MESSENGER       0x1ae    /* AL Instant Messaging */
#define KEY_DISPLAYTOGGLE   0x1af    /* Turn display (LCD) on and off
*/
#define KEY_BRIGHTNESS_TOGGLE   KEY_DISPLAYTOGGLE
#define KEY_SPELLCHECK      0x1b0   /* AL Spell Check */
#define KEY_LOGOFF      0x1b1   /* AL Logoff */

#define KEY_DOLLAR      0x1b2
#define KEY_EURO        0x1b3

#define KEY_FRAMEBACK       0x1b4    /* Consumer - transport controls
*/
#define KEY_FRAMEFORWARD    0x1b5
#define KEY_CONTEXT_MENU    0x1b6    /* GenDesc - system context menu
*/
#define KEY_MEDIA_REPEAT    0x1b7    /* Consumer - transport control */
#define KEY_10CHANNELSUP    0x1b8    /* 10 channels up (10+) */
#define KEY_10CHANNELSDOWN  0x1b9    /* 10 channels down (10-) */
#define KEY_IMAGES      0x1ba    /* AL Image Browser */
```

```
#define KEY_NOTIFICATION_CENTER 0x1bc    /* Show/hide the notification
center */
#define KEY_PICKUP_PHONE    0x1bd    /* Answer incoming call */
#define KEY_HANGUP_PHONE    0x1be    /* Decline incoming call */

#define KEY_DEL_EOL     0x1c0
#define KEY_DEL_EOS     0x1c1
#define KEY_INS_LINE        0x1c2
#define KEY_DEL_LINE        0x1c3

#define KEY_FN          0x1d0
#define KEY_FN_ESC      0x1d1
#define KEY_FN_F1       0x1d2
#define KEY_FN_F2       0x1d3
#define KEY_FN_F3       0x1d4
#define KEY_FN_F4       0x1d5
#define KEY_FN_F5       0x1d6
#define KEY_FN_F6       0x1d7
#define KEY_FN_F7       0x1d8
#define KEY_FN_F8       0x1d9
#define KEY_FN_F9       0x1da
#define KEY_FN_F10      0x1db
#define KEY_FN_F11      0x1dc
#define KEY_FN_F12      0x1dd
#define KEY_FN_1        0x1de
#define KEY_FN_2        0x1df
#define KEY_FN_D        0x1e0
#define KEY_FN_E        0x1e1
#define KEY_FN_F        0x1e2
#define KEY_FN_S        0x1e3
#define KEY_FN_B        0x1e4
#define KEY_FN_RIGHT_SHIFT  0x1e5

#define KEY_BRL_DOT1        0x1f1
#define KEY_BRL_DOT2        0x1f2
#define KEY_BRL_DOT3        0x1f3
#define KEY_BRL_DOT4        0x1f4
#define KEY_BRL_DOT5        0x1f5
#define KEY_BRL_DOT6        0x1f6
#define KEY_BRL_DOT7        0x1f7
#define KEY_BRL_DOT8        0x1f8
#define KEY_BRL_DOT9        0x1f9
#define KEY_BRL_DOT10       0x1fa

#define KEY_NUMERIC_0       0x200    /* used by phones, remote
controls, */
#define KEY_NUMERIC_1       0x201    /* and other keypads */
#define KEY_NUMERIC_2       0x202
#define KEY_NUMERIC_3       0x203
#define KEY_NUMERIC_4       0x204
#define KEY_NUMERIC_5       0x205
```

```
#define KEY_NUMERIC_6       0x206
#define KEY_NUMERIC_7       0x207
#define KEY_NUMERIC_8       0x208
#define KEY_NUMERIC_9       0x209
#define KEY_NUMERIC_STAR    0x20a
#define KEY_NUMERIC_POUND   0x20b
#define KEY_NUMERIC_A       0x20c    /* Phone key A - HUT Telephony
0xb9 */
#define KEY_NUMERIC_B       0x20d
#define KEY_NUMERIC_C       0x20e
#define KEY_NUMERIC_D       0x20f

#define KEY_CAMERA_FOCUS    0x210
#define KEY_WPS_BUTTON      0x211    /* WiFi Protected Setup key */

#define KEY_TOUCHPAD_TOGGLE 0x212    /* Request switch touchpad on or
off */
#define KEY_TOUCHPAD_ON     0x213
#define KEY_TOUCHPAD_OFF    0x214

#define KEY_CAMERA_ZOOMIN   0x215
#define KEY_CAMERA_ZOOMOUT  0x216
#define KEY_CAMERA_UP       0x217
#define KEY_CAMERA_DOWN     0x218
#define KEY_CAMERA_LEFT     0x219
#define KEY_CAMERA_RIGHT    0x21a

#define KEY_ATTENDANT_ON    0x21b
#define KEY_ATTENDANT_OFF   0x21c
#define KEY_ATTENDANT_TOGGLE    0x21d    /* Attendant call on or off */
#define KEY_LIGHTS_TOGGLE   0x21e    /* Reading light on or off */

#define BTN_DPAD_UP     0x220
#define BTN_DPAD_DOWN       0x221
#define BTN_DPAD_LEFT       0x222
#define BTN_DPAD_RIGHT      0x223

#define KEY_ALS_TOGGLE      0x230    /* Ambient light sensor */
#define KEY_ROTATE_LOCK_TOGGLE  0x231    /* Display rotation lock */

#define KEY_BUTTONCONFIG        0x240    /* AL Button Configuration */
#define KEY_TASKMANAGER     0x241    /* AL Task/Project Manager */
#define KEY_JOURNAL     0x242    /* AL Log/Journal/Timecard */
#define KEY_CONTROLPANEL        0x243    /* AL Control Panel */
#define KEY_APPSELECT       0x244    /* AL Select Task/Application */
#define KEY_SCREENSAVER     0x245    /* AL Screen Saver */
#define KEY_VOICECOMMAND        0x246    /* Listening Voice Command */
#define KEY_ASSISTANT       0x247    /* AL Context-aware desktop
assistant */
#define KEY_KBD_LAYOUT_NEXT 0x248    /* AC Next Keyboard Layout Select
*/
```

```
#define KEY_EMOJI_PICKER    0x249    /* Show/hide emoji picker
(HUTRR101) */

#define KEY_BRIGHTNESS_MIN      0x250    /* Set Brightness to Minimum
*/
#define KEY_BRIGHTNESS_MAX      0x251    /* Set Brightness to Maximum
*/

#define KEY_KBDINPUTASSIST_PREV     0x260
#define KEY_KBDINPUTASSIST_NEXT     0x261
#define KEY_KBDINPUTASSIST_PREVGROUP        0x262
#define KEY_KBDINPUTASSIST_NEXTGROUP        0x263
#define KEY_KBDINPUTASSIST_ACCEPT       0x264
#define KEY_KBDINPUTASSIST_CANCEL       0x265

/* Diagonal movement keys */
#define KEY_RIGHT_UP            0x266
#define KEY_RIGHT_DOWN          0x267
#define KEY_LEFT_UP         0x268
#define KEY_LEFT_DOWN           0x269

#define KEY_ROOT_MENU           0x26a /* Show Device's Root Menu */
/* Show Top Menu of the Media (e.g. DVD) */
#define KEY_MEDIA_TOP_MENU      0x26b
#define KEY_NUMERIC_11          0x26c
#define KEY_NUMERIC_12          0x26d
/*
 * Toggle Audio Description: refers to an audio service that helps
blind and
 * visually impaired consumers understand the action in a program.
Note: in
 * some countries this is referred to as "Video Description".
 */
#define KEY_AUDIO_DESC          0x26e
#define KEY_3D_MODE         0x26f
#define KEY_NEXT_FAVORITE       0x270
#define KEY_STOP_RECORD         0x271
#define KEY_PAUSE_RECORD        0x272
#define KEY_VOD             0x273 /* Video on Demand */
#define KEY_UNMUTE          0x274
#define KEY_FASTREVERSE         0x275
#define KEY_SLOWREVERSE         0x276
/*
 * Control a data application associated with the currently viewed
channel,
 * e.g. teletext or data broadcast application (MHEG, MHP, HbbTV, etc.)
 */
#define KEY_DATA            0x277
#define KEY_ONSCREEN_KEYBOARD       0x278
/* Electronic privacy screen control */
#define KEY_PRIVACY_SCREEN_TOGGLE   0x279
```

```
/* Select an area of screen to be copied */
#define KEY_SELECTIVE_SCREENSHOT    0x27a

/*
 * Some keyboards have keys which do not have a defined meaning, these
keys
 * are intended to be programmed / bound to macros by the user. For
most
 * keyboards with these macro-keys the key-sequence to inject, or
action to
 * take, is all handled by software on the host side. So from the
kernel's
 * point of view these are just normal keys.
 *
 * The KEY_MACRO# codes below are intended for such keys, which may be
labeled
 * e.g. G1-G18, or S1 - S30. The KEY_MACRO# codes MUST NOT be used for
keys
 * where the marking on the key does indicate a defined meaning /
purpose.
 *
 * The KEY_MACRO# codes MUST also NOT be used as fallback for when no
existing
 * KEY_FOO define matches the marking / purpose. In this case a new
KEY_FOO
 * define MUST be added.
 */
#define KEY_MACRO1          0x290
#define KEY_MACRO2          0x291
#define KEY_MACRO3          0x292
#define KEY_MACRO4          0x293
#define KEY_MACRO5          0x294
#define KEY_MACRO6          0x295
#define KEY_MACRO7          0x296
#define KEY_MACRO8          0x297
#define KEY_MACRO9          0x298
#define KEY_MACRO10         0x299
#define KEY_MACRO11         0x29a
#define KEY_MACRO12         0x29b
#define KEY_MACRO13         0x29c
#define KEY_MACRO14         0x29d
#define KEY_MACRO15         0x29e
#define KEY_MACRO16         0x29f
#define KEY_MACRO17         0x2a0
#define KEY_MACRO18         0x2a1
#define KEY_MACRO19         0x2a2
#define KEY_MACRO20         0x2a3
#define KEY_MACRO21         0x2a4
#define KEY_MACRO22         0x2a5
#define KEY_MACRO23         0x2a6
#define KEY_MACRO24         0x2a7
```

```
#define KEY_MACRO25         0x2a8
#define KEY_MACRO26         0x2a9
#define KEY_MACRO27         0x2aa
#define KEY_MACRO28         0x2ab
#define KEY_MACRO29         0x2ac
#define KEY_MACRO30         0x2ad

/*
 * Some keyboards with the macro-keys described above have some extra
keys
 * for controlling the host-side software responsible for the macro
handling:
 * -A macro recording start/stop key. Note that not all keyboards which
emit
 *  KEY_MACRO_RECORD_START will also emit KEY_MACRO_RECORD_STOP if
 *  KEY_MACRO_RECORD_STOP is not advertised, then
KEY_MACRO_RECORD_START
 *  should be interpreted as a recording start/stop toggle;
 * -Keys for switching between different macro (pre)sets, either a key
for
 *  cycling through the configured presets or keys to directly select a
preset.
 */
#define KEY_MACRO_RECORD_START      0x2b0
#define KEY_MACRO_RECORD_STOP       0x2b1
#define KEY_MACRO_PRESET_CYCLE      0x2b2
#define KEY_MACRO_PRESET1       0x2b3
#define KEY_MACRO_PRESET2       0x2b4
#define KEY_MACRO_PRESET3       0x2b5

/*
 * Some keyboards have a buildin LCD panel where the contents are
controlled
 * by the host. Often these have a number of keys directly below the
LCD
 * intended for controlling a menu shown on the LCD. These keys often
don't
 * have any labeling so we just name them KEY_KBD_LCD_MENU#
 */
#define KEY_KBD_LCD_MENU1       0x2b8
#define KEY_KBD_LCD_MENU2       0x2b9
#define KEY_KBD_LCD_MENU3       0x2ba
#define KEY_KBD_LCD_MENU4       0x2bb
#define KEY_KBD_LCD_MENU5       0x2bc

#define BTN_TRIGGER_HAPPY       0x2c0
#define BTN_TRIGGER_HAPPY1      0x2c0
#define BTN_TRIGGER_HAPPY2      0x2c1
#define BTN_TRIGGER_HAPPY3      0x2c2
#define BTN_TRIGGER_HAPPY4      0x2c3
#define BTN_TRIGGER_HAPPY5      0x2c4
```

```
#define BTN_TRIGGER_HAPPY6      0x2c5
#define BTN_TRIGGER_HAPPY7      0x2c6
#define BTN_TRIGGER_HAPPY8      0x2c7
#define BTN_TRIGGER_HAPPY9      0x2c8
#define BTN_TRIGGER_HAPPY10     0x2c9
#define BTN_TRIGGER_HAPPY11     0x2ca
#define BTN_TRIGGER_HAPPY12     0x2cb
#define BTN_TRIGGER_HAPPY13     0x2cc
#define BTN_TRIGGER_HAPPY14     0x2cd
#define BTN_TRIGGER_HAPPY15     0x2ce
#define BTN_TRIGGER_HAPPY16     0x2cf
#define BTN_TRIGGER_HAPPY17     0x2d0
#define BTN_TRIGGER_HAPPY18     0x2d1
#define BTN_TRIGGER_HAPPY19     0x2d2
#define BTN_TRIGGER_HAPPY20     0x2d3
#define BTN_TRIGGER_HAPPY21     0x2d4
#define BTN_TRIGGER_HAPPY22     0x2d5
#define BTN_TRIGGER_HAPPY23     0x2d6
#define BTN_TRIGGER_HAPPY24     0x2d7
#define BTN_TRIGGER_HAPPY25     0x2d8
#define BTN_TRIGGER_HAPPY26     0x2d9
#define BTN_TRIGGER_HAPPY27     0x2da
#define BTN_TRIGGER_HAPPY28     0x2db
#define BTN_TRIGGER_HAPPY29     0x2dc
#define BTN_TRIGGER_HAPPY30     0x2dd
#define BTN_TRIGGER_HAPPY31     0x2de
#define BTN_TRIGGER_HAPPY32     0x2df
#define BTN_TRIGGER_HAPPY33     0x2e0
#define BTN_TRIGGER_HAPPY34     0x2e1
#define BTN_TRIGGER_HAPPY35     0x2e2
#define BTN_TRIGGER_HAPPY36     0x2e3
#define BTN_TRIGGER_HAPPY37     0x2e4
#define BTN_TRIGGER_HAPPY38     0x2e5
#define BTN_TRIGGER_HAPPY39     0x2e6
#define BTN_TRIGGER_HAPPY40     0x2e7

/* We avoid low common keys in module aliases so they don't get huge.
*/
#define KEY_MIN_INTERESTING KEY_MUTE
#define KEY_MAX         0x2ff
#define KEY_CNT         (KEY_MAX+1)

/*
 * Relative axes
 */

#define REL_X           0x00
#define REL_Y           0x01
#define REL_Z           0x02
#define REL_RX          0x03
#define REL_RY          0x04
```

```
#define REL_RZ          0x05
#define REL_HWHEEL      0x06
#define REL_DIAL        0x07
#define REL_WHEEL       0x08
#define REL_MISC        0x09
/*
 * 0x0a is reserved and should not be used in input drivers.
 * It was used by HID as REL_MISC+1 and userspace needs to detect if
 * the next REL_* event is correct or is just REL_MISC + n.
 * We define here REL_RESERVED so userspace can rely on it and detect
 * the situation described above.
 */
#define REL_RESERVED        0x0a
#define REL_WHEEL_HI_RES    0x0b
#define REL_HWHEEL_HI_RES   0x0c
#define REL_MAX         0x0f
#define REL_CNT         (REL_MAX+1)

/*
 * Absolute axes
 */

#define ABS_X           0x00
#define ABS_Y           0x01
#define ABS_Z           0x02
#define ABS_RX          0x03
#define ABS_RY          0x04
#define ABS_RZ          0x05
#define ABS_THROTTLE        0x06
#define ABS_RUDDER      0x07
#define ABS_WHEEL       0x08
#define ABS_GAS         0x09
#define ABS_BRAKE       0x0a
#define ABS_HAT0X       0x10
#define ABS_HAT0Y       0x11
#define ABS_HAT1X       0x12
#define ABS_HAT1Y       0x13
#define ABS_HAT2X       0x14
#define ABS_HAT2Y       0x15
#define ABS_HAT3X       0x16
#define ABS_HAT3Y       0x17
#define ABS_PRESSURE        0x18
#define ABS_DISTANCE        0x19
#define ABS_TILT_X      0x1a
#define ABS_TILT_Y      0x1b
#define ABS_TOOL_WIDTH      0x1c

#define ABS_VOLUME      0x20

#define ABS_MISC        0x28
```

```
/*
 * 0x2e is reserved and should not be used in input drivers.
 * It was used by HID as ABS_MISC+6 and userspace needs to detect if
 * the next ABS_* event is correct or is just ABS_MISC + n.
 * We define here ABS_RESERVED so userspace can rely on it and detect
 * the situation described above.
 */
#define ABS_RESERVED        0x2e

#define ABS_MT_SLOT     0x2f    /* MT slot being modified */
#define ABS_MT_TOUCH_MAJOR  0x30    /* Major axis of touching ellipse
*/
#define ABS_MT_TOUCH_MINOR  0x31    /* Minor axis (omit if circular) */
#define ABS_MT_WIDTH_MAJOR  0x32    /* Major axis of approaching
ellipse */
#define ABS_MT_WIDTH_MINOR  0x33    /* Minor axis (omit if circular) */
#define ABS_MT_ORIENTATION  0x34    /* Ellipse orientation */
#define ABS_MT_POSITION_X   0x35    /* Center X touch position */
#define ABS_MT_POSITION_Y   0x36    /* Center Y touch position */
#define ABS_MT_TOOL_TYPE    0x37    /* Type of touching device */
#define ABS_MT_BLOB_ID      0x38    /* Group a set of packets as a blob
*/
#define ABS_MT_TRACKING_ID  0x39    /* Unique ID of initiated contact
*/
#define ABS_MT_PRESSURE     0x3a    /* Pressure on contact area */
#define ABS_MT_DISTANCE     0x3b    /* Contact hover distance */
#define ABS_MT_TOOL_X       0x3c    /* Center X tool position */
#define ABS_MT_TOOL_Y       0x3d    /* Center Y tool position */


#define ABS_MAX         0x3f
#define ABS_CNT         (ABS_MAX+1)

/*
 * Switch events
 */

#define SW_LID          0x00  /* set = lid shut */
#define SW_TABLET_MODE      0x01  /* set = tablet mode */
#define SW_HEADPHONE_INSERT 0x02  /* set = inserted */
#define SW_RFKILL_ALL       0x03  /* rfkill master switch, type "any"
                    set = radio enabled */
#define SW_RADIO        SW_RFKILL_ALL    /* deprecated */
#define SW_MICROPHONE_INSERT    0x04  /* set = inserted */
#define SW_DOCK         0x05  /* set = plugged into dock */
#define SW_LINEOUT_INSERT   0x06  /* set = inserted */
#define SW_JACK_PHYSICAL_INSERT 0x07  /* set = mechanical switch set */
#define SW_VIDEOOUT_INSERT  0x08  /* set = inserted */
#define SW_CAMERA_LENS_COVER    0x09  /* set = lens covered */
#define SW_KEYPAD_SLIDE     0x0a  /* set = keypad slide out */
#define SW_FRONT_PROXIMITY  0x0b  /* set = front proximity sensor
```

```
active */
#define SW_ROTATE_LOCK      0x0c  /* set = rotate locked/disabled */
#define SW_LINEIN_INSERT    0x0d  /* set = inserted */
#define SW_MUTE_DEVICE      0x0e  /* set = device disabled */
#define SW_PEN_INSERTED     0x0f  /* set = pen inserted */
#define SW_MACHINE_COVER    0x10  /* set = cover closed */
#define SW_MAX          0x10
#define SW_CNT          (SW_MAX+1)

/*
 * Misc events
 */

#define MSC_SERIAL      0x00
#define MSC_PULSELED        0x01
#define MSC_GESTURE     0x02
#define MSC_RAW         0x03
#define MSC_SCAN        0x04
#define MSC_TIMESTAMP       0x05
#define MSC_MAX         0x07
#define MSC_CNT         (MSC_MAX+1)

/*
 * LEDs
 */

#define LED_NUML        0x00
#define LED_CAPSL       0x01
#define LED_SCROLLL     0x02
#define LED_COMPOSE     0x03
#define LED_KANA        0x04
#define LED_SLEEP       0x05
#define LED_SUSPEND     0x06
#define LED_MUTE        0x07
#define LED_MISC        0x08
#define LED_MAIL        0x09
#define LED_CHARGING        0x0a
#define LED_MAX         0x0f
#define LED_CNT         (LED_MAX+1)

/*
 * Autorepeat values
 */

#define REP_DELAY       0x00
#define REP_PERIOD      0x01
#define REP_MAX         0x01
#define REP_CNT         (REP_MAX+1)

/*
 * Sounds
```

```
 */

#define SND_CLICK       0x00
#define SND_BELL        0x01
#define SND_TONE        0x02
#define SND_MAX         0x07
#define SND_CNT         (SND_MAX+1)

#endif
```

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