Evsieve

Under construction.

Batocera is developed in such a way as to support as many types of input methods as possible, including traditional gamepads, keyboards, arcade encoders, trackballs, touchscreens, lightguns, anything you could feasibly connect really. However there may be times, whether due to driver issues or incompatibilities with the way Batocera detects the hardware, when such inputs don't perform the way they're expected to. Although it would be preferable to report an issue about this and have it be fixed by the devs, in the meantime it may be possible to correct the behavior using evsieve.

Evsieve is a powerful, low-level mapping editor which can read events from evdev and write them to virtual event devices. In layman's terms, change what a button does. This is the equivalent of beating it with a hammer until it's working the way you want it to, which can be quite the effective solution. It is aimed at developers and tinkerers, not for the faint of heart.

Input triggers

A list of acceptable triggers can be found in the evtest.c file on evtest's source page on Gitlab. This is similar to the list (but not quite identical to) found on the evmapy page.

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