

# Button mapping (WIP)

## Default global mapping

| Global code       | Wiigun btn | Wiigun code  | Sinden btn      | Sinden code | GUN4IR btn    | GUN4IR code | AimTrack btn | AimTrack code | AElightgun btn | AElightgun code | Dolphinbar btn | Dolphinbar code | GunCon2 btn | GunCon2 code |
|-------------------|------------|--------------|-----------------|-------------|---------------|-------------|--------------|---------------|----------------|-----------------|----------------|-----------------|-------------|--------------|
| <i>BTN_LEFT</i>   | B          | BTN_EAST     | Trigger         | BTN_LEFT    | Trigger       | BTN_LEFT    | Trigger      | BTN_LEFT      | Trigger        | BTN_LEFT        | B              | BTN_LEFT        | Trigger     | BTN_LEFT     |
| <i>BTN_RIGHT</i>  | A          | BTN_SOUTH    | Pump/Front left | BTN_RIGHT   | Offscreen/A/C | BTN_RIGHT   | Right side   | BTN_RIGHT     | Front left     | BTN_RIGHT       | A              | BTN_RIGHT       | C           | BTN_C        |
| <i>BTN_MIDDLE</i> | PLUS       | KEY_NEXT     | Back left       | BTN_MIDDLE  | B             | BTN_MIDDLE  | Left side    | BTN_MIDDLE    | 1              | BTN_MIDDLE      |                |                 | A           | BTN_RIGHT    |
| <i>BTN_1</i>      | MINUS      | KEY_PREVIOUS | Back right      | KEY_1       | START         | KEY_1       |              |               | 2              | BTN_1           |                |                 | B           | BTN_MIDDLE   |
| <i>BTN_2</i>      | 1          | BTN_1        | Front right     | KEY_2       | SELECT        | KEY_5       |              |               | 3              | BTN_2           |                |                 | SELECT      | KEY_5        |
| <i>BTN_3</i>      | 2          | BTN_2        |                 |             |               |             |              |               | 4              | BTN_3           |                |                 | START       | KEY_1        |
| <i>BTN_4</i>      | HOME       | BTN_MODE     |                 |             |               |             |              |               | 5              | BTN_4           |                |                 |             |              |
| <i>BTN_5</i>      | ↑          | KEY_UP       | ↑               | KEY_UP      | ↑             | KEY_UP      |              |               | Back 1         | KEY_UP          |                |                 | ↑           | KEY_UP       |
| <i>BTN_6</i>      | ↓          | KEY_DOWN     | ↓               | KEY_DOWN    | ↓             | KEY_DOWN    |              |               | Back 2         | KEY_DOWN        |                |                 | ↓           | KEY_DOWN     |
| <i>BTN_7</i>      | ←          | KEY_LEFT     | ←               | KEY_LEFT    | ←             | KEY_LEFT    |              |               |                |                 |                |                 | ←           | KEY_LEFT     |
| <i>BTN_8</i>      | →          | KEY_RIGHT    | →               | KEY_RIGHT   | →             | KEY_RIGHT   |              |               |                |                 |                |                 | →           | KEY_RIGHT    |

## Emulators buttons mapping

| Global code       | lr-snes9x | lr-genesisplusgx | lr-pcsx_rearmed | lr-fbneo  | lr-flycast  | PCSX2            | RPCS3        | MAME (WIP) | Dolphin/Wii |
|-------------------|-----------|------------------|-----------------|-----------|-------------|------------------|--------------|------------|-------------|
| <i>BTN_LEFT</i>   | FIRE      | TRIGGER          | TRIGGER         | TRIGGER   | TRIGGER     | Trigger          | T            | BUTTON1    | B           |
| <i>BTN_RIGHT</i>  | CURSOR    | 1                | A               | SECONDARY | SECONDARY/B | C                | MOVE (~)     | BUTTON2    | A           |
| <i>BTN_MIDDLE</i> | TURBO     | 2                | B               | START     | START       | A                | START        | START      | PLUS        |
| <i>BTN_1</i>      | PAUSE     | PAUSE            |                 | COINS     | COINS       | B                | CROSS (X)    | COIN       | MINUS       |
| <i>BTN_2</i>      |           |                  |                 |           |             | Recalibrate shot | CIRCLE (O)   | BUTTON3    | 1           |
| <i>BTN_3</i>      |           |                  |                 |           |             | Start            | -            | BUTTON4    | 2           |
| <i>BTN_4</i>      |           |                  |                 |           |             | Select           | -            | BUTTON5    | HOME        |
| <i>BTN_5</i>      |           |                  |                 |           |             | D-Pad Up         | TRIANGLE (Δ) | BUTTON6    | D-Pad/Up    |
| <i>BTN_6</i>      |           |                  |                 |           |             | D-Pad Down       | SQUARE (□)   | -          | D-Pad/Down  |
| <i>BTN_7</i>      |           |                  |                 |           |             | D-Pad Left       | SELECT       | -          | D-Pad/Left  |
| <i>BTN_8</i>      |           |                  |                 |           |             | D-Pad Right      | -            | -          | D-Pad/Right |

Read the 2 tables above like this : if you press the Back right button of the Sinden gun, it will emit a KEY\_2 linux event that will be converted into the BTN\_2 global code which will emit virtually in the emulator rpcs3 a CROSS (X) event.

From: <https://wiki.batocera.org/> - **Batocera.linux - Wiki**

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Last update: **2023/12/16 16:19**

