

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_RIGHT
<i>BTN_MIDDLE</i>	PLUS	KEY_NEXT	Back left	BTN_MIDDLE	B	BTN_MIDDLE	Left side	BTN_MIDDLE	1	BTN_MIDDLE	-	-	START	BTN_MIDDLE
<i>BTN_1</i>	MINUS	KEY_PREVIOUS	Front right	KEY_1	START	KEY_1	-	-	2	BTN_1	-	-	SELECT	BTN_1
<i>BTN_2</i>	1	BTN_1	Back right	KEY_2	SELECT	KEY_5	-	-	3	BTN_2	-	-	A	BTN_2
<i>BTN_3</i>	2	BTN_2	-	-	-	-	-	-	4	BTN_3	-	-	B	BTN_3
<i>BTN_4</i>	HOME	BTN_MODE	-	-	-	-	-	-	5	BTN_4	-	-	-	-
<i>BTN_5</i>	↑	KEY_UP	↑	KEY_UP	↑	KEY_UP	-	-	Back 1	KEY_UP	-	-	↑	5
<i>BTN_6</i>	↓	KEY_DOWN	↓	KEY_DOWN	↓	KEY_DOWN	-	-	Back 2	KEY_DOWN	-	-	↓	6
<i>BTN_7</i>	←	KEY_LEFT	←	KEY_LEFT	←	KEY_LEFT	-	-	-	-	-	-	←	7
<i>BTN_8</i>	→	KEY_RIGHT	→	KEY_RIGHT	→	KEY_RIGHT	-	-	-	-	-	-	→	8

Emulators buttons mapping

Global code	Retroarch	RPCS3	MAME (WIP)	Dolphin/Wii
<i>BTN_LEFT</i>	trigger	T	BUTTON1	B
<i>BTN_RIGHT</i>	offscreen_shot	MOVE (~)	BUTTON2	A
<i>BTN_MIDDLE</i>	start	START	START	PLUS
<i>BTN_1</i>	select	CROSS (X)	COIN	MINUS
<i>BTN_2</i>	aux_a	CIRCLE (O)	BUTTON3	1
<i>BTN_3</i>	aux_b	-	BUTTON4	2
<i>BTN_4</i>	aux_c	-	BUTTON5	HOME
<i>BTN_5</i>	dpad_up	TRIANGLE (△)	BUTTON6	D-Pad/Up
<i>BTN_6</i>	dpad_down	SQUARE (□)	-	D-Pad/Down
<i>BTN_7</i>	dpad_left	SELECT	-	D-Pad/Left
<i>BTN_8</i>	dpad_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.

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