

NAME

hgame - generic HID gamepad, joystick, and controller evdev driver

SYNOPSIS

device hgame

device hid

device hidbus

device hidmap

device evdev

In sysctl.conf(5):

dev.hgame.X.debug

In loader.conf(5):

hw.hid.hgame.debug

hgame_load

DESCRIPTION

The **hgame** driver supports generic game controllers that attach to the HID transport backend, and presents them to applications over the **evdev** interface.

If the appropriate hardware is detected, the driver will be loaded automatically by devmatch(8). To load the driver manually at boot time, use the **hgame_load** command at the loader(8) prompt, or add it to loader.conf(5).

HARDWARE

The **hgame** driver supports HID gamepads, joysticks, and controllers such as:

- 8bitdo USB Wireless Adapter 2

SYSCTL VARIABLES

The following variable is available as both sysctl(8) variable and loader(8) tunable:

dev.hgame.X.debug

Debug output level, where 0 is debugging disabled and larger values increase debug message verbosity. Default is 0.

It's default value is set with loader(8) tunable:

hw.hid.hgame.debug

FILES

*/dev/input/event**

input event device (**evdev**) node

SEE ALSO

iiichid(4), ps4dshock(4), usbhid(4), xb360gp(4)

HISTORY

The **hgame** driver first appeared in FreeBSD 13.0.

AUTHORS

The **hgame** driver was written by Val Packett <val@packett.cool>.

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