Cheatography

Roblox: Gamepad Input Cheat Sheet

by Ozzypig (Ozzypig) via cheatography.com/25526/cs/6778/

ContextActionService basics

Used for binding to inputs gracefully. If an input is bound to one action and another action is to use the **same** button, the BindAction and UnbindAction functions will handle the collision properly. Example:**(A)** could make the player jump OR open a door but only when close enough.

Each input type bound to a function using BindAction works like a stack: whichever function was the **most recent** to be bound will be called when that input type is activated by the player.

ContextActionService binding

`:BindAction(name, func, touchButton, inputTypes...)`

> Calls `func` with `name`, InputState, and InputObject when `inputTypes` are used.

`:UnbindAction(name)`

> Unbinds a function from action `name`.

Input types for `:BindAction()`:

> UserInputType, KeyCode, and/or PlayerActions

As soon as a player can use an input (like A/B, triggers, or thumbstick), use `:BindAction(...)`. This will override the given input types current actions with the new one. When the player can no longer use the input for the action, use `:UnbindAction(name)`.

ContextActionService example

```
local cas = game:GetService("ContextActionService")
function handleAction(actionName, inputState, inputObject)
   if actionName == "Swing sword" and inputState == Enum.UserInputState.Begin then
      print("Swinging sword")
   end
end
-- When the sword is equipped:
cas:BindAction("Swing sword", handleAction, false, Enum.KeyCode.ButtonA)
-- When the sword is unequipped:
cas:UnbindAction("Swing sword")
```

When the given input type is activated/changed, the function passed to :BindAction(...) is called with the action name, the input state (**Begin**, **Change**, **End** or **Cancel**) and the InputObject. It's good practice to have just one action-handling function per script.

Wiki References

Guides and Tutorials

Gamepad input

Game Services

ContextActionService

UserInputService

Enum Types

KeyCode

UserInputType

UserInputState

PlayerActions

Gamepad KeyCodes and UserInputTypes

Buttons use the UserInputStates Began/End. Triggers and thumbsticks use Change.

UserInputService querying

Property (**boolean**): `GamepadEnabled`

> Returns **true** if at least one gamepad is connected.

Event: `GamepadConnected`

> Fired when a gamepad is available.

Event: `GamepadDisconnected`

> Fired when a gamepad is no longer available.

Avoid using `UserInputService.InputBegan` for actions involving button presses! Use `ContextActionService:BindAction(...)` because this "overrides" existing actions using the given input types, and properly returns control to existing actions when yours are unbound.

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Tips and Good Practices

A Button - Enum.KeyCode.ButtonA

> Bound to **jump** by default. Should be used as **accept** button for prompts.

B Button - Enum.KeyCode.ButtonB

> Should be used as **back** or **cancel** button for menus/prompts.

Right Trigger - Enum.KeyCode.ButtonR2

> Use for **primary** character actions.

Left Trigger - Enum.KeyCode.ButtonL2

> Use for **secondary** character actions.

Right Thumbstick - Enum.KeyCode.Thumbstick1

> Use for **camera** movement.

Left Thumbstick - Enum.KeyCode.Thumbstick2

> Use for **character** movement.

Right/Left Bumpers - Enum.KeyCode.ButtonR1/ButtonL1

> Bound to **switch tools** by default.

A good way to know what kinds of control schemes work is by playing other gamepad/controller enabled games.

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