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 == "Swinging sword" and inputState == Enum.UserInputState.Begin then
        print("Swinging sword")
    end
end
-- When the sword is equipped:
cas:BindAction("Swinging sword", handleAction, false, Enum.KeyCode.ButtonA)
-- When the sword is unequipped:
cas:UnbindAction("Swinging 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.

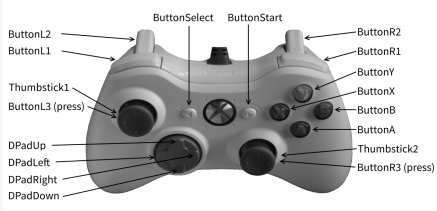
## Wiki References

## Wiki References (cont)

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.

## 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.


By **Ozzypig** (Ozzypig)

cheatography.com/ozzypig/

ozzypig.com



Published 28th January, 2016.

Last updated 24th January, 2017.