WASP² USB JOYSTICK

Manufacturer: SPEEDLINK

Device Type: Joystick

8 Buttons, Coolie Hat, X-Axis, Y-Axis, Thrust

Cheap, the analog axes are not very precise, the thrust lever must be calibrated too.

jME Joystick Test:

Joystick[0]:Generic USB Joystick

buttons:12

JoystickButton[name=Taste 0, parent=Generic USB Joystick , id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=Generic USB Joystick , id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=Generic USB Joystick , id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=Generic USB Joystick , id=3, logicalId=3]

JoystickButton[name=Taste 4, parent=Generic USB Joystick , id=4, logicalId=4]

JoystickButton[name=Taste 5, parent=Generic USB Joystick , id=5, logicalId=5]

JoystickButton[name=Taste 6, parent=Generic USB Joystick , id=6, logicalId=6]

JoystickButton[name=Taste 7, parent=Generic USB Joystick , id=7, logicalId=7]

JoystickButton[name=Taste 8, parent=Generic USB Joystick , id=8, logicalId=8]

JoystickButton[name=Taste 9, parent=Generic USB Joystick , id=9, logicalId=9]

JoystickButton[name=Taste 10, parent=Generic USB Joystick , id=10, logicalId=10]

JoystickButton[name=Taste 11, parent=Generic USB Joystick , id=11, logicalId=11]

axes:8

JoystickAxis[name=Z-Rotation, parent=Generic USB Joystick , id=0, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Achse, parent=Generic USB Joystick , id=1, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Achse, parent=Generic USB Joystick , id=2, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y-Achse, parent=Generic USB Joystick , id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X-Achse, parent=Generic USB Joystick , id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=Generic USB Joystick , id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=Generic USB Joystick , id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=Generic USB Joystick , id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

COMPETITION PRO USB

Manufacturer: SPEEDLINK

Device Type: Joystick

4 Buttons, Coolie Hat

A retro gaming device with digital elements only. System classifies the axis as being analog though.

jME Joystick Test:

Joystick[0]:SPEED-LINK Competition Pro

 buttons:4

 JoystickButton[name=Taste 0, parent=SPEED-LINK Competition Pro, id=0, logicalId=0]

 JoystickButton[name=Taste 1, parent=SPEED-LINK Competition Pro, id=1, logicalId=1]

 JoystickButton[name=Taste 2, parent=SPEED-LINK Competition Pro, id=2, logicalId=2]

 JoystickButton[name=Taste 3, parent=SPEED-LINK Competition Pro, id=3, logicalId=3]

 axes:2

 JoystickAxis[name=Y-Achse, parent=SPEED-LINK Competition Pro, id=0, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X-Achse, parent=SPEED-LINK Competition Pro, id=1, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

T-FLIGHT STICK X V.4

Manufacturer: THRUSTMASTER

Device Type: Joystick

14 Buttons, Coolie Hat, Thrust, X-Axis, Y-Axis, Z-Roll

A little more expensive device. Comes with the option of setting the stick resistance via bottom-side switch.

jME Joystick Test:

Joystick[0]:T.Flight Stick X

buttons:12

JoystickButton[name=Taste 0, parent=T.Flight Stick X, id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=T.Flight Stick X, id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=T.Flight Stick X, id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=T.Flight Stick X, id=3, logicalId=3]

JoystickButton[name=Taste 4, parent=T.Flight Stick X, id=4, logicalId=4]

JoystickButton[name=Taste 5, parent=T.Flight Stick X, id=5, logicalId=5]

JoystickButton[name=Taste 6, parent=T.Flight Stick X, id=6, logicalId=6]

JoystickButton[name=Taste 7, parent=T.Flight Stick X, id=7, logicalId=7]

JoystickButton[name=Taste 8, parent=T.Flight Stick X, id=8, logicalId=8]

JoystickButton[name=Taste 9, parent=T.Flight Stick X, id=9, logicalId=9]

JoystickButton[name=Taste 10, parent=T.Flight Stick X, id=10, logicalId=10]

JoystickButton[name=Taste 11, parent=T.Flight Stick X, id=11, logicalId=11]

axes:7

JoystickAxis[name=Mehrwegeschalter, parent=T.Flight Stick X, id=0, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=T.Flight Stick X, id=1, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=T.Flight Stick X, id=2, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=Schieberegler, parent=T.Flight Stick X, id=3, logicalId=slider, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Rotation, parent=T.Flight Stick X, id=4, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y-Achse, parent=T.Flight Stick X, id=5, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X-Achse, parent=T.Flight Stick X, id=6, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

THRUSTMASTER USB Joystick

Manufacturer: THRUSTMASTER

Device Type: Joystick

4 Buttons, Coolie Hat, Thrust, X-Axis, Y-Axis

The layout is similar to the more expensive stick, but it has far less buttons. There is an "unknown" analog axis.

jME Joystick Test:

Joystick[0]:USB Game Controllers

buttons:4

JoystickButton[name=Taste 0, parent=USB Game Controllers, id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=USB Game Controllers, id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=USB Game Controllers, id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=USB Game Controllers, id=3, logicalId=3]

axes:7

JoystickAxis[name=Achse 6, parent=USB Game Controllers, id=0, logicalId=unknown, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Achse, parent=USB Game Controllers, id=1, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y-Achse, parent=USB Game Controllers, id=2, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X-Achse, parent=USB Game Controllers, id=3, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=USB Game Controllers, id=4, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=USB Game Controllers, id=5, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=USB Game Controllers, id=6, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

MetalStrike 3D

Manufacturer: Genius

Device Type: Joystick

14 Buttons, Coolie Hat, Thrust, X-Axis, Y-Axis, Z-Roll

I added this as a mid-price concurrence model to the Thrustmaster. It has a fast-turbo-fire switch on the front side.

jME Joystick Test:

Joystick[0]:MetalStrik 3D

buttons:13

JoystickButton[name=Taste 0, parent=MetalStrik 3D, id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=MetalStrik 3D, id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=MetalStrik 3D, id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=MetalStrik 3D, id=3, logicalId=3]

JoystickButton[name=Taste 4, parent=MetalStrik 3D, id=4, logicalId=4]

JoystickButton[name=Taste 5, parent=MetalStrik 3D, id=5, logicalId=5]

JoystickButton[name=Taste 6, parent=MetalStrik 3D, id=6, logicalId=6]

JoystickButton[name=Taste 7, parent=MetalStrik 3D, id=7, logicalId=7]

JoystickButton[name=Taste 8, parent=MetalStrik 3D, id=8, logicalId=8]

JoystickButton[name=Taste 9, parent=MetalStrik 3D, id=9, logicalId=9]

JoystickButton[name=Taste 10, parent=MetalStrik 3D, id=10, logicalId=10]

JoystickButton[name=Taste 11, parent=MetalStrik 3D, id=11, logicalId=11]

JoystickButton[name=Taste 12, parent=MetalStrik 3D, id=12, logicalId=12]

axes:7

JoystickAxis[name=Schieberegler, parent=MetalStrik 3D, id=0, logicalId=slider, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Rotation, parent=MetalStrik 3D, id=1, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y-Achse, parent=MetalStrik 3D, id=2, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X-Achse, parent=MetalStrik 3D, id=3, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=MetalStrik 3D, id=4, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=MetalStrik 3D, id=5, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=MetalStrik 3D, id=6, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

WhiteStorm

Manufacturer: hama

Device Type: Gamepad

PS-3 Layout, Vibration (dual motors)

A cheap gamepad from the next-door electronic entertainment store. The "ANALOG" special button is quite interesting: When activated, it sends the DPAD input to the left analog stick and the device becomes a simple retro joystick. Also, I had to install the original drivers from their Website to get the force feedback vibration going.

jME Joystick Test:

Joystick[0]:Hama Whitestorm Pad

buttons:12

JoystickButton[name=Taste 0, parent=Hama Whitestorm Pad, id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=Hama Whitestorm Pad, id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=Hama Whitestorm Pad, id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=Hama Whitestorm Pad, id=3, logicalId=3]

JoystickButton[name=Taste 4, parent=Hama Whitestorm Pad, id=4, logicalId=4]

JoystickButton[name=Taste 5, parent=Hama Whitestorm Pad, id=5, logicalId=5]

JoystickButton[name=Taste 6, parent=Hama Whitestorm Pad, id=6, logicalId=6]

JoystickButton[name=Taste 7, parent=Hama Whitestorm Pad, id=7, logicalId=7]

JoystickButton[name=Taste 8, parent=Hama Whitestorm Pad, id=8, logicalId=8]

JoystickButton[name=Taste 9, parent=Hama Whitestorm Pad, id=9, logicalId=9]

JoystickButton[name=Taste 10, parent=Hama Whitestorm Pad, id=10, logicalId=10]

JoystickButton[name=Taste 11, parent=Hama Whitestorm Pad, id=11, logicalId=11]

axes:7

JoystickAxis[name=Y axis, parent=Hama Whitestorm Pad, id=0, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X axis, parent=Hama Whitestorm Pad, id=1, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Rz axis, parent=Hama Whitestorm Pad, id=2, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z axis, parent=Hama Whitestorm Pad, id=3, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=Hama Whitestorm Pad, id=4, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=Hama Whitestorm Pad, id=5, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=Hama Whitestorm Pad, id=6, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

THUNDERSTRIKE black

Manufacturer: SPEEDLINK

Device Type: Gamepad

PS-3 Layout

Cheap gamepad, has a "mode" switch – toggles analog or digital mode for the sticks.

jME Joystick Test:

Joystick[0]:Generic   USB Joystick

 buttons:12

 JoystickButton[name=Taste 0, parent=Generic   USB Joystick , id=0, logicalId=0]

 JoystickButton[name=Taste 1, parent=Generic   USB Joystick , id=1, logicalId=1]

 JoystickButton[name=Taste 2, parent=Generic   USB Joystick , id=2, logicalId=2]

 JoystickButton[name=Taste 3, parent=Generic   USB Joystick , id=3, logicalId=3]

 JoystickButton[name=Taste 4, parent=Generic   USB Joystick , id=4, logicalId=4]

 JoystickButton[name=Taste 5, parent=Generic   USB Joystick , id=5, logicalId=5]

 JoystickButton[name=Taste 6, parent=Generic   USB Joystick , id=6, logicalId=6]

 JoystickButton[name=Taste 7, parent=Generic   USB Joystick , id=7, logicalId=7]

 JoystickButton[name=Taste 8, parent=Generic   USB Joystick , id=8, logicalId=8]

 JoystickButton[name=Taste 9, parent=Generic   USB Joystick , id=9, logicalId=9]

 JoystickButton[name=Taste 10, parent=Generic   USB Joystick , id=10, logicalId=10]

 JoystickButton[name=Taste 11, parent=Generic   USB Joystick , id=11, logicalId=11]

 axes:8

 JoystickAxis[name=Z-Rotation, parent=Generic   USB Joystick , id=0, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Z-Achse, parent=Generic   USB Joystick , id=1, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Z-Achse, parent=Generic   USB Joystick , id=2, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Y axis, parent=Generic   USB Joystick , id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X axis, parent=Generic   USB Joystick , id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Mehrwegeschalter, parent=Generic   USB Joystick , id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_x, parent=Generic   USB Joystick , id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_y, parent=Generic   USB Joystick , id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

DUAL ANALOG 4 v.1

Manufacturer: THRUSTMASTER

Device Type: Gamepad

Xbox360 Layout

Very cheap gamepad, during tests I discovered that the right stick is recognized as "slider"+"inverted Z-rotation". So in the TestJoystick application the right stick moves up/down instead of left/right, and generates slider output when stick is being moved up and down.

jME Joystick Test:

Joystick[0]:Thrustmaster Dual Analog 3

  buttons:12

  JoystickButton[name=Taste 0, parent=Thrustmaster Dual Analog 3, id=0, logicalId=0]

  JoystickButton[name=Taste 1, parent=Thrustmaster Dual Analog 3, id=1, logicalId=1]

  JoystickButton[name=Taste 2, parent=Thrustmaster Dual Analog 3, id=2, logicalId=2]

  JoystickButton[name=Taste 3, parent=Thrustmaster Dual Analog 3, id=3, logicalId=3]

  JoystickButton[name=Taste 4, parent=Thrustmaster Dual Analog 3, id=4, logicalId=4]

  JoystickButton[name=Taste 5, parent=Thrustmaster Dual Analog 3, id=5, logicalId=5]

  JoystickButton[name=Taste 6, parent=Thrustmaster Dual Analog 3, id=6, logicalId=6]

  JoystickButton[name=Taste 7, parent=Thrustmaster Dual Analog 3, id=7, logicalId=7]

  JoystickButton[name=Taste 8, parent=Thrustmaster Dual Analog 3, id=8, logicalId=8]

  JoystickButton[name=Taste 9, parent=Thrustmaster Dual Analog 3, id=9, logicalId=9]

  JoystickButton[name=Taste 10, parent=Thrustmaster Dual Analog 3, id=10, logicalId=10]

  JoystickButton[name=Taste 11, parent=Thrustmaster Dual Analog 3, id=11, logicalId=11]

  axes:7

  JoystickAxis[name=Mehrwegeschalter, parent=Thrustmaster Dual Analog 3, id=0, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_x, parent=Thrustmaster Dual Analog 3, id=1, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_y, parent=Thrustmaster Dual Analog 3, id=2, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Y Axis, parent=Thrustmaster Dual Analog 3, id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=X Axis, parent=Thrustmaster Dual Analog 3, id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Z-Rotation, parent=Thrustmaster Dual Analog 3, id=5, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Schieberegler, parent=Thrustmaster Dual Analog 3, id=6, logicalId=slider, isAnalog=true, isRelative=false, deadZone=0.0]

XEOX black

Manufacturer: SPEEDLINK

Device Type: Gamepad

Xbox360 Layout, Vibration (dual motors), Analog triggers (recognized as "slider")

A low-price Microsoft-controller-imitation. Has turbo fire switch, analog/digital selection switch, and analog triggers.

jME Joystick Test:

Joystick[0]:SL-6555-SBK

 buttons:10

 JoystickButton[name=Taste 0, parent=SL-6555-SBK, id=0, logicalId=0]

 JoystickButton[name=Taste 1, parent=SL-6555-SBK, id=1, logicalId=1]

 JoystickButton[name=Taste 2, parent=SL-6555-SBK, id=2, logicalId=2]

 JoystickButton[name=Taste 3, parent=SL-6555-SBK, id=3, logicalId=3]

 JoystickButton[name=Taste 4, parent=SL-6555-SBK, id=4, logicalId=4]

 JoystickButton[name=Taste 5, parent=SL-6555-SBK, id=5, logicalId=5]

 JoystickButton[name=Taste 6, parent=SL-6555-SBK, id=6, logicalId=6]

 JoystickButton[name=Taste 7, parent=SL-6555-SBK, id=7, logicalId=7]

 JoystickButton[name=Taste 8, parent=SL-6555-SBK, id=8, logicalId=8]

 JoystickButton[name=Taste 9, parent=SL-6555-SBK, id=9, logicalId=9]

 axes:8

 JoystickAxis[name=Schieberegler, parent=SL-6555-SBK, id=0, logicalId=slider, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Rz axis, parent=SL-6555-SBK, id=1, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Z axis, parent=SL-6555-SBK, id=2, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Y axis, parent=SL-6555-SBK, id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X axis, parent=SL-6555-SBK, id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Mehrwegeschalter, parent=SL-6555-SBK, id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_x, parent=SL-6555-SBK, id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_y, parent=SL-6555-SBK, id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

TG-20

Manufacturer: techsolo

Device Type: Gamepad

PS-3 Layout, Vibration (dual motors)

Has a turbo fire mode and an analog/digital switch.

jME Joystick Test:

Joystick[0]:MaxFire Blaze2

buttons:12

JoystickButton[name=Button 1, parent=MaxFire Blaze2, id=0, logicalId=0]

JoystickButton[name=Button 2, parent=MaxFire Blaze2, id=1, logicalId=1]

JoystickButton[name=Button 3, parent=MaxFire Blaze2, id=2, logicalId=2]

JoystickButton[name=Button 4, parent=MaxFire Blaze2, id=3, logicalId=3]

JoystickButton[name=Button 5, parent=MaxFire Blaze2, id=4, logicalId=4]

JoystickButton[name=Button 6, parent=MaxFire Blaze2, id=5, logicalId=5]

JoystickButton[name=Button 7, parent=MaxFire Blaze2, id=6, logicalId=6]

JoystickButton[name=Button 8, parent=MaxFire Blaze2, id=7, logicalId=7]

JoystickButton[name=Button 9, parent=MaxFire Blaze2, id=8, logicalId=8]

JoystickButton[name=Button 10, parent=MaxFire Blaze2, id=9, logicalId=9]

JoystickButton[name=Button 11, parent=MaxFire Blaze2, id=10, logicalId=10]

JoystickButton[name=Button 12, parent=MaxFire Blaze2, id=11, logicalId=11]

axes:8

JoystickAxis[name=Achse 6, parent=MaxFire Blaze2, id=0, logicalId=unknown, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y axis, parent=MaxFire Blaze2, id=1, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X axis, parent=MaxFire Blaze2, id=2, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Rz axis, parent=MaxFire Blaze2, id=3, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z axis, parent=MaxFire Blaze2, id=4, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=MaxFire Blaze2, id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=MaxFire Blaze2, id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=MaxFire Blaze2, id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

TG-30

Manufacturer: techsolo

Device Type: Gamepad

Xbox360 Layout, Vibration (dual motors), Analog triggers (reacognized as "slider")

A low-price imitation of the Xbox-controller. Seems to be identical to the XEOX, has a turbo mode and analog triggers.

jME Joystick Test:

Joystick[0]:TG-30 USB GAME PAD

 buttons:10

 JoystickButton[name=Taste 0, parent=TG-30 USB GAME PAD, id=0, logicalId=0]

 JoystickButton[name=Taste 1, parent=TG-30 USB GAME PAD, id=1, logicalId=1]

 JoystickButton[name=Taste 2, parent=TG-30 USB GAME PAD, id=2, logicalId=2]

 JoystickButton[name=Taste 3, parent=TG-30 USB GAME PAD, id=3, logicalId=3]

 JoystickButton[name=Taste 4, parent=TG-30 USB GAME PAD, id=4, logicalId=4]

 JoystickButton[name=Taste 5, parent=TG-30 USB GAME PAD, id=5, logicalId=5]

 JoystickButton[name=Taste 6, parent=TG-30 USB GAME PAD, id=6, logicalId=6]

 JoystickButton[name=Taste 7, parent=TG-30 USB GAME PAD, id=7, logicalId=7]

 JoystickButton[name=Taste 8, parent=TG-30 USB GAME PAD, id=8, logicalId=8]

 JoystickButton[name=Taste 9, parent=TG-30 USB GAME PAD, id=9, logicalId=9]

 axes:8

 JoystickAxis[name=Schieberegler, parent=TG-30 USB GAME PAD, id=0, logicalId=slider, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Rz axis, parent=TG-30 USB GAME PAD, id=1, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Z axis, parent=TG-30 USB GAME PAD, id=2, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Y axis, parent=TG-30 USB GAME PAD, id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X axis, parent=TG-30 USB GAME PAD, id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Mehrwegeschalter, parent=TG-30 USB GAME PAD, id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_x, parent=TG-30 USB GAME PAD, id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_y, parent=TG-30 USB GAME PAD, id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

LS-15

Manufacturer: SPEEDLINK

Device Type: Gamepad

PS-3 Layout, Vibration (dual motors)

Seems to be the same like the TG-20, with a different manufacturer.

jME Joystick Test:

Joystick[0]:MaxFire Blaze2

 buttons:12

  JoystickButton[name=Button 1, parent=MaxFire Blaze2, id=0, logicalId=0]

  JoystickButton[name=Button 2, parent=MaxFire Blaze2, id=1, logicalId=1]

  JoystickButton[name=Button 3, parent=MaxFire Blaze2, id=2, logicalId=2]

  JoystickButton[name=Button 4, parent=MaxFire Blaze2, id=3, logicalId=3]

  JoystickButton[name=Button 5, parent=MaxFire Blaze2, id=4, logicalId=4]

  JoystickButton[name=Button 6, parent=MaxFire Blaze2, id=5, logicalId=5]

  JoystickButton[name=Button 7, parent=MaxFire Blaze2, id=6, logicalId=6]

  JoystickButton[name=Button 8, parent=MaxFire Blaze2, id=7, logicalId=7]

  JoystickButton[name=Button 9, parent=MaxFire Blaze2, id=8, logicalId=8]

  JoystickButton[name=Button 10, parent=MaxFire Blaze2, id=9, logicalId=9]

  JoystickButton[name=Button 11, parent=MaxFire Blaze2, id=10, logicalId=10]

  JoystickButton[name=Button 12, parent=MaxFire Blaze2, id=11, logicalId=11]

 axes:8

  JoystickAxis[name=Achse 6, parent=MaxFire Blaze2, id=0, logicalId=unknown, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Y axis, parent=MaxFire Blaze2, id=1, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=X axis, parent=MaxFire Blaze2, id=2, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Rz axis, parent=MaxFire Blaze2, id=3, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Z axis, parent=MaxFire Blaze2, id=4, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Mehrwegeschalter, parent=MaxFire Blaze2, id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_x, parent=MaxFire Blaze2, id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_y, parent=MaxFire Blaze2, id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

uRAGE VENDETTA

Manufacturer: hama

Device Type: Gamepad

Xbox360 Layout, Vibration (dual motors)

Has analog/digital switch and turbo fire switch. The triggers appear to be soft, but they are just digital buttons.

jME Joystick Test:

Joystick[0]:Hama uRage Vendetta Gamepad

buttons:12

JoystickButton[name=Taste 0, parent=Hama uRage Vendetta Gamepad, id=0, logicalId=0]

JoystickButton[name=Taste 1, parent=Hama uRage Vendetta Gamepad, id=1, logicalId=1]

JoystickButton[name=Taste 2, parent=Hama uRage Vendetta Gamepad, id=2, logicalId=2]

JoystickButton[name=Taste 3, parent=Hama uRage Vendetta Gamepad, id=3, logicalId=3]

JoystickButton[name=Taste 4, parent=Hama uRage Vendetta Gamepad, id=4, logicalId=4]

JoystickButton[name=Taste 5, parent=Hama uRage Vendetta Gamepad, id=5, logicalId=5]

JoystickButton[name=Taste 6, parent=Hama uRage Vendetta Gamepad, id=6, logicalId=6]

JoystickButton[name=Taste 7, parent=Hama uRage Vendetta Gamepad, id=7, logicalId=7]

JoystickButton[name=Taste 8, parent=Hama uRage Vendetta Gamepad, id=8, logicalId=8]

JoystickButton[name=Taste 9, parent=Hama uRage Vendetta Gamepad, id=9, logicalId=9]

JoystickButton[name=Taste 10, parent=Hama uRage Vendetta Gamepad, id=10, logicalId=10]

JoystickButton[name=Taste 11, parent=Hama uRage Vendetta Gamepad, id=11, logicalId=11]

axes:8

JoystickAxis[name=Rz axis, parent=Hama uRage Vendetta Gamepad, id=0, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z axis, parent=Hama uRage Vendetta Gamepad, id=1, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Z-Achse, parent=Hama uRage Vendetta Gamepad, id=2, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Y axis, parent=Hama uRage Vendetta Gamepad, id=3, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=X axis, parent=Hama uRage Vendetta Gamepad, id=4, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

JoystickAxis[name=Mehrwegeschalter, parent=Hama uRage Vendetta Gamepad, id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_x, parent=Hama uRage Vendetta Gamepad, id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

JoystickAxis[name=pov_y, parent=Hama uRage Vendetta Gamepad, id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

Xbox 360 Controller

Manufacturer: Microsoft

Device Type: Gamepad

Xbox360 Layout, Vibration (dual motors), Analog triggers (recognized as "trigger")

The famous Microsoft controller. Can also be used with the Xbox and has an extension slot for extras like chat keyboards.

jME Joystick Test:

Joystick[0]:Controller (XBOX 360 For Windows)

 buttons:10

 JoystickButton[name=Taste 0, parent=Controller (XBOX 360 For Windows), id=0, logicalId=2]

 JoystickButton[name=Taste 1, parent=Controller (XBOX 360 For Windows), id=1, logicalId=1]

 JoystickButton[name=Taste 2, parent=Controller (XBOX 360 For Windows), id=2, logicalId=3]

 JoystickButton[name=Taste 3, parent=Controller (XBOX 360 For Windows), id=3, logicalId=0]

 JoystickButton[name=Taste 4, parent=Controller (XBOX 360 For Windows), id=4, logicalId=4]

 JoystickButton[name=Taste 5, parent=Controller (XBOX 360 For Windows), id=5, logicalId=5]

 JoystickButton[name=Taste 6, parent=Controller (XBOX 360 For Windows), id=6, logicalId=8]

 JoystickButton[name=Taste 7, parent=Controller (XBOX 360 For Windows), id=7, logicalId=9]

 JoystickButton[name=Taste 8, parent=Controller (XBOX 360 For Windows), id=8, logicalId=10]

 JoystickButton[name=Taste 9, parent=Controller (XBOX 360 For Windows), id=9, logicalId=11]

 axes:8

 JoystickAxis[name=Y-Achse, parent=Controller (XBOX 360 For Windows), id=0, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X-Achse, parent=Controller (XBOX 360 For Windows), id=1, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Y-Rotation, parent=Controller (XBOX 360 For Windows), id=2, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=X-Rotation, parent=Controller (XBOX 360 For Windows), id=3, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Z-Achse, parent=Controller (XBOX 360 For Windows), id=4, logicalId=trigger, isAnalog=true, isRelative=false, deadZone=0.0]

 JoystickAxis[name=Mehrwegeschalter, parent=Controller (XBOX 360 For Windows), id=5, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_x, parent=Controller (XBOX 360 For Windows), id=6, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

 JoystickAxis[name=pov_y, parent=Controller (XBOX 360 For Windows), id=7, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

T-Wireless Rumble Force

Manufacturer: THRUSTMASTER

Device Type: Gamepad

PS-3 Layout, Vibration (dual motors)

A compact wireless gamepad with vibration motors. Can also be used with PS2 and PS3. Could not start the vibration motors under the jME Joystick test for whatever reason (an empty collection of rumblers was returned by LWJGL).

jME Joystick Test:

Joystick[0]:Thrustmaster T-Mini Wireless 3-in-1

  buttons:13

  JoystickButton[name=Button 1, parent=Thrustmaster T-Mini Wireless 3-in-1, id=0, logicalId=0]

  JoystickButton[name=Button 2, parent=Thrustmaster T-Mini Wireless 3-in-1, id=1, logicalId=1]

  JoystickButton[name=Button 3, parent=Thrustmaster T-Mini Wireless 3-in-1, id=2, logicalId=2]

  JoystickButton[name=Button 4, parent=Thrustmaster T-Mini Wireless 3-in-1, id=3, logicalId=3]

  JoystickButton[name=Button 5, parent=Thrustmaster T-Mini Wireless 3-in-1, id=4, logicalId=4]

  JoystickButton[name=Button 6, parent=Thrustmaster T-Mini Wireless 3-in-1, id=5, logicalId=5]

  JoystickButton[name=Button 7, parent=Thrustmaster T-Mini Wireless 3-in-1, id=6, logicalId=6]

  JoystickButton[name=Button 8, parent=Thrustmaster T-Mini Wireless 3-in-1, id=7, logicalId=7]

  JoystickButton[name=Button 9, parent=Thrustmaster T-Mini Wireless 3-in-1, id=8, logicalId=8]

  JoystickButton[name=Button 10, parent=Thrustmaster T-Mini Wireless 3-in-1, id=9, logicalId=9]

  JoystickButton[name=Ministick Left, parent=Thrustmaster T-Mini Wireless 3-in-1, id=10, logicalId=10]

  JoystickButton[name=Ministick Right, parent=Thrustmaster T-Mini Wireless 3-in-1, id=11, logicalId=11]

  JoystickButton[name=Taste 12, parent=Thrustmaster T-Mini Wireless 3-in-1, id=12, logicalId=12]

  axes:7

  JoystickAxis[name=Mehrwegeschalter, parent=Thrustmaster T-Mini Wireless 3-in-1, id=0, logicalId=pov, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_x, parent=Thrustmaster T-Mini Wireless 3-in-1, id=1, logicalId=pov_x, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=pov_y, parent=Thrustmaster T-Mini Wireless 3-in-1, id=2, logicalId=pov_y, isAnalog=false, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Z-Rotation, parent=Thrustmaster T-Mini Wireless 3-in-1, id=3, logicalId=rz, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Z-Achse, parent=Thrustmaster T-Mini Wireless 3-in-1, id=4, logicalId=z, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=Y Axis, parent=Thrustmaster T-Mini Wireless 3-in-1, id=5, logicalId=y, isAnalog=true, isRelative=false, deadZone=0.0]

  JoystickAxis[name=X Axis, parent=Thrustmaster T-Mini Wireless 3-in-1, id=6, logicalId=x, isAnalog=true, isRelative=false, deadZone=0.0]