

Input problems

ROMs take a long time to load

This is caused by the X-Input settings due XBOX ONE and some 8bitdo Pads. It took 30-45s to load a ROM, this is independent from core. To fix this 8bitdo should be setted to Android Mode. You can read more [about here](#).

Bluetooth Connection

This is a phenomena causes with some issues and like input lag (especially if you connect more than one BT controller)

1. Try reducing distance from your controller to Raspberry (helps sometimes)
2. Try to disable internal WiFi - this helps to extent signal strength, you can use `rfkill wifi` to disable/enable Wifi (several users report PS3 controller connections problems are vanished since)
3. Try forcing a lower baud rate in `/etc/init.d/S31emulationstation` or `/etc/init.d/S32bluetooth`. Smaller values of 115200 or 230400 have been known to alleviate input lag on a Pi 3B.
4. Buy a new BT adapter and put it to your Raspberry. Add `dtoverlay=pi3-disable-bt` in `/boot/config.txt` to disable internal BT module (ultima ratio, speeds up communication, extents range and speed depending on your BT adapter model)

No controller detected even when connected via USB

Few things to try:

- Use a different USB port
- Ensure controller itself is even functional
- Disable IOMMU setting in BIOS
- Ensure there's no other obvious settings in the BIOS that could be disabling USB functionality
- Clean the contacts with rubbing alcohol (when everything is turned off and disconnected from power), let it dry, and try again
- If using a third-party controller, switch the input mode on it (refer to your controller's manual)
 - D-input typically works best, followed by X-input, then "Mac" and Android modes
- Scream

If all else fails, please provide a [detailed issue report](#) so that the devs can look into it. [Here's a real example](#).

Controller connected and detected, but no inputs

Try configuring the controller by manually editing the `/userdata/system/configs/emulationstation/es_input.cfg` file.

Controller connected, detected and making inputs, but they are unexpected/ghost inputs

Ensure that all of the controller's inputs are in a neutral position when plugging in/connecting the controller.

If that still gives unexpected ghost inputs during mapping, try to repair the mapping process by renaming `/userdata/system/.sdl2` to `/userdata/system/.sdl2_bad` and immediately restarting ES ([Alt] + [F4] or restart via SSH). If this fixes the issue, it could be because of Batocera's neutral position detection method failing, please report such issues to the Github and the steps to reproduce.



Run `cat /userdata/system/.sdl2/<GUID><name of controller>.cache` to grab the neutral values that have been detected.

Diagnose Joysticks Issues

Physical joystick ↔ linux driver ↔ linux events stack ←A→ SDL2 library ←B→ EmulationStation

From your joystick to the batocera interface (EmulationStation), there are several technical steps. In case of issues, there are 2 main tools, `evtest` and `sdl2-jstest`

`evtest` acts on point A to analyse linux events while `sdl2-jstest` acts on point B to analyse events going to EmulationStation.

evtests

Events in the linux kernel are the way to handle mice, keyboards, joysticks, etc... `sdl2` is a library to help to code programs compatible with linux, windows, mac os x, ... it converts linux events to a common way to define events. On linux, events are defined in `/usr/include/linux/input-event-codes.h`. For example, the button "yellow" if your joystick has one is :

```
#define KEY_YELLOW      0x190 (1*16*16 + 9*16 + 0 = 400)
```

On Windows, possibly that this button is not defined, or at least, for sure, with another value, while on Linux, the value is arbitrary. Thus, `SDL` doesn't use the code. Instead, `SDL` uses button numbers, thus, this button may be "BUTTON 1".

Let's see an example :

1. Connect via ssh to batocera
2. run `evtest` to check that linux sees your joysticks :

In my case, I've only 1 joystick plugged, it displays :

```
# evtest
No device specified, trying to scan all of /dev/input/event*
Available devices:
/dev/input/event0:  Bigben Interactive Bigben Game Pad
Select the device event number [0-0]:
```

Press 0 to see linux events on this joystick. In my case, when i press one button (button BTN_C), it displays :

```
Event: time 1492442283.255053, type 1 (EV_KEY), code 306 (BTN_C), value 1
Event: time 1492442283.255053, type 1 (EV_KEY), code 306 (BTN_C), value 0
```

value 1 is when the button is pressed. value 0 is when the buton is released.

Some general information, like the list of buttons available are provided by :

```
evtest --info /dev/input/event0
udevadm info -q all -n /dev/input/event0
```

sdl2-jstest

1. run `sdl2-jstest -list` to check what emulationstation sees when you press buttons

In my case, it displays :

```
# export DISPLAY=:0.0
# sdl2-jstest --list
Found 1 joystick(s)

Joystick Name:      'Bigben Interactive Bigben Game Pad'
Joystick Path:      '/dev/input/event0'
Joystick GUID:      030000006b1400000209000011010000
Joystick Number:    0
Number of Axes:     4
Number of Buttons:  13
Number of Hats:     1
...
Button code  0:    304
Button code  1:    305
Button code  2:    306
...
```

To see the events, run `sdl2-jstest -e 0` (0 is the joystick number) When I press C, it displays :

```
...
SDL_JOYBUTTONDOWN: joystick: 0 button: 2 state: 1 code:306
SDL_JOYBUTTONUP:   joystick: 0 button: 2 state: 0 code:306
...
```

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