

Supported Pads

All commonly known pads are supported by batocera.linux. batocera.linux has an internal database so that most of them even work out of the box. In some case, you can have some configuration to do. For each kind of pads, you can find below the prerequisites and the way to get them working.

USB pads

Any classical usb pad should work. There is no special action to do to make it work, except eventually configure it, if it is not in our database.

Bluetooth pads in general

Any classical bluetooth pad should work, it includes 8bitdo bluetooth devices. The only action to do, is to set your pad in discovery mode (there is generally a button for that or get advice from the manual) then pair the pad by going in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER. Once done, there is no special action to do, to make it work, except eventually configure it, if it is not in our database.

In case of pairing issues it may help to clear the device list by selecting **FORGET BLUETOOTH CONTROLLERS**, then reboot and try to pair again. Attention! With this action **all** known bluetooth controllers will be deleted!

For advanced setup and better error detecting we have build a guide for [manual connecting to a Bluetooth device](#). If you are still in issues, then also consider your BT-dongle that may not be supported by linux now.

8bitdo bluetooth pads



8bitdo bluetooth pads are supported. To pair a 8bitdo pad, first turn it on by pressing Start + B at the same time (for activating the Android (D-Input) mode, which is recommended) and then press and hold the Select Button for 3 seconds, until the LED is blinking rapidly. Then go in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER. It should then automatically be detected and paired.

PS3 pads



PS3 pads are supported. In case of issues, it is often the dongle which is not supported by linux or an empty battery of the controller. To pair a PS3 pad, plug it via the USB-cable into the system, where batocera.linux is running on, wait 5-10 seconds, then unplug the cable and press the PlayStation button in the middle of the controller. It should then automatically be detected and paired. Once

done, there is no special action to do, to make it work. All buttons are preconfigured.

PS4 pads



PS4 pads are supported. In case of issues, it is often the dongle which is not supported by linux. To pair the PS4 pad, first put it into pairing mode by press and HOLDING the PlayStation button and Share button at the same time for 3 seconds. Hold these buttons until the light bar starts rapidly flashing. Then go in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER. It should then automatically be detected and paired.

Xbox one pads



Xbox one pads are supported. In case of issues, it is often the dongle which is not supported by linux. The only action to do, is to put your pad in discovery mode (after turning the controller on by pressing the Xbox button in the middle of the controller you have to press and hold the small pairing-button on the top of the controller until the Xbox logo is blinking fast) and then pair the pad by going in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER. It should then automatically be detected and paired.

Xbox 360 pads

Xbox 360 pads are supported. If you have a wired version, just plug it in via USB, otherwise, for the wireless version you need the Wifi-USB dongle of the Xbox 360 Wireless Controller (Xbox 360 is not bluetooth).

Wii pads



Wii pads are supported. 2 modes however. In case you want use the wiimote as a standard pad to play any game, pair the pad by going in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER, then put you pad in discovery mode by pressing the red button to put the pad in discovery mode. To use the pad to play the wii, first start a wii game, then press the red button to put the pad in discovery mode.

Switch pads



The Switch gamecube bluetooth pads are supported. The only action to do is to pair the pad by going in the menu to Controller Settings > PAIR A BLUETOOTH CONTROLLER, then put you pad in discovery

mode using the bluetooth button on the pad.

X-Arcade Tankstick



The X-Arcade Tankstick is supported on Batocera when you enable `controllers.xarcade.enabled=1` in the file `/userdata/system/batocera.conf`. It is done through the `arcade2jstick` module, which means that each of the two sticks is seen as an independent joystick by EmulationStation and the emulators. The trackball is recognized as a USB mouse under Batocera and emulators that support mouse.

Dolphinbar for Lightgun games



You have to use a Mayflash wireless sensor DolphinBar. Batocera does not support a simple Wii LED bar, it has to be an original Mayflash DolphinBar.

Make sure your Dolphinbar is set up in **mode 2** (keyboard and mouse game) with your Wiimote's LED 1 and 4 solid blue. There is no vibration when the connection is set up, just those two LEDs that stay on. Then you should be all ready for games in the "lightgun" section. There is no "select" key to add credits, you need to use another controller on your Batocera machine to add credits.

Original snes/nes pads

You can use original pads (snes, nes, ...) in case you have a board with a gpio (rpi for example).

GPIO pads

A good how-to for connecting a GPIO controller to a Raspberry Pi through GPIO is [available on this page](#)

From:

<https://wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

https://wiki.batocera.org/en:kit_to_get_a_batocera?rev=1579720191

Last update: **2020/01/22 19:09**

