

Evmapy



Under construction.

[Evmapy](#) is a tool used by Batocera to map inputs from the controller to a virtual keyboard (although, its capable of quite a bit more than that). You can refer to [its readme](#) for more information.

Input triggers



Todo

Acceptable output events

Execute



Todo

Target (keys)

Here's a sample of the `/usr/include/linux/input-event-codes.h` file from a standard installation of Solus. This should cover all the possible output events that can be handled by evmapy.

Click to reveal

```
/* SPDX-License-Identifier: GPL-2.0-only WITH Linux-syscall-note */
/*
 * Input event codes
 *
 * *** IMPORTANT ***
 * This file is not only included from C-code but also from devicetree
source
 * files. As such this file MUST only contain comments and defines.
 *
 * Copyright (c) 1999-2002 Vojtech Pavlik
 * Copyright (c) 2015 Hans de Goede <hdegoede@redhat.com>
 *
 * This program is free software; you can redistribute it and/or modify
```

```
it
 * under the terms of the GNU General Public License version 2 as
published by
 * the Free Software Foundation.
 */
#ifndef _INPUT_EVENT_CODES_H
#define _INPUT_EVENT_CODES_H

/*
 * Device properties and quirks
 */

#define INPUT_PROP_POINTER      0x00    /* needs a pointer */
#define INPUT_PROP_DIRECT      0x01    /* direct input devices */
#define INPUT_PROP_BUTTONPAD   0x02    /* has button(s) under pad
 */
#define INPUT_PROP_SEMI_MT     0x03    /* touch rectangle only */
#define INPUT_PROP_TOPBUTTONPAD 0x04    /* softbuttons at top of
pad */
#define INPUT_PROP_POINTING_STICK 0x05    /* is a pointing stick */
#define INPUT_PROP_ACCELEROMETER 0x06    /* has accelerometer */

#define INPUT_PROP_MAX         0x1f
#define INPUT_PROP_CNT         (INPUT_PROP_MAX + 1)

/*
 * Event types
 */

#define EV_SYN                 0x00
#define EV_KEY                 0x01
#define EV_REL                 0x02
#define EV_ABS                 0x03
#define EV_MSC                 0x04
#define EV_SW                  0x05
#define EV_LED                 0x11
#define EV_SND                 0x12
#define EV_REP                 0x14
#define EV_FF                  0x15
#define EV_PWR                 0x16
#define EV_FF_STATUS           0x17
#define EV_MAX                 0x1f
#define EV_CNT                 (EV_MAX+1)

/*
 * Synchronization events.
 */

#define SYN_REPORT             0
#define SYN_CONFIG             1
#define SYN_MT_REPORT          2
```

```
#define SYN_DROPPED      3
#define SYN_MAX          0xf
#define SYN_CNT          (SYN_MAX+1)

/*
 * Keys and buttons
 *
 * Most of the keys/buttons are modeled after USB HUT 1.12
 * (see http://www.usb.org/developers/hidpage).
 * Abbreviations in the comments:
 * AC - Application Control
 * AL - Application Launch Button
 * SC - System Control
 */

#define KEY_RESERVED      0
#define KEY_ESC          1
#define KEY_1            2
#define KEY_2            3
#define KEY_3            4
#define KEY_4            5
#define KEY_5            6
#define KEY_6            7
#define KEY_7            8
#define KEY_8            9
#define KEY_9           10
#define KEY_0           11
#define KEY_MINUS       12
#define KEY_EQUAL       13
#define KEY_BACKSPACE   14
#define KEY_TAB         15
#define KEY_Q           16
#define KEY_W           17
#define KEY_E           18
#define KEY_R           19
#define KEY_T           20
#define KEY_Y           21
#define KEY_U           22
#define KEY_I           23
#define KEY_O           24
#define KEY_P           25
#define KEY_LEFTBRACE   26
#define KEY_RIGHTBRACE  27
#define KEY_ENTER       28
#define KEY_LEFTCTRL    29
#define KEY_A           30
#define KEY_S           31
#define KEY_D           32
#define KEY_F           33
#define KEY_G           34
#define KEY_H           35
```

```
#define KEY_J 36
#define KEY_K 37
#define KEY_L 38
#define KEY_SEMICOLON 39
#define KEY_APOSTROPHE 40
#define KEY_GRAVE 41
#define KEY_LEFTSHIFT 42
#define KEY_BACKSLASH 43
#define KEY_Z 44
#define KEY_X 45
#define KEY_C 46
#define KEY_V 47
#define KEY_B 48
#define KEY_N 49
#define KEY_M 50
#define KEY_COMMA 51
#define KEY_DOT 52
#define KEY_SLASH 53
#define KEY_RIGHTSHIFT 54
#define KEY_KPASTERISK 55
#define KEY_LEFTALT 56
#define KEY_SPACE 57
#define KEY_CAPSLOCK 58
#define KEY_F1 59
#define KEY_F2 60
#define KEY_F3 61
#define KEY_F4 62
#define KEY_F5 63
#define KEY_F6 64
#define KEY_F7 65
#define KEY_F8 66
#define KEY_F9 67
#define KEY_F10 68
#define KEY_NUMLOCK 69
#define KEY_SCROLLLOCK 70
#define KEY_KP7 71
#define KEY_KP8 72
#define KEY_KP9 73
#define KEY_KPMINUS 74
#define KEY_KP4 75
#define KEY_KP5 76
#define KEY_KP6 77
#define KEY_KPPLUS 78
#define KEY_KP1 79
#define KEY_KP2 80
#define KEY_KP3 81
#define KEY_KP0 82
#define KEY_KPDOT 83

#define KEY_ZENKAKUHANKAKU 85
#define KEY_102ND 86
```

```
#define KEY_F11      87
#define KEY_F12      88
#define KEY_R0       89
#define KEY_KATAKANA 90
#define KEY_HIRAGANA 91
#define KEY_HENKAN   92
#define KEY_KATAKANAHIRAGANA 93
#define KEY_MUHENKAN 94
#define KEY_KPJPCOMMA 95
#define KEY_KPENTER  96
#define KEY_RIGHTCTRL 97
#define KEY_KPSLASH  98
#define KEY_SYSRQ    99
#define KEY_RIGHTALT 100
#define KEY_LINEFEED 101
#define KEY_HOME     102
#define KEY_UP       103
#define KEY_PAGEUP   104
#define KEY_LEFT     105
#define KEY_RIGHT    106
#define KEY_END      107
#define KEY_DOWN     108
#define KEY_PAGEDOWN 109
#define KEY_INSERT   110
#define KEY_DELETE   111
#define KEY_MACRO    112
#define KEY_MUTE     113
#define KEY_VOLUMEDOWN 114
#define KEY_VOLUMEUP 115
#define KEY_POWER    116 /* SC System Power Down */
#define KEY_KPEQUAL  117
#define KEY_KPPLUSMINUS 118
#define KEY_PAUSE    119
#define KEY_SCALE    120 /* AL Compiz Scale (Expose) */

#define KEY_KPCOMMA  121
#define KEY_HANGEUL  122
#define KEY_HANGUEL  KEY_HANGEUL
#define KEY_HANJA    123
#define KEY_YEN      124
#define KEY_LEFTMETA 125
#define KEY_RIGHTMETA 126
#define KEY_COMPOSE  127

#define KEY_STOP     128 /* AC Stop */
#define KEY_AGAIN    129
#define KEY_PROPS    130 /* AC Properties */
#define KEY_UNDO     131 /* AC Undo */
#define KEY_FRONT    132
#define KEY_COPY     133 /* AC Copy */
#define KEY_OPEN     134 /* AC Open */
```

```
#define KEY_PASTE      135    /* AC Paste */
#define KEY_FIND      136    /* AC Search */
#define KEY_CUT       137    /* AC Cut */
#define KEY_HELP      138    /* AL Integrated Help Center */
#define KEY_MENU      139    /* Menu (show menu) */
#define KEY_CALC      140    /* AL Calculator */
#define KEY_SETUP     141
#define KEY_SLEEP     142    /* SC System Sleep */
#define KEY_WAKEUP    143    /* System Wake Up */
#define KEY_FILE      144    /* AL Local Machine Browser */
#define KEY_SENDFILE  145
#define KEY_DELETEFILE 146
#define KEY_XFER      147
#define KEY_PROG1     148
#define KEY_PROG2     149
#define KEY_WWW       150    /* AL Internet Browser */
#define KEY_MSDOS     151
#define KEY_COFFEE    152    /* AL Terminal Lock/Screensaver */
#define KEY_SCREENLOCK KEY_COFFEE
#define KEY_ROTATE_DISPLAY 153 /* Display orientation for e.g.
tablets */
#define KEY_DIRECTION KEY_ROTATE_DISPLAY
#define KEY_CYCLEWINDOWS 154
#define KEY_MAIL      155
#define KEY_BOOKMARKS 156    /* AC Bookmarks */
#define KEY_COMPUTER  157
#define KEY_BACK      158    /* AC Back */
#define KEY_FORWARD   159    /* AC Forward */
#define KEY_CLOSECD   160
#define KEY_EJECTCD   161
#define KEY_EJECTCLOSECD 162
#define KEY_NEXTSONG  163
#define KEY_PLAYPAUSE 164
#define KEY_PREVIOUSSONG 165
#define KEY_STOPCD    166
#define KEY_RECORD    167
#define KEY_REWIND    168
#define KEY_PHONE     169    /* Media Select Telephone */
#define KEY_ISO       170
#define KEY_CONFIG     171    /* AL Consumer Control Configuration */
#define KEY_HOMEPAGE  172    /* AC Home */
#define KEY_REFRESH   173    /* AC Refresh */
#define KEY_EXIT      174    /* AC Exit */
#define KEY_MOVE      175
#define KEY_EDIT      176
#define KEY_SCROLLUP  177
#define KEY_SCROLLDOWN 178
#define KEY_KPLEFTPAREN 179
#define KEY_KPRIGHTPAREN 180
#define KEY_NEW       181    /* AC New */
#define KEY_REDO      182    /* AC Redo/Repeat */
```

```

#define KEY_F13          183
#define KEY_F14          184
#define KEY_F15          185
#define KEY_F16          186
#define KEY_F17          187
#define KEY_F18          188
#define KEY_F19          189
#define KEY_F20          190
#define KEY_F21          191
#define KEY_F22          192
#define KEY_F23          193
#define KEY_F24          194

#define KEY_PLAYCD       200
#define KEY_PAUSECD     201
#define KEY_PROG3        202
#define KEY_PROG4        203
#define KEY_DASHBOARD    204    /* AL Dashboard */
#define KEY_SUSPEND      205
#define KEY_CLOSE        206    /* AC Close */
#define KEY_PLAY         207
#define KEY_FASTFORWARD  208
#define KEY_BASSBOOST    209
#define KEY_PRINT        210    /* AC Print */
#define KEY_HP           211
#define KEY_CAMERA       212
#define KEY_SOUND        213
#define KEY_QUESTION     214
#define KEY_EMAIL        215
#define KEY_CHAT         216
#define KEY_SEARCH       217
#define KEY_CONNECT      218
#define KEY_FINANCE      219    /* AL Checkbook/Finance */
#define KEY_SPORT        220
#define KEY_SHOP         221
#define KEY_ALTERASE     222
#define KEY_CANCEL       223    /* AC Cancel */
#define KEY_BRIGHTNESSDOWN 224
#define KEY_BRIGHTNESSUP 225
#define KEY_MEDIA        226

#define KEY_SWITCHVIDEOMODE 227    /* Cycle between available video
                                   outputs (Monitor/LCD/TV-out/etc) */
#define KEY_KBDILLUMTOGGLE 228
#define KEY_KBDILLUMDOWN  229
#define KEY_KBDILLUMUP    230

#define KEY_SEND         231    /* AC Send */
#define KEY_REPLY        232    /* AC Reply */
#define KEY_FORWARDMAIL  233    /* AC Forward Msg */
#define KEY_SAVE         234    /* AC Save */

```

```
#define KEY_DOCUMENTS      235

#define KEY_BATTERY        236

#define KEY_BLUETOOTH      237
#define KEY_WLAN           238
#define KEY_UWB            239

#define KEY_UNKNOWN        240

#define KEY_VIDEO_NEXT     241    /* drive next video source */
#define KEY_VIDEO_PREV     242    /* drive previous video source */
#define KEY_BRIGHTNESS_CYCLE 243    /* brightness up, after max is
min */
#define KEY_BRIGHTNESS_AUTO 244    /* Set Auto Brightness: manual
brightness control is off,
rely on ambient */
#define KEY_BRIGHTNESS_ZERO KEY_BRIGHTNESS_AUTO
#define KEY_DISPLAY_OFF    245    /* display device to off state */

#define KEY_WWAN           246    /* Wireless WAN (LTE, UMTS, GSM, etc.)
*/
#define KEY_WIMAX          KEY_WWAN
#define KEY_RFKILL         247    /* Key that controls all radios */

#define KEY_MICMUTE        248    /* Mute / unmute the microphone */

/* Code 255 is reserved for special needs of AT keyboard driver */

#define BTN_MISC           0x100
#define BTN_0              0x100
#define BTN_1              0x101
#define BTN_2              0x102
#define BTN_3              0x103
#define BTN_4              0x104
#define BTN_5              0x105
#define BTN_6              0x106
#define BTN_7              0x107
#define BTN_8              0x108
#define BTN_9              0x109

#define BTN_MOUSE          0x110
#define BTN_LEFT           0x110
#define BTN_RIGHT          0x111
#define BTN_MIDDLE         0x112
#define BTN_SIDE           0x113
#define BTN_EXTRA          0x114
#define BTN_FORWARD        0x115
#define BTN_BACK           0x116
#define BTN_TASK           0x117
```



```
#define BTN_JOYSTICK      0x120
#define BTN_TRIGGER      0x120
#define BTN_THUMB        0x121
#define BTN_THUMB2       0x122
#define BTN_TOP          0x123
#define BTN_TOP2         0x124
#define BTN_PINKIE       0x125
#define BTN_BASE         0x126
#define BTN_BASE2        0x127
#define BTN_BASE3        0x128
#define BTN_BASE4        0x129
#define BTN_BASE5        0x12a
#define BTN_BASE6        0x12b
#define BTN_DEAD         0x12f

#define BTN_GAMEPAD      0x130
#define BTN_SOUTH        0x130
#define BTN_A            BTN_SOUTH
#define BTN_EAST         0x131
#define BTN_B            BTN_EAST
#define BTN_C            0x132
#define BTN_NORTH        0x133
#define BTN_X            BTN_NORTH
#define BTN_WEST         0x134
#define BTN_Y            BTN_WEST
#define BTN_Z            0x135
#define BTN_TL           0x136
#define BTN_TR           0x137
#define BTN_TL2          0x138
#define BTN_TR2          0x139
#define BTN_SELECT       0x13a
#define BTN_START        0x13b
#define BTN_MODE         0x13c
#define BTN_THUMBL      0x13d
#define BTN_THUMBR      0x13e

#define BTN_DIGI         0x140
#define BTN_TOOL_PEN     0x140
#define BTN_TOOL_RUBBER  0x141
#define BTN_TOOL_BRUSH   0x142
#define BTN_TOOL_PENCIL  0x143
#define BTN_TOOL_AIRBRUSH 0x144
#define BTN_TOOL_FINGER  0x145
#define BTN_TOOL_MOUSE   0x146
#define BTN_TOOL_LENS    0x147
#define BTN_TOOL_QUINTTAP 0x148 /* Five fingers on trackpad */
#define BTN_STYLUS3      0x149
#define BTN_TOUCH        0x14a
#define BTN_STYLUS       0x14b
#define BTN_STYLUS2      0x14c
#define BTN_TOOL_DOUBLETAP 0x14d
```

```
#define BTN_TOOL_TRIPLETAP 0x14e
#define BTN_TOOL_QUADTAP 0x14f /* Four fingers on trackpad */

#define BTN_WHEEL 0x150
#define BTN_GEAR_DOWN 0x150
#define BTN_GEAR_UP 0x151

#define KEY_OK 0x160
#define KEY_SELECT 0x161
#define KEY_GOTO 0x162
#define KEY_CLEAR 0x163
#define KEY_POWER2 0x164
#define KEY_OPTION 0x165
#define KEY_INFO 0x166 /* AL OEM Features/Tips/Tutorial */
#define KEY_TIME 0x167
#define KEY_VENDOR 0x168
#define KEY_ARCHIVE 0x169
#define KEY_PROGRAM 0x16a /* Media Select Program Guide */
#define KEY_CHANNEL 0x16b
#define KEY_FAVORITES 0x16c
#define KEY_EPG 0x16d
#define KEY_PVR 0x16e /* Media Select Home */
#define KEY_MHP 0x16f
#define KEY_LANGUAGE 0x170
#define KEY_TITLE 0x171
#define KEY_SUBTITLE 0x172
#define KEY_ANGLE 0x173
#define KEY_FULL_SCREEN 0x174 /* AC View Toggle */
#define KEY_ZOOM KEY_FULL_SCREEN
#define KEY_MODE 0x175
#define KEY_KEYBOARD 0x176
#define KEY_ASPECT_RATIO 0x177 /* HUTRR37: Aspect */
#define KEY_SCREEN KEY_ASPECT_RATIO
#define KEY_PC 0x178 /* Media Select Computer */
#define KEY_TV 0x179 /* Media Select TV */
#define KEY_TV2 0x17a /* Media Select Cable */
#define KEY_VCR 0x17b /* Media Select VCR */
#define KEY_VCR2 0x17c /* VCR Plus */
#define KEY_SAT 0x17d /* Media Select Satellite */
#define KEY_SAT2 0x17e
#define KEY_CD 0x17f /* Media Select CD */
#define KEY_TAPE 0x180 /* Media Select Tape */
#define KEY_RADIO 0x181
#define KEY_TUNER 0x182 /* Media Select Tuner */
#define KEY_PLAYER 0x183
#define KEY_TEXT 0x184
#define KEY_DVD 0x185 /* Media Select DVD */
#define KEY_AUX 0x186
#define KEY_MP3 0x187
#define KEY_AUDIO 0x188 /* AL Audio Browser */
#define KEY_VIDEO 0x189 /* AL Movie Browser */
```

```

#define KEY_DIRECTORY      0x18a
#define KEY_LIST           0x18b
#define KEY_MEMO           0x18c /* Media Select Messages */
#define KEY_CALENDAR       0x18d
#define KEY_RED            0x18e
#define KEY_GREEN          0x18f
#define KEY_YELLOW         0x190
#define KEY_BLUE           0x191
#define KEY_CHANNELUP      0x192 /* Channel Increment */
#define KEY_CHANNELDOWN    0x193 /* Channel Decrement */
#define KEY_FIRST          0x194
#define KEY_LAST           0x195 /* Recall Last */
#define KEY_AB             0x196
#define KEY_NEXT           0x197
#define KEY_RESTART        0x198
#define KEY_SLOW           0x199
#define KEY_SHUFFLE        0x19a
#define KEY_BREAK          0x19b
#define KEY_PREVIOUS       0x19c
#define KEY_DIGITS         0x19d
#define KEY_TEEN           0x19e
#define KEY_TWEN           0x19f
#define KEY_VIDEOPHONE     0x1a0 /* Media Select Video Phone */
#define KEY_GAMES          0x1a1 /* Media Select Games */
#define KEY_ZOOMIN         0x1a2 /* AC Zoom In */
#define KEY_ZOOMOUT        0x1a3 /* AC Zoom Out */
#define KEY_ZOOMRESET      0x1a4 /* AC Zoom */
#define KEY_WORDPROCESSOR  0x1a5 /* AL Word Processor */
#define KEY_EDITOR         0x1a6 /* AL Text Editor */
#define KEY_SPREADSHEET    0x1a7 /* AL Spreadsheet */
#define KEY_GRAPHICSEDTOR  0x1a8 /* AL Graphics Editor */
#define KEY_PRESENTATION   0x1a9 /* AL Presentation App */
#define KEY_DATABASE       0x1aa /* AL Database App */
#define KEY_NEWS           0x1ab /* AL Newsreader */
#define KEY_VOICEMAIL      0x1ac /* AL Voicemail */
#define KEY_ADDRESSBOOK    0x1ad /* AL Contacts/Address Book */
#define KEY_MESSENGER      0x1ae /* AL Instant Messaging */
#define KEY_DISPLAYTOGGLE  0x1af /* Turn display (LCD) on and off
*/
#define KEY_BRIGHTNESS_TOGGLE KEY_DISPLAYTOGGLE
#define KEY_SPELLCHECK     0x1b0 /* AL Spell Check */
#define KEY_LOGOFF         0x1b1 /* AL Logoff */

#define KEY_DOLLAR         0x1b2
#define KEY_EURO           0x1b3

#define KEY_FRAMEBACK      0x1b4 /* Consumer - transport controls
*/
#define KEY_FRAMEFORWARD   0x1b5
#define KEY_CONTEXT_MENU   0x1b6 /* GenDesc - system context menu
*/

```

```
#define KEY_MEDIA_REPEAT    0x1b7    /* Consumer - transport control */
#define KEY_10CHANNELSUP    0x1b8    /* 10 channels up (10+) */
#define KEY_10CHANNELSDOWN  0x1b9    /* 10 channels down (10-) */
#define KEY_IMAGES          0x1ba    /* AL Image Browser */
#define KEY_NOTIFICATION_CENTER 0x1bc /* Show/hide the notification
center */
#define KEY_PICKUP_PHONE    0x1bd    /* Answer incoming call */
#define KEY_HANGUP_PHONE    0x1be    /* Decline incoming call */

#define KEY_DEL_EOL        0x1c0
#define KEY_DEL_EOS        0x1c1
#define KEY_INS_LINE       0x1c2
#define KEY_DEL_LINE       0x1c3

#define KEY_FN              0x1d0
#define KEY_FN_ESC          0x1d1
#define KEY_FN_F1           0x1d2
#define KEY_FN_F2           0x1d3
#define KEY_FN_F3           0x1d4
#define KEY_FN_F4           0x1d5
#define KEY_FN_F5           0x1d6
#define KEY_FN_F6           0x1d7
#define KEY_FN_F7           0x1d8
#define KEY_FN_F8           0x1d9
#define KEY_FN_F9           0x1da
#define KEY_FN_F10          0x1db
#define KEY_FN_F11          0x1dc
#define KEY_FN_F12          0x1dd
#define KEY_FN_1            0x1de
#define KEY_FN_2            0x1df
#define KEY_FN_D            0x1e0
#define KEY_FN_E            0x1e1
#define KEY_FN_F            0x1e2
#define KEY_FN_S            0x1e3
#define KEY_FN_B            0x1e4
#define KEY_FN_RIGHT_SHIFT  0x1e5

#define KEY_BRL_DOT1        0x1f1
#define KEY_BRL_DOT2        0x1f2
#define KEY_BRL_DOT3        0x1f3
#define KEY_BRL_DOT4        0x1f4
#define KEY_BRL_DOT5        0x1f5
#define KEY_BRL_DOT6        0x1f6
#define KEY_BRL_DOT7        0x1f7
#define KEY_BRL_DOT8        0x1f8
#define KEY_BRL_DOT9        0x1f9
#define KEY_BRL_DOT10       0x1fa

#define KEY_NUMERIC_0        0x200    /* used by phones, remote
controls, */
#define KEY_NUMERIC_1        0x201    /* and other keypads */
```

```
#define KEY_NUMERIC_2      0x202
#define KEY_NUMERIC_3      0x203
#define KEY_NUMERIC_4      0x204
#define KEY_NUMERIC_5      0x205
#define KEY_NUMERIC_6      0x206
#define KEY_NUMERIC_7      0x207
#define KEY_NUMERIC_8      0x208
#define KEY_NUMERIC_9      0x209
#define KEY_NUMERIC_STAR   0x20a
#define KEY_NUMERIC_POUND  0x20b
#define KEY_NUMERIC_A      0x20c    /* Phone key A - HUT Telephony
0xb9 */
#define KEY_NUMERIC_B      0x20d
#define KEY_NUMERIC_C      0x20e
#define KEY_NUMERIC_D      0x20f

#define KEY_CAMERA_FOCUS   0x210
#define KEY_WPS_BUTTON     0x211    /* WiFi Protected Setup key */

#define KEY_TOUCHPAD_TOGGLE 0x212    /* Request switch touchpad on or
off */
#define KEY_TOUCHPAD_ON    0x213
#define KEY_TOUCHPAD_OFF   0x214

#define KEY_CAMERA_ZOOMIN  0x215
#define KEY_CAMERA_ZOOMOUT 0x216
#define KEY_CAMERA_UP      0x217
#define KEY_CAMERA_DOWN    0x218
#define KEY_CAMERA_LEFT    0x219
#define KEY_CAMERA_RIGHT   0x21a

#define KEY_ATTENDANT_ON   0x21b
#define KEY_ATTENDANT_OFF  0x21c
#define KEY_ATTENDANT_TOGGLE 0x21d  /* Attendant call on or off */
#define KEY_LIGHTS_TOGGLE  0x21e    /* Reading light on or off */

#define BTN_DPAD_UP        0x220
#define BTN_DPAD_DOWN      0x221
#define BTN_DPAD_LEFT      0x222
#define BTN_DPAD_RIGHT     0x223

#define KEY_ALS_TOGGLE     0x230    /* Ambient light sensor */
#define KEY_ROTATE_LOCK_TOGGLE 0x231 /* Display rotation lock */

#define KEY_BUTTONCONFIG   0x240    /* AL Button Configuration */
#define KEY_TASKMANAGER    0x241    /* AL Task/Project Manager */
#define KEY_JOURNAL        0x242    /* AL Log/Journal/Timecard */
#define KEY_CONTROLPANEL   0x243    /* AL Control Panel */
#define KEY_APPSELECT      0x244    /* AL Select Task/Application */
#define KEY_SCREENSAVER    0x245    /* AL Screen Saver */
#define KEY_VOICECOMMAND   0x246    /* Listening Voice Command */
```

```
#define KEY_ASSISTANT      0x247    /* AL Context-aware desktop
assistant */
#define KEY_KBD_LAYOUT_NEXT 0x248    /* AC Next Keyboard Layout Select
*/
#define KEY_EMOJI_PICKER   0x249    /* Show/hide emoji picker
(HUTRR101) */

#define KEY_BRIGHTNESS_MIN 0x250    /* Set Brightness to Minimum
*/
#define KEY_BRIGHTNESS_MAX 0x251    /* Set Brightness to Maximum
*/

#define KEY_KBDINPUTASSIST_PREV 0x260
#define KEY_KBDINPUTASSIST_NEXT 0x261
#define KEY_KBDINPUTASSIST_PREVGROUP 0x262
#define KEY_KBDINPUTASSIST_NEXTGROUP 0x263
#define KEY_KBDINPUTASSIST_ACCEPT 0x264
#define KEY_KBDINPUTASSIST_CANCEL 0x265

/* Diagonal movement keys */
#define KEY_RIGHT_UP      0x266
#define KEY_RIGHT_DOWN   0x267
#define KEY_LEFT_UP      0x268
#define KEY_LEFT_DOWN    0x269

#define KEY_ROOT_MENU     0x26a /* Show Device's Root Menu */
/* Show Top Menu of the Media (e.g. DVD) */
#define KEY_MEDIA_TOP_MENU 0x26b
#define KEY_NUMERIC_11    0x26c
#define KEY_NUMERIC_12    0x26d
/*
 * Toggle Audio Description: refers to an audio service that helps
blind and
 * visually impaired consumers understand the action in a program.
Note: in
 * some countries this is referred to as "Video Description".
*/
#define KEY_AUDIO_DESC    0x26e
#define KEY_3D_MODE       0x26f
#define KEY_NEXT_FAVORITE 0x270
#define KEY_STOP_RECORD   0x271
#define KEY_PAUSE_RECORD  0x272
#define KEY_VOD           0x273 /* Video on Demand */
#define KEY_UNMUTE        0x274
#define KEY_FASTREVERSE   0x275
#define KEY_SLOWREVERSE   0x276
/*
 * Control a data application associated with the currently viewed
channel,
 * e.g. teletext or data broadcast application (MHEG, MHP, HbbTV, etc.)
*/
```

```
#define KEY_DATA          0x277
#define KEY_ONSCREEN_KEYBOARD    0x278
/* Electronic privacy screen control */
#define KEY_PRIVACY_SCREEN_TOGGLE  0x279

/* Select an area of screen to be copied */
#define KEY_SELECTIVE_SCREENSHOT    0x27a

/*
 * Some keyboards have keys which do not have a defined meaning, these
 * keys
 * are intended to be programmed / bound to macros by the user. For
 * most
 * keyboards with these macro-keys the key-sequence to inject, or
 * action to
 * take, is all handled by software on the host side. So from the
 * kernel's
 * point of view these are just normal keys.
 *
 * The KEY_MACRO# codes below are intended for such keys, which may be
 * labeled
 * e.g. G1-G18, or S1 - S30. The KEY_MACRO# codes MUST NOT be used for
 * keys
 * where the marking on the key does indicate a defined meaning /
 * purpose.
 *
 * The KEY_MACRO# codes MUST also NOT be used as fallback for when no
 * existing
 * KEY_F00 define matches the marking / purpose. In this case a new
 * KEY_F00
 * define MUST be added.
 */
#define KEY_MACRO1          0x290
#define KEY_MACRO2          0x291
#define KEY_MACRO3          0x292
#define KEY_MACRO4          0x293
#define KEY_MACRO5          0x294
#define KEY_MACRO6          0x295
#define KEY_MACRO7          0x296
#define KEY_MACRO8          0x297
#define KEY_MACRO9          0x298
#define KEY_MACRO10         0x299
#define KEY_MACRO11         0x29a
#define KEY_MACRO12         0x29b
#define KEY_MACRO13         0x29c
#define KEY_MACRO14         0x29d
#define KEY_MACRO15         0x29e
#define KEY_MACRO16         0x29f
#define KEY_MACRO17         0x2a0
#define KEY_MACRO18         0x2a1
#define KEY_MACRO19         0x2a2
```

```
#define KEY_MACRO20      0x2a3
#define KEY_MACRO21      0x2a4
#define KEY_MACRO22      0x2a5
#define KEY_MACRO23      0x2a6
#define KEY_MACRO24      0x2a7
#define KEY_MACRO25      0x2a8
#define KEY_MACRO26      0x2a9
#define KEY_MACRO27      0x2aa
#define KEY_MACRO28      0x2ab
#define KEY_MACRO29      0x2ac
#define KEY_MACRO30      0x2ad

/*
 * Some keyboards with the macro-keys described above have some extra
 keys
 * for controlling the host-side software responsible for the macro
 handling:
 * -A macro recording start/stop key. Note that not all keyboards which
 emit
 * KEY_MACRO_RECORD_START will also emit KEY_MACRO_RECORD_STOP if
 * KEY_MACRO_RECORD_STOP is not advertised, then
KEY_MACRO_RECORD_START
 * should be interpreted as a recording start/stop toggle;
 * -Keys for switching between different macro (pre)sets, either a key
 for
 * cycling through the configured presets or keys to directly select a
 preset.
 */
#define KEY_MACRO_RECORD_START      0x2b0
#define KEY_MACRO_RECORD_STOP      0x2b1
#define KEY_MACRO_PRESET_CYCLE      0x2b2
#define KEY_MACRO_PRESET1           0x2b3
#define KEY_MACRO_PRESET2           0x2b4
#define KEY_MACRO_PRESET3           0x2b5

/*
 * Some keyboards have a builtin LCD panel where the contents are
 controlled
 * by the host. Often these have a number of keys directly below the
 LCD
 * intended for controlling a menu shown on the LCD. These keys often
 don't
 * have any labeling so we just name them KEY_KBD_LCD_MENU#
 */
#define KEY_KBD_LCD_MENU1           0x2b8
#define KEY_KBD_LCD_MENU2           0x2b9
#define KEY_KBD_LCD_MENU3           0x2ba
#define KEY_KBD_LCD_MENU4           0x2bb
#define KEY_KBD_LCD_MENU5           0x2bc

#define BTN_TRIGGER_HAPPY           0x2c0
```



```
#define BTN_TRIGGER_HAPPY1      0x2c0
#define BTN_TRIGGER_HAPPY2      0x2c1
#define BTN_TRIGGER_HAPPY3      0x2c2
#define BTN_TRIGGER_HAPPY4      0x2c3
#define BTN_TRIGGER_HAPPY5      0x2c4
#define BTN_TRIGGER_HAPPY6      0x2c5
#define BTN_TRIGGER_HAPPY7      0x2c6
#define BTN_TRIGGER_HAPPY8      0x2c7
#define BTN_TRIGGER_HAPPY9      0x2c8
#define BTN_TRIGGER_HAPPY10     0x2c9
#define BTN_TRIGGER_HAPPY11     0x2ca
#define BTN_TRIGGER_HAPPY12     0x2cb
#define BTN_TRIGGER_HAPPY13     0x2cc
#define BTN_TRIGGER_HAPPY14     0x2cd
#define BTN_TRIGGER_HAPPY15     0x2ce
#define BTN_TRIGGER_HAPPY16     0x2cf
#define BTN_TRIGGER_HAPPY17     0x2d0
#define BTN_TRIGGER_HAPPY18     0x2d1
#define BTN_TRIGGER_HAPPY19     0x2d2
#define BTN_TRIGGER_HAPPY20     0x2d3
#define BTN_TRIGGER_HAPPY21     0x2d4
#define BTN_TRIGGER_HAPPY22     0x2d5
#define BTN_TRIGGER_HAPPY23     0x2d6
#define BTN_TRIGGER_HAPPY24     0x2d7
#define BTN_TRIGGER_HAPPY25     0x2d8
#define BTN_TRIGGER_HAPPY26     0x2d9
#define BTN_TRIGGER_HAPPY27     0x2da
#define BTN_TRIGGER_HAPPY28     0x2db
#define BTN_TRIGGER_HAPPY29     0x2dc
#define BTN_TRIGGER_HAPPY30     0x2dd
#define BTN_TRIGGER_HAPPY31     0x2de
#define BTN_TRIGGER_HAPPY32     0x2df
#define BTN_TRIGGER_HAPPY33     0x2e0
#define BTN_TRIGGER_HAPPY34     0x2e1
#define BTN_TRIGGER_HAPPY35     0x2e2
#define BTN_TRIGGER_HAPPY36     0x2e3
#define BTN_TRIGGER_HAPPY37     0x2e4
#define BTN_TRIGGER_HAPPY38     0x2e5
#define BTN_TRIGGER_HAPPY39     0x2e6
#define BTN_TRIGGER_HAPPY40     0x2e7

/* We avoid low common keys in module aliases so they don't get huge.
 */
#define KEY_MIN_INTERESTING KEY_MUTE
#define KEY_MAX              0x2ff
#define KEY_CNT              (KEY_MAX+1)

/*
 * Relative axes
 */
```

```
#define REL_X          0x00
#define REL_Y          0x01
#define REL_Z          0x02
#define REL_RX         0x03
#define REL_RY         0x04
#define REL_RZ         0x05
#define REL_HWHEEL     0x06
#define REL_DIAL       0x07
#define REL_WHEEL      0x08
#define REL_MISC       0x09
/*
 * 0x0a is reserved and should not be used in input drivers.
 * It was used by HID as REL_MISC+1 and userspace needs to detect if
 * the next REL_* event is correct or is just REL_MISC + n.
 * We define here REL_RESERVED so userspace can rely on it and detect
 * the situation described above.
 */
#define REL_RESERVED   0x0a
#define REL_WHEEL_HI_RES 0x0b
#define REL_HWHEEL_HI_RES 0x0c
#define REL_MAX        0x0f
#define REL_CNT        (REL_MAX+1)

/*
 * Absolute axes
 */

#define ABS_X          0x00
#define ABS_Y          0x01
#define ABS_Z          0x02
#define ABS_RX         0x03
#define ABS_RY         0x04
#define ABS_RZ         0x05
#define ABS_THROTTLE   0x06
#define ABS_RUDDER     0x07
#define ABS_WHEEL      0x08
#define ABS_GAS        0x09
#define ABS_BRAKE      0x0a
#define ABS_HAT0X      0x10
#define ABS_HAT0Y      0x11
#define ABS_HAT1X      0x12
#define ABS_HAT1Y      0x13
#define ABS_HAT2X      0x14
#define ABS_HAT2Y      0x15
#define ABS_HAT3X      0x16
#define ABS_HAT3Y      0x17
#define ABS_PRESSURE   0x18
#define ABS_DISTANCE   0x19
#define ABS_TILT_X     0x1a
#define ABS_TILT_Y     0x1b
#define ABS_TOOL_WIDTH 0x1c
```

```

#define ABS_VOLUME      0x20

#define ABS_MISC        0x28

/*
 * 0x2e is reserved and should not be used in input drivers.
 * It was used by HID as ABS_MISC+6 and userspace needs to detect if
 * the next ABS_* event is correct or is just ABS_MISC + n.
 * We define here ABS_RESERVED so userspace can rely on it and detect
 * the situation described above.
 */
#define ABS_RESERVED    0x2e

#define ABS_MT_SLOT     0x2f    /* MT slot being modified */
#define ABS_MT_TOUCH_MAJOR 0x30    /* Major axis of touching ellipse
 */
#define ABS_MT_TOUCH_MINOR 0x31    /* Minor axis (omit if circular) */
#define ABS_MT_WIDTH_MAJOR 0x32    /* Major axis of approaching
 ellipse */
#define ABS_MT_WIDTH_MINOR 0x33    /* Minor axis (omit if circular) */
#define ABS_MT_ORIENTATION 0x34    /* Ellipse orientation */
#define ABS_MT_POSITION_X 0x35    /* Center X touch position */
#define ABS_MT_POSITION_Y 0x36    /* Center Y touch position */
#define ABS_MT_TOOL_TYPE 0x37    /* Type of touching device */
#define ABS_MT_BLOB_ID   0x38    /* Group a set of packets as a blob
 */
#define ABS_MT_TRACKING_ID 0x39    /* Unique ID of initiated contact
 */
#define ABS_MT_PRESSURE 0x3a    /* Pressure on contact area */
#define ABS_MT_DISTANCE 0x3b    /* Contact hover distance */
#define ABS_MT_TOOL_X   0x3c    /* Center X tool position */
#define ABS_MT_TOOL_Y   0x3d    /* Center Y tool position */

#define ABS_MAX          0x3f
#define ABS_CNT          (ABS_MAX+1)

/*
 * Switch events
 */

#define SW_LID           0x00    /* set = lid shut */
#define SW_TABLET_MODE   0x01    /* set = tablet mode */
#define SW_HEADPHONE_INSERT 0x02    /* set = inserted */
#define SW_RFKILL_ALL    0x03    /* rfkill master switch, type "any"
 set = radio enabled */
#define SW_RADIO         SW_RFKILL_ALL    /* deprecated */
#define SW_MICROPHONE_INSERT 0x04    /* set = inserted */
#define SW_DOCK          0x05    /* set = plugged into dock */
#define SW_LINEOUT_INSERT 0x06    /* set = inserted */
#define SW_JACK_PHYSICAL_INSERT 0x07    /* set = mechanical switch set */

```

```
#define SW_VIDEOOUT_INSERT 0x08 /* set = inserted */
#define SW_CAMERA_LENS_COVER 0x09 /* set = lens covered */
#define SW_KEYPAD_SLIDE 0x0a /* set = keypad slide out */
#define SW_FRONT_PROXIMITY 0x0b /* set = front proximity sensor
active */
#define SW_ROTATE_LOCK 0x0c /* set = rotate locked/disabled */
#define SW_LINEIN_INSERT 0x0d /* set = inserted */
#define SW_MUTE_DEVICE 0x0e /* set = device disabled */
#define SW_PEN_INSERTED 0x0f /* set = pen inserted */
#define SW_MACHINE_COVER 0x10 /* set = cover closed */
#define SW_MAX 0x10
#define SW_CNT (SW_MAX+1)

/*
 * Misc events
 */

#define MSC_SERIAL 0x00
#define MSC_PULSELED 0x01
#define MSC_GESTURE 0x02
#define MSC_RAW 0x03
#define MSC_SCAN 0x04
#define MSC_TIMESTAMP 0x05
#define MSC_MAX 0x07
#define MSC_CNT (MSC_MAX+1)

/*
 * LEDs
 */

#define LED_NUML 0x00
#define LED_CAPSL 0x01
#define LED_SCROLLL 0x02
#define LED_COMPOSE 0x03
#define LED_KANA 0x04
#define LED_SLEEP 0x05
#define LED_SUSPEND 0x06
#define LED_MUTE 0x07
#define LED_MISC 0x08
#define LED_MAIL 0x09
#define LED_CHARGING 0x0a
#define LED_MAX 0x0f
#define LED_CNT (LED_MAX+1)

/*
 * Autorepeat values
 */

#define REP_DELAY 0x00
#define REP_PERIOD 0x01
#define REP_MAX 0x01
```

```
#define REP_CNT          (REP_MAX+1)

/*
 * Sounds
 */

#define SND_CLICK        0x00
#define SND_BELL         0x01
#define SND_TONE         0x02
#define SND_MAX          0x07
#define SND_CNT          (SND_MAX+1)

#endif
```

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

Permanent link:
<https://wiki.batocera.org/evmapy?rev=1649419825>

Last update: **2022/04/08 12:10**

