

## JInput

### Getting Controller & Component Information

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```
// uses JInput library
import net.java.games.input.Controller;
import net.java.games.input.ControllerEnvironment;
import net.java.games.input.Version;
import net.java.games.input.Component;

public class FindComponents
{
    public void listControllers()
    {
        System.out.println("JInput version: " + Version.getVersion());
        ControllerEnvironment ce =
            ControllerEnvironment.getDefaultEnvironment();

        // get the set of controllers from the controller environment
        Controller[] cs = ce.getControllers();

        // print details and sub-controllers for each of the controllers
        for (int i=0; i < cs.length; i++)
        { System.out.println("\nController #" + i);
          listComponents(cs[i]);
        }
    }

    // Report the component information for a controller.
    // Recursively visit any subcontrollers and report their details as well.

    private void listComponents(Controller contr)
    {
        System.out.println ("Name: " + contr.getName()
            + ". Type ID: " + contr.getType());

        // get the components in the controller, and list their details
        Component [] comps = contr.getComponents();
        for (int i=0; i < comps.length; i++)
        { System.out.println (" name: " + comps[i].getName()
            + " ID: " + comps[i].getIdentifier() );
        }

        // find subcontrollers, if any, and recursively list their details too
        Controller[] subCtrls = contr.getControllers();
        for (int j=0; j < subCtrls.length; j++)
        { System.out.println(" " + contr.getName() + " subcontroller #" + j);
          listComponents(subCtrls[j]);
        }
    }

    public static void main(String[] args)
    { FindComponents f = new FindComponents();
      f.listControllers();
    }
}
```