

**NAME**

**hgame** - Generic HID game controller (joystick/gamepad) driver

**SYNOPSIS**

To compile this driver into the kernel, place the following lines in your kernel configuration file:

```
device hgame  
device hid  
device hidbus  
device hidmap  
device evdev
```

Alternatively, to load the driver as a module at boot time, place the following line in loader.conf(5):

```
hgame_load="YES"
```

**DESCRIPTION**

The **hgame** driver provides support for generic game controllers (joysticks/gamepads) that attach to the HID transport backend. See `iichid(4)` or `usbhid(4)`.

The `/dev/input/event*` device presents the game controller as a *evdev* type device.

**SYSCTL VARIABLES**

The following variable is available as both `sysctl(8)` variable and `loader(8)` tunable:

*dev.hgame.X.debug*

Debug output level, where 0 is debugging disabled and larger values increase debug message verbosity. Default is 0.

It's default value is set with `loader(8)` tunable:

*hw.hid.hgame.debug*

**FILES**

`/dev/input/event*` input event device node.

**SEE ALSO**

`iichid(4)`, `usbhid(4)`

**HISTORY**

The **hgame** driver first appeared in FreeBSD 13.0.

## AUTHORS

The **hgame** driver was written by Val Packett <*val@packett.cool*>.

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