

**NAME**

**ps4dshock** - Sony PlayStation 4 Dualshock 4 gamepad driver

**SYNOPSIS**

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

```
device ps4dshock  
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):

```
ps4dshock_load="YES"
```

**DESCRIPTION**

The **ps4dshock** driver provides support for Sony PlayStation 4 Dualshock 4 gamepad driver.

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

**SYSCTL VARIABLES**

Next parameters are available as `sysctl(8)` variables. Debug parameter is available as `loader(8)` tunable as well.

*dev.p4dshock.\*.led\_state*

LED state: 0 - off, 1 - on, 2 - blinking.

*dev.p4dshock.\*.led\_color\_r*

LED color. Red component.

*dev.p4dshock.\*.led\_color\_g*

LED color. Green component.

*dev.p4dshock.\*.led\_color\_b*

LED color. Blue component.

*dev.p4dshock.\*.led\_delay\_on*

LED blink. On delay, msecs.

*dev.ps4dshock.\*.led\_delay\_off*

LED blink. Off delay, msecs.

*hw.hid.ps4dshock.debug*

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

## FILES

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

## BUGS

The **ps4dshock** does not support force-feedback events.

## HISTORY

The **ps4dshock** driver first appeared in FreeBSD 13.0.

## AUTHORS

The **ps4dshock** driver was written by Vladimir Kondratyev <[wulf@FreeBSD.org](mailto:wulf@FreeBSD.org)>.