W3C Workshop on Web Games (Gamepad)

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W3C Gamepad

- W3C Gamepad first working draft created in 2012
W3C Gamepad

• 2014 spec provides basic gamepad functionality

* Image source: https://www.w3.org/TR/2014/WD-gamepad-20140225/
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• Fast forward to 2019...
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• 2 major interests from several groups

• Standardize gamepad inputs

• Support modern controller features in the gamepad spec
  • Touch surface(s)
  • Light indicator(s)
  • Haptic(s)
  • Accelerometer
  • Gyroscope
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• V1 Work Stream: Move the current gamepad spec from WD to CR
  • Clarify terminology for current gamepad functionality
  • Address privacy and security issues

• Current open issues: [https://github.com/w3c/gamepad/issues](https://github.com/w3c/gamepad/issues)

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• V2 Work Stream: Add support for modern gamepad features

• Touchpad

- Circular touch surface
  Single touch point

- Rectangular touch surface
  Single touch point

- Rectangular touch surface
  Multiple touch points

• Proposal: [https://github.com/w3c/gamepad/issues/27](https://github.com/w3c/gamepad/issues/27)
• Implementation of proposal in Chrome and Firefox
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• V2 Work Stream: Add support for modern gamepad features

• Light indicator
  • Proposal: https://github.com/w3c/gamepad/issues/67
  • Implementation in Chrome and Firefox in progress
  • Single light indicator
  • Multiple light indicators
  • Multi-color light indicator
  • Single color light indicator
Thank you!

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