

HID



Addendum

See also [HID Keyboard support](#).

Human Interface Device (HID) is the most widely used protocol for enabling man/machine interaction. All sorts of input devices use HID to communicate with your computer, including:

- Microsoft MCE remote controls
- MCE-compatible IR remote controls
- Other USB IR remote controls
- Gamepads (see also: [gamepad usage](#))
- Joysticks
- Mice
- Keyboards

MediaPortal's HID handler is the default and recommended input handler. It should satisfy the vast majority of users.



Troubleshooting

If your remote control does not work with our HID handler, please have a look at our [HID Known Issues](#).

The screenshot shows the MediaPortal Configuration window with the "Remotes and Input Devices" section selected. The window title is "MediaPortal - Configuration". On the left is a tree view of "User Config files" with "Remotes and Input Devices" highlighted. The main area has tabs for "HID", "Media", "Sceneo", "FireDTV", "X10", "Hauppauge", and "IRTrans". The "HID" tab is active, showing options for "Use generic HID device" (checked), "Extended logging" (unchecked), "Repeat delay (ms)" (-1), and "Repeat speed (ms)" (-1). There are "Mapping" and "Online Documentation" buttons. Below these are images of various input devices: three gamepads (Xbox 360, Xbox One, Logitech), three different remote controls labeled 1, 2, and 3, a Microsoft keyboard, and another remote control. At the bottom, there is a "Donate to MediaPortal" link, "OK", and "Cancel" buttons.

Simply tick the *Use generic HID device* option in the HID configuration panel to enable your input device.

When enabled, the *Extended logging* option causes each HID input to be recorded in the main MediaPortal log file. It's only necessary to enable this option when you're troubleshooting.

Repeat handling

The repeat delay and speed options enable you to customise repeat handling for gamepads and remote controls. Repeat handling for other input devices is controlled by Windows. For more information about Windows' repeat settings please refer to [Microsoft online documentation](#).

Repeat delay defines how long a button must be held down before it starts repeating.

Repeat speed defines how quickly repeat events are generated once a button starts repeating (ie. while it is being held down). This option can influence the speed at which you scroll through a list, how quickly volume increases or decreases etc.

To use Windows repeat settings, set these options to -1 (default). Windows default repeat delay and speed are typically 500 and 33 milliseconds respectively.

Some gamepad and remote control buttons produce keyboard events. Repeat handling for those buttons is governed by Windows rather than MediaPortal. Buttons that produce keyboard events often (but not always!) include:

- numbers/digits
- arrows/directions
- OK/enter

Technical notes

Experienced users can customise HID configuration by editing `Generic-HID.xml`.

There are up to two instances of this file on your system, the default one as installed by MP1 and the custom one which take precedence if present.

The default one will be overwritten whenever you re-install MP1.

The custom one will remain the same even after re-installing MP1, meaning that any changes to the default configuration won't take effect until applied manually.

- Default path: `C:\Program Files (x86)\Team MediaPortal\MediaPortal\defaults\InputDeviceMappings\Generic-HID.xml`
- Custom path: `C:\ProgramData\Team MediaPortal\MediaPortal\InputDeviceMappings\Generic-HID.xml`

Also number keys, backspace, ESC, dot, sharp, enter and direction arrows, even when issued from your remote, typically do not go through the HID handler. Instead they go through the classic keyboard handler. In order to customise them you need to modify your [keyboard key mapping](#) rather than your remote key mapping.