CLAIMS

1. A method for emulating a virtual controller device, the method comprising:

receiving input from a game controller, wherein the game controller is a physical device and comprises a plurality of input elements;

determining whether the received input is assigned to a first virtual controller device or to a second virtual controller device, wherein the first virtual controller and second virtual controller devices are not physical devices and each input element of the plurality of input element is assigned to the first virtual controller device or to the second virtual controller device;

emulating the received input from the game controller to represent an input from the first virtual controller device if it is determined that the received input is assigned to the first virtual controller device; and

emulating the received input from the game controller to represent an input from the second virtual controller device if it is determined that the received input is assigned to the second virtual controller device.

2. The method of claim 1, further comprising the first virtual controller and second virtual controller devices controlling a virtual reality application,

wherein at least one of the first virtual controller device or the second virtual controller device comprises a controller of a type which is different from a type of the game controller.

3. The method of claim 1,

wherein the first virtual controller device comprises a hardware button of a virtual reality controller; and

wherein the second virtual controller device comprises an accelerometer of the virtual reality controller.

4. The method of claim 1, further comprising:

receiving user input for assignment of the received input to the first virtual controller device or to the second virtual controller device.

5. The method of claim 1,

wherein a combination of input elements of the plurality of input element is assigned to the first virtual controller device or to the second virtual controller device.

6. The method of claim 1,

wherein the received input from the game controller using a hardware interface to a computer, wherein the hardware interface comprises at least one of universal serial bus or Bluetooth.

7. The method of claim 1,

wherein data related to the first virtual controller device is output to a driver interface if it is determined that the received input is assigned to the first virtual controller device; and

wherein data related to the second virtual controller device is output to a driver interface if it is determined that the received input is assigned to the second virtual controller device.

8. The method of claim 1,

wherein data related to the first virtual controller device is output to a kernel of an operating system if it is determined that the received input is assigned to the first virtual controller device; and

wherein data related to the second virtual controller device is output to a kernel of an operating system if it is determined that the received input is assigned to the second virtual controller device.

9. The method of claim 1,

wherein data related to the first virtual controller device is output to a user space application if it is determined that the received input is assigned to the first virtual controller device; and

wherein data related to the second virtual controller device is output to a user space application if it is determined that the received input is assigned to the second virtual controller device.

10. An emulator comprising:

a receiver configured to receive input from a game controller, wherein the game controller is a physical device and comprises a plurality of input elements;

a determination circuit configured to determine whether the received input is assigned to a first virtual controller device or to a second virtual controller device, wherein the first virtual controller and second virtual controller devices are not physical devices and each input element of the plurality of input element is assigned to the first virtual controller device or to the second virtual controller device; and

an output circuit configured to emulate the received input from the game controller to represent an input from the first virtual controller device if it is determined that the received input is assigned to the first virtual controller device, and configured to emulate the received input from the game controller to represent an input from the second virtual controller device if it is determined that the received input is assigned to the second virtual controller device.

11. The emulator of claim 10, wherein the first virtual controller and second virtual controller devices are controlling a virtual reality application,

wherein at least one of the first virtual controller device or the second virtual controller device comprises a controller of a type which is different from a type of the game controller.

12. The emulator of claim 10,

wherein the first virtual controller device comprises a hardware button of a virtual reality controller; and

wherein the second virtual controller device comprises an accelerometer of the virtual reality controller.

13. The emulator of claim 10,

wherein the receiver is further configured to receive user input for assignment of the received input to the first virtual controller device or to the second virtual controller device.

14. The emulator of claim 10,

wherein a combination of input elements of the plurality of input element is assigned to the first virtual controller device or to the second virtual controller device.

15. The emulator of claim 10,

wherein the output circuit is configured to output data related to the first virtual controller device to a driver interface if it is determined that the received input is assigned to the first virtual controller device; and to output data related to the second virtual controller device to a driver interface if it is determined that the received input is assigned to the second virtual controller device.

16. The emulator of claim 10,

wherein the output circuit is configured to output data related to the first virtual controller device to a kernel of an operating system if it is determined that the received input is assigned to the first virtual controller device; and to output data related to the second virtual controller device to a kernel of an operating system if it is determined that the received input is assigned to the second virtual controller device.

17. The emulator of claim 10,

wherein the output circuit is configured to output data related to the first virtual controller device to a user space application if it is determined that the received input is assigned to the first virtual controller device; and to output data related to the second virtual controller device to a user space application if it is determined that the received input is assigned to the second virtual controller device.

18. A non-transitory computer-readable medium comprising instructions which, when executed by a computer, make the computer perform a method for emulating a virtual controller device, the method comprising:

receiving input from a game controller, wherein the game controller is a physical device and comprises a plurality of input elements;

determining whether the received input is assigned to a first virtual controller device or to a second virtual controller device, wherein the first virtual controller and second virtual controller

devices are not physical devices and each input element of the plurality of input element is assigned to the first virtual controller device or to the second virtual controller device;

emulating the received input from the game controller to represent an input from the first virtual controller device if it is determined that the received input is assigned to the first virtual controller device; and

emulating the received input from the game controller to represent an input from the second virtual controller device if it is determined that the received input is assigned to the second virtual controller device.