

InputDevice Table

#	Photo	Name	VendorID	ProductID	Flags	Expected flag	Result flag
1		Mini-gamepad with joystick as a pointer BLUETOOTH	1452 (0x5AC)	12850 (0x3232)	GAMEPAD MOUSE KEYBOARD	GAMEPAD	GAMEPAD
2		Chinese Gamepad #1 BLUETOOTH	10007 (0x2717)	12612 (0x3144)	GAMEPAD KEYBOARD	GAMEPAD	GAMEPAD
3		Nexus Remote BLUETOOTH	6353 (0x18D1)	11330 (0x2C42)	KEYBOARD DPAD	TVREMOTE	TVREMOTE
4		1life gp:player blue USB	9571 (0x2563)	1315 (0x523)	GAMEPAD KEYBOARD	GAMEPAD	GAMEPAD
5		Sony DualShock4 Controller USB	1356 (0x54C)	1476 (0x5C4)	GAMEPAD KEYBOARD	GAMEPAD	GAMEPAD
6		Tronsmart Mars G01 USB Dongle	1118 (0x45E)	654 (0x28E)	GAMEPAD KEYBOARD	GAMEPAD	GAMEPAD
7		Lenovo Ultralim Plus Wireless Keyboard & Mouse USB Dongle	6127 (0x17EF)	24610 (0x6022)	KEYBOARD GAMEPAD MOUSE KEYBOARD DPAD	KEYBOARD MOUSE	KEYBOARD GAMEPAD (16786195)

Bluetooth Table

#	Class
1	0x504 (Peripheral - Joystick)
2	0x508 (Peripheral - Gamepad)
3	0x50C (Peripheral - Remote Control)

USB

USB provides the same VendorID and ProductID as in InputDevice table. It's not possible to get further useful information unless we try to get the raw descriptors, however this seems like a bad idea since it requires explicit consent from the user everytime we need to access this raw descriptor.

Basically: It provides no further information unless we hassle the user.