XInput Samples

<https://github.com/walbourn/directx-sdk-samples>

This is a collection of the DirectX SDK's original XInput samples updated to use Visual Studio 2012 and the Windows SDK 8.0 without any dependencies on legacy DirectX SDK content. These samples are Win32 desktop applications for Windows 8, Windows 7, and Windows Vista.

**This is based on the legacy DirectX SDK (June 2010) Win32 desktop sample. This is not intended for use with Windows Store apps, Windows RT, or universal Windows apps.**

# Description

## SimpleController

## https://code.msdn.microsoft.com/site/view/file/101324/1/SimpleController.jpg

This sample demonstrates XInput's most basic API, XInputGetState. This API is available in all versions of XInput.

## RumbleController

## https://code.msdn.microsoft.com/site/view/file/101325/1/RumbleController.jpg

This sample demonstrates XInput's force-feedback rumble API, XInputSetState. This API is available in all versions of XInput.

# Dependencies

A build using the standard vcxproj files make Win32 desktop applications that are compatible with Windows 8.x/Windows 10 using XInput 1.4, as well as configurations that are compatible with Windows 7 or later using XInput 9.1.0.

# Notes

The XInputGame sample can be found in the [directx-sdk-legacy-samples](https://github.com/walbourn/directx-sdk-legacy-samples/tree/main/XInput) repository.

# More Information

[XInput and Windows 8](https://walbourn.github.io/xinput-and-windows-8/)

[XInput and XAudio2](https://walbourn.github.io/xinput-and-xaudio2/)

[DirectX Tool Kit: Now with GamePads](https://walbourn.github.io/directx-tool-kit-now-with-gamepads/)

[Where is the DirectX SDK (2015 Edition)?](https://walbourn.github.io/where-is-the-directx-sdk-2015-edition/)

[Games for Windows and DirectX SDK blog](https://walbourn.github.io/)