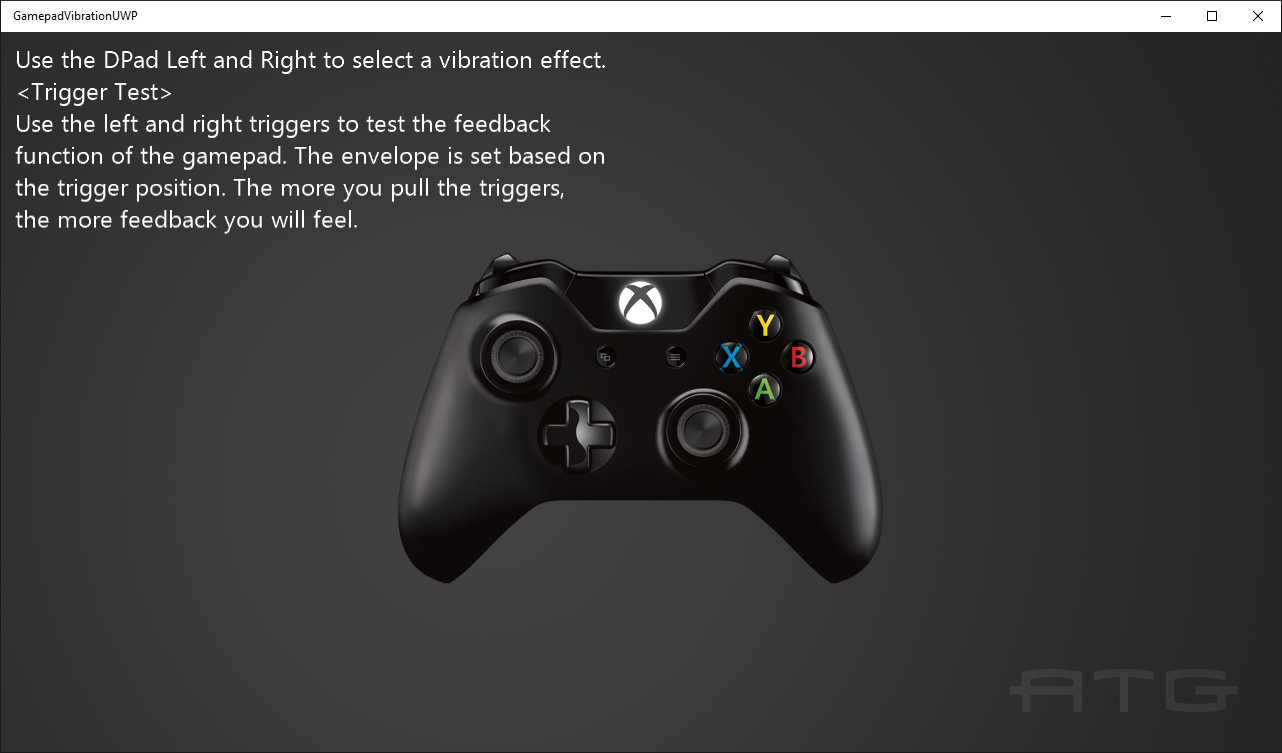
Gamepad Vibration Sample

*This sample is compatible with Windows 10 SDK November 2015 (10586).*

# Description

This sample demonstrates how to use vibration with a gamepad in a Universal Windows Platform (UWP) app.



# Using the sample

Use left and right on the DPad to cycle between different vibration examples. Use the triggers in most of these examples to increase the amount of vibration.

# Implementation notes

This sample demonstrates how to use Windows.Gaming.Input to set vibration levels on a gamepad, including the impulse triggers introduced with the Xbox One gamepad.

For more information on Windows.Gaming.Input, see [MSDN](https://msdn.microsoft.com/en-us/library/windows/apps/windows.gaming.input.aspx).

# Update history

Initial release April 2016