

GameInputInterfacing Sample

*This sample is compatible with the Microsoft Game Development Kit (June 2020)*

# Description

This sample demonstrates how to effectively interface and read inputs from a gamepad, arcade sticks, racing wheels, and more in the GDK

# Building the sample

If using an Xbox One devkit, set the active solution platform to Gaming.Xbox.XboxOne.x64.

If using Project Scarlett, set the active solution platform to Gaming.Xbox.Scarlett.x64.

*For more information, see* Running samples*, in the GDK documentation.*

# Using the sample

Every supported input device connected will be listed onscreen along with panels for each method of reading its input. Provide input to see the readings.

# Implementation notes

This sample demonstrates how to use the new GameInput API to read input from a variety of devices in a wide variety of ways.

Note that motion and touch are PC only features. Mouse and keyboard will be available in a future update.

# Privacy statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).