Gamepad C++/WinRT Sample

*This sample is compatible with the October 2016 Xbox One XDK or later*

# Description

This sample demonstrates how to read inputs from a gamepad one the Xbox One using the C++/WinRT projection headers.



# Using the sample

Press buttons to see them displayed and move the thumbsticks and triggers to see their readings.

# Implementation notes

This sample demonstrates how to use Windows.Xbox.Input to read input from a gamepad, including thumbsticks and triggers. It was implemented with the C++/WinRT projection headers.

For more information on Windows.Xbox.Input, see [GDNP](https://developer.xboxlive.com/en-us/platform/development/documentation/software/Pages/durangocontroller_overview_mar16.aspx).

# Update history

Initial release January 2017