

---

Module 8  
XNA Mice and Controllers

Lecture  
XNA Controller Thumbstick  
Processing

---

# Module 8 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XNA Mouse Input	Describe how to use a mouse for input in XNA	Basic XNA Concepts
2: Understand	2	XNA Controller Input	Describe how to use a controller for input in XNA	Basic XNA Concepts
3: Apply	3	XNA Mouse and Controller Input	Develop an XNA game that uses mouse and/or controller input	Basic XNA Concepts

---

Last time, we finished learning about how to use mouse input in our XNA games

In this lecture, we'll start learning how to use a 360 controller; specifically, we'll discuss how to use a thumbstick to move our character around

---

---

## In-Lecture Quiz

Using a 360 controller for our input is

- A: sick
  - B: righteous
  - C: totally geeky
  - D: a lot like using the mouse
-

---

## In-Lecture Quiz

### Static methods

- A: like it when you scuff your feet on a carpet then touch the fillings in a friend's mouth
  - B: are called using a class name rather than an object name
  - C: are called by hollerin'
  - D: are called using a Tuba and a duck
-







## GamePad Members



[Send Feedback](#)

The following tables list the members exposed by the GamePad type.

### Public Methods

	Name	Description
  <a href="#">GetCapabilities</a>		Retrieves the capabilities of an Xbox 360 Controller.
  <a href="#">GetState</a>		Overloaded. Gets the current state of a game pad controller. As an option, it specifies a dead zone processing method for the analog sticks.
  <a href="#">SetVibration</a>		Sets the vibration motor speeds on an Xbox 360 Controller.

---

## In-Lecture Quiz

If the controller isn't connected, the information in the current gamepad state is

- A: invalid
  - B: involuntary
  - C: in a box with a fox
  - D: indecisive
-

---

- Recap

- We showed how we can use a thumbstick to move something around in our XNA game

- Next Time

- We'll process a controller button in our XNA game
-