Module 8
XNA Mice and Controllers

Lecture
XNA Controller Button 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 learned how to use a controller thumbstick to move something around

In this lecture, we'll learn how to use a controller button in our game

- Recap
  - We showed how we can use controller buttons in our game
  - That finishes our discussion of controller input
- Next Time
  - We'll add some controller output – force feedback – to our game