
Extrême 3D Pro

Code source

Par Etienne Caulier, Daniel Miramontes

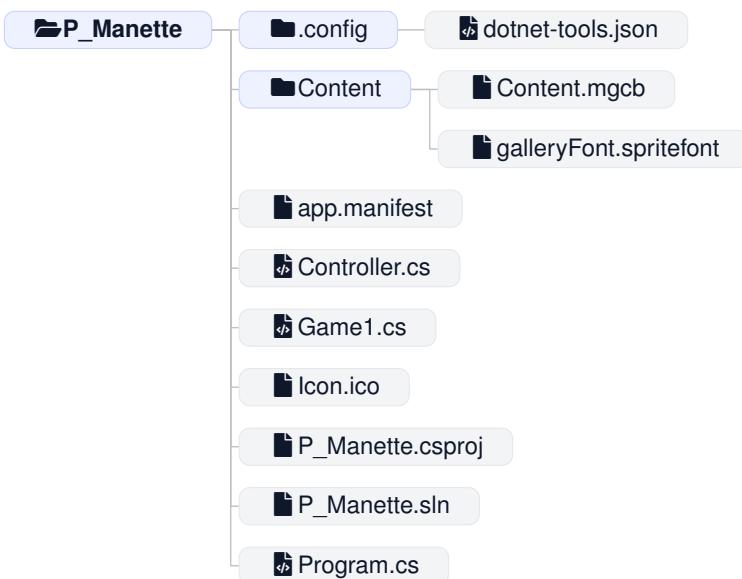
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Atelier Programmation - I.DA-P4B
CFPT Informatique

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1 Arborescence



2 Fichiers

```
1  using System.Diagnostics.Contracts;
2  using Microsoft.Xna.Framework;
3  using Microsoft.Xna.Framework.Graphics;
4  using Microsoft.Xna.Framework.Input;
5
6
7  namespace P_Manette
8  {
9      public class Game1 : Game
10     {
11         private GraphicsDeviceManager _graphics;
12         private SpriteBatch _spriteBatch;
13         private Controller controller;
14         private SpriteFont font;
15
16         public Game1()
17         {
18             _graphics = new GraphicsDeviceManager(this);
19             Content.RootDirectory = "Content";
20             IsMouseVisible = true;
21         }
22
23         protected override void Initialize()
24         {
25             base.Initialize();
26
27             controller = new Controller();
28         }
29
30         protected override void LoadContent()
31         {
32             _spriteBatch = new SpriteBatch(GraphicsDevice);
33             font = Content.Load<SpriteFont>("galleryFont");
34         }
35
36         protected override void Update(GameTime gameTime)
37         {
38             if (GamePad.GetState(PlayerIndex.One).Buttons.Back == ButtonState.Pressed ||
39                 Keyboard.GetState().IsKeyDown(Keys.Escape))
40             {
41                 Exit();
42             }
43
44             controller.Update();
45
46             base.Update(gameTime);
47         }
48
49         protected override void Draw(GameTime gameTime)
50         {
51             GraphicsDevice.Clear(Color.CornflowerBlue);
52
53             _spriteBatch.Begin();
54             _spriteBatch.DrawString(font, "Manette connectee : " +
55                 GamePad.GetState(PlayerIndex.One).IsConnected, new Vector2(10, 10),
56                 Color.White);
57
58             if (controller.buttonPressed)
59             {
60                 _spriteBatch.DrawString(font, "Bonjour !", new Vector2(100, 100),
61                     Color.White);
62             }
63             _spriteBatch.End();
64
65             base.Draw(gameTime);
66         }
67     }
68 }
```

```
63     }
64 }
65 }
```

Listing 1 – Fichier principal Game1 qui lance toute l'application

```
1  using Microsoft.Xna.Framework;
2  using Microsoft.Xna.Framework.Input;
3  using SharpDX.DirectInput;
4
5  namespace P_Manette
6  {
7      public class Controller
8      {
9          private GamePadState currentState;
10         private GamePadState previousState;
11
12         public bool buttonPressed;
13
14         public Controller()
15         {
16
17         }
18
19         public void Update()
20         {
21             previousState = currentState;
22
23             currentState = GamePad.GetState(PlayerIndex.One);
24             if (!currentState.IsConnected)
25             {
26                 return;
27             }
28
29             if (currentState.IsButtonDown(Buttons.A))
30             {
31                 buttonPressed = true;
32             }
33         }
34     }
35 }
```

Listing 2 – Fichier qui gère la manette