XNA Ch. 3 - Getting Player Input (10 pts.)

Questions:

1. How many gamepads can be simultaneously supported by XNA? (1 pt.)   
     
   4 gamepads can be simultaneously supported by XNA
2. How are the different gamepads specified? (1 pt.)   
     
   The GamePad class contains a method called GetState, which gets the state of one of the gamepads. When GetState is called, it looks at one of the gamepads, reads its settings, and then sends information back for use in the statement it was called from. Specified through different gamePadState classes
3. Complete the line of code below to get the state of the Player 2 gamepad: (1.5 pts., .5 pts. each)   
     
   \_\_\_\_GamePadState\_\_ pad2 = GamePad.GetState(PlayerIndex.Two);
4. Complete the line of code below to increase the red intensity if Player 2’s B button is pressed: (1.5 pts., .5 pts. each)

if (pad2.Buttons.B == ButtonState.Pressed) redIntensity++;

1. Complete the line of code below to get the state of the keyboard: (1 pt., .5 pts. each)   
     
   \_\_KeyboardState keys = Keyboard.GetState ();
2. Complete the line of code below to increase the red intensity if the keyboard R key is pressed: (1 pt., .5 pts. each)  
     
    if (keys.IsKeyDown (keys.R) redIntensity++;
3. XNA only supports one keyboard. If you were to edit the XNA framework so that it could support more than one keyboard, write the line of code to specify the Player 2 keyboard. You may model this on the gamepad code. (1 pt.)   
     
   KeyboardState keys2 = Keyboard.GetState(PlayerIndex.Two);
4. Complete the code to set the right motor of the player 4 gamepad to vibrate at full power. (2 pts., .5 pts. each)   
     
   GamePad.SetVibration (PlayerIndex.Four, 0, 1);