I believe we will need all three of these lib to start working with the controller. You may have to down load winmm.lib as I don’t think it is standard

#include <Windows.h>

#include <Mmsystem.h>

#pragma comment (lib, "winmm.lib")

We will declare the joystick, using the infoex it already has seveal built in features that will allow us to just reference the functions to get the output we want

JOYINFOEX joyinfoex

The joy get posex seems to be what sets the values to the infoex if I understand it correctly

MMRESULT joygetposex\_result = joyGetPosEx(JOYSTICKID1, &joyinfoex);

From here we can access the functions from joyinfoex

In this case each dwButton will have a diffent value seems to go by bits(1,2,4,8,16….)

joyinfoex.dwButtons

the X position will go from 0 when selecting one direction to 65535 at the other direction with 32767 when it is not pressed. This is the same for the Y pos

joyinfoex.dwXpos

joyinfoex.dwYpos