«Boundry» dwResult: DWORD controllerState: XINPUT STATE controllerNum: int + XboxController(int number): void + ~XboxController(): void + aetNumber(): int + getState(): XIMPUT STATE + connect(): bool + vibrate(int lefVal = 0, int rightVal = 0): void + getCtrData(char &LS, uchar &RT, uchar &LT, char &X): void