«Boundry»
XboxController
- _dwResult: DWORD
- _controllerState: XINPUT_STATE
- _controllerNum: int
+ XboxController(int number): void
+ ~XboxController(): void
+ getNumber(): int
+ getState(): XIMPUT_STATE
+ connect(): bool
+ vibrate(int lefVal = 0, int rightVal = 0): void
+ getCtrData(char &LS, uchar &RT, uchar &LT, char X): void