

«Boundry»
XboxController

- _dwResult: DWORD
- _controllerState: XINPUT_STATE
- _controllerNum: int

- + XboxController(int number): void
- + ~XboxController(): void
- + GetNumber(): int
- + GetState(): XINPUT_STATE
- + connect(): bool
- + vibrate(int leftVal = 0, int rightVal = 0): void
- + getCtrData(char &LS, uchar &RT, uchar <, char X): void