#pragma once

#include <Xinput.h>

#include <SimpleMath.h>

class GameController

{

public:

GameController(void);

~GameController(void);

void Update();

bool IsConnected();

bool IsButtonDown(unsigned short int button);

bool IsTriggerDown(unsigned short int trigger);

DirectX::SimpleMath::Vector2 GetThumbstick(unsigned short int thumbstick);

short GetTrigger();

void Vibrate(int leftVal = 0, int rightVal = 0);

private:

XINPUT\_STATE gamepadState;

bool connected;

int \_controllerNum;

};