# Xbox360Controller

From Unify Community Wiki

This page serves as a cross reference between Unity and the XBOX 360 contoller buttons/axis.

## Contents



# Full controller support

If you only build your game for Windows, you may be interested in XInput.NET (https://github.com/speps/XInputDotNet) which allows full XBox 360 controller support. For an InputManager.asset file with four XBox 360 controllers mapped click here (http://www.unifycommunity.com/wiki/images/a/a1/XBox360_Inputs.zip) or with separate axises for triggers: click here (http://www.mediafire.com/?mxu0c1dabogq1q6)

# Configuration

The sensitivity of the axises should be set to 1 for accurate reproduction. The Gravity of an axis should be set to 0. Axises should be configured with a dead zone to prevent them from producing an output of more than 0 when they are not moved. Since the centre return of the thumbsticks will cause the output to wander, they should be given a dead zone of around 0.2. The Triggers are firmer, and only require a deadzone of 0.1.

Buttons can either be fetched using **Input.GetButton**, or, if using an axis in the InputManager, can be configured with a sensitivity of 1000.

# Bindings

The controller bindings for several operating systems using the most commonly acquired drivers are specified below for:

- Windows tested against Windows 8.1 using default drivers
- Mac OS X tested against Mavericks and Yosemite using Tattie Bogle 0.12 controller driver
- Linux tested against Ubuntu 13.04 64-bit using the default driver

Unity will only reference axises via the input manager, while buttons can be accessed via a string **joystickbuttonX** or through the KeyCode enum, where X is the number of the button provided in the table below. For example **KeyCode.JoystickButton9** would refer to the Right Stick Click on Windows, the Start Button on OS X, and the Left Stick Click on Linux on all controllers. For More infomation on how to use the data from the table below, refer to the manual (http://docs.unity3d.com/Manual/ConventionalGameInput.html)

### Axises

| Input | Platform | | | Notes |
|---|---|---|---|---|
| | Windows | Mac Os X | Linux | |
| **Axis Name** | **Mapped Axis Number** | | | |
| **Left Stick X Axis** | x axis | x axis | x axis | |
| **Left Stick Y Axis** | y axis | y axis | y axis | |
| **Right Stick X Axis** | 4 | 3 | 4 | |
| **Right Stick Y Axis** | 5 | 4 | 5 | |
| **D-Pad X Axis** | 6 | | 7 | On Linux, only wired controllers support using the D-Pad as axises |
| **D-Pad Y Axis** | 7 | | 8 | |
| **Triggers** | 3 | | | The left trigger is represented by the range -1 to 0, while the right trigger is represented by the range 0 to 1. |
| **Left Trigger** | 9 | 5 | 3 | Windows supports a 0 to 1 range for both triggers. Mac OS X supports -1 to 1, however the trigger initially starts at 0 until it is first used. |
| **Right Trigger** | 10 | 6 | 6 | |

## Buttons

| Input | Platform | | | Notes |
|---|---|---|---|---|
| | Windows | Mac Os X | Linux | |
| **Button Name** | **Mapped Button Number** | | | |
| **A Button** | 0 | 16 | 0 | |
| **B Button** | 1 | 17 | 1 | |
| **X Button** | 2 | 18 | 2 | |
| **Y Button** | 3 | 19 | 3 | |
| **Left Bumper** | 4 | 13 | 4 | |
| **Right Bumper** | 5 | 14 | 5 | |
| **Back Button** | 6 | 10 | 6 | |
| **Start Button** | 7 | 9 | 7 | |
| **Left Stick Click** | 8 | 11 | 9 | |
| **Right Stick Click** | 9 | 12 | 10 | |
| **D-Pad Up** | | 5 | 13 | On Linux, only wireless controllers support using the D-Pad as buttons |
| **D-Pad Down** | | 6 | 14 | |
| **D-Pad Left** | | 7 | 11 | |
| **D-Pad Right** | | 8 | 12 | |
| **Xbox Button** | | 15 | | |

# Picture References

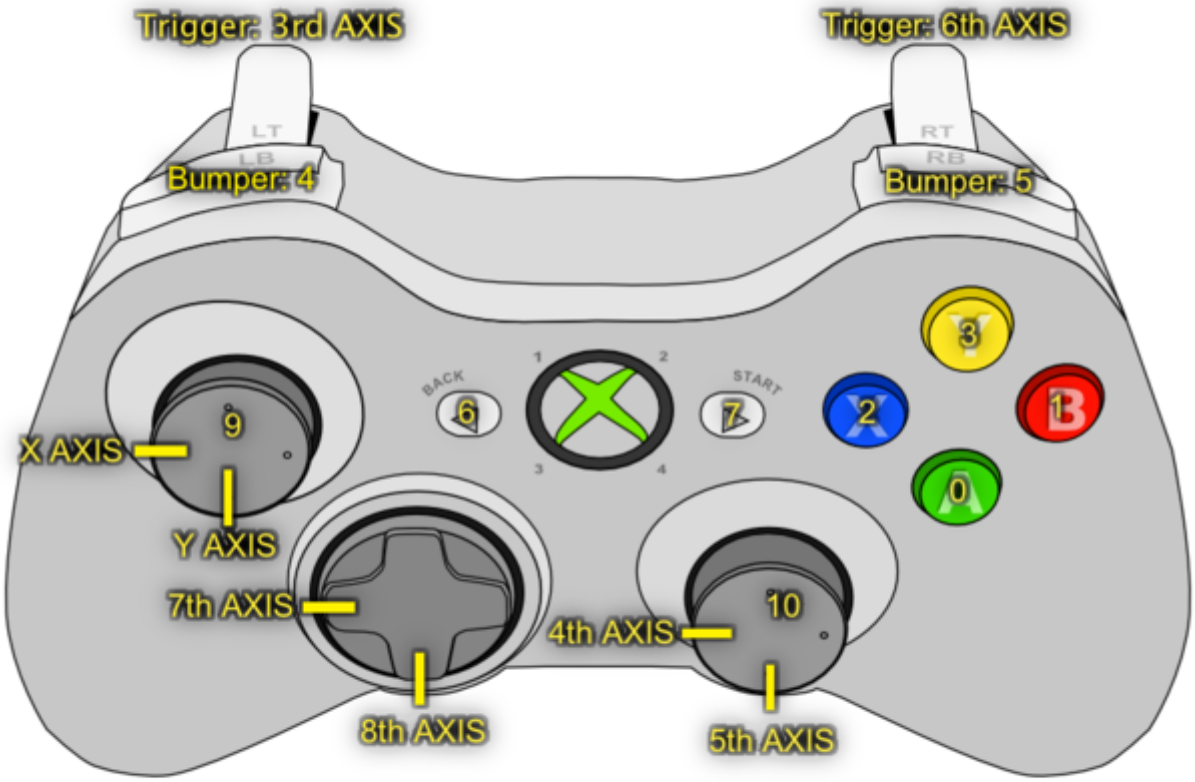
## Windows


3rd axis
triggers
4
5
X axis
8
Y axis
BACK
6
START
7
3
2
1
0
6th axis
7th axis
4th axis
9
5th axis

## Mac OS X


## Linux

*Note: wired controllers only support axises for the d-pad, while the wireless controller only supports buttons for the d-pad, refer to the table above for the wireless controller configuration.*

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