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## Thread: Xbox Adaptive Controller with Teensy HID Joystick

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09-17-2018, 03:37 PM

#1

**steve.mcgie**

Junior Member

Join Date: Jan 2015

Posts: 7

### Xbox Adaptive Controller with Teensy HID Joystick

I've been playing around recently with Microsoft's new Xbox Adaptive Controller, which is meant to be like a 'modular' gaming controller for people with disabilities. One of the features on it is that you can plug one or two HID joysticks into it, and it interprets the X & Y axes of the joysticks as if they were the controller's thumbsticks. Plugging in a flight-sim joystick, a Logitech gamepad, or even a regular Xbox controller works fine with this. But when I plugged in a Teensy 2.0 that was programmed in "Keyboard + Mouse + Joystick" mode, and didn't get any result.

My theory on this is that the Adaptive Controller is looking for devices that appear -only- as a Joystick, and that the triple-purpose HID mode of the Teensy throws it off. Like it sees the Keyboard or Mouse components first, and decides that this can't possibly be a Joystick. Or something.

Any thoughts or suggestions on how I might get this working? Thanks!

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11-04-2018, 01:20 AM

#2

**gdsports**

Member

Join Date: Jul 2018

Posts: 45

I have been looking at various Teensy USB projects as well but I do not have an adaptive controller. I do not know which approach is easiest.

1) Modify the files in hardware/teensy/avr/cores/usb\_hid to create a joystick only driver.

2) For Teensy LC/3 there is a library that makes the Teensy look like an Xbox 360 controller. No keyboard, no mouse, no raw HID, etc. just an XINPUT (xbox 360)

controller.

The original repo is <https://github.com/zlittell/MSF-XINPUT> but it is a bit stale. The fork <https://github.com/dmadison/MSF-XINPUT> works with Arduino IDE 1.8.7 and Teensyduino 1.44.

I used this on Teensy LC and Teensy 3.6 plugged into an Ubuntu 18.04 computer. Note this will not work with an Xbox console because real controllers have security chips. But I doubt this will be an issue since the adaptive controller is a authentic Xbox accessory.

Good luck!

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11-04-2018, 10:19 AM

#3

**Chris Veigl** 

Junior Member

Join Date: Oct 2018

Posts: 6

hello Steve,

could you solve the issue ?

i ran into the same problem, see thread:

<https://forum.pjrc.com/threads/54227...implementation>

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11-07-2018, 07:53 PM

#4

**steve.mcgie** 

Junior Member

Join Date: Jan 2015

Posts: 7

I just realized that when I tried to reply to this thread, I was in fact replying on the thread that Chris linked above. If anyone is still interested, there's more discussion of this topic over there.

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11-07-2018, 10:51 PM

#5

**gdsports** 

Member

Join Date: Jul 2018

Posts: 45

As far as I can tell, the XAC ignores the joystick buttons. Anyone got joystick buttons to work?

I found XAC has a Shift function so a single joystick can be swapped to the other joystick when the Shift key is held down.

<https://support.xbox.com/en-US/xbox-...ive-controller>

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