

# How to iterate over each active GamePad in XNA

Asked 13 years, 3 months ago   Modified 13 years, 3 months ago   Viewed 2k times

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- I'm working on my first multiplayer XNA game, and I need to be able to check input from each active [GamePad](#) on an Xbox360 or PC so that I don't have to copy and paste the same code for four different controllers.
- ▼
- I've looked at the [SignedInGamer](#), and [SignedInGamerCollection](#), but none of them have a reference to the specific `GamePad`.
- 🔖
- I'd like to do something like the snippet below, but modified so that it can be used in a loop for all current players so that I can get input for each of them. `PlayerIndex` has "One", "Two", "Three", and "Four".

```
GamePadState gS = GamePad.GetState(Microsoft.Xna.Framework.PlayerIndex.One);
```

input xna

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asked Nov 20, 2010 at 12:50



Caleb Hearth

3,345 5 31 45

## 1 Answer

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- When you call `GetState`, the state structure will contain the property `IsConnected`. If it is false, the controller is disconnected. You can iterate over states of all active controllers using code like this:

▼

```
for (PlayerIndex i = PlayerIndex.One; i <= PlayerIndex.Four; i++) {  
    GamePadState state = GamePad.GetState(i);  
    if (state.IsConnected) {  
        // TODO: Process state  
    }  
}
```



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edited Nov 21, 2010 at 4:27



Andrew Russell

27k 7 58 105

answered Nov 20, 2010 at 15:52



Athari

33.9k 17 106 146

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@AndrewRussell Thanks for correction! Turns out it's very popular mistake. :D – [Athari](#) Nov 21, 2010 at 10:42

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