DOCUMENTATION INTERFACE

Author: Delia González   30/10/14
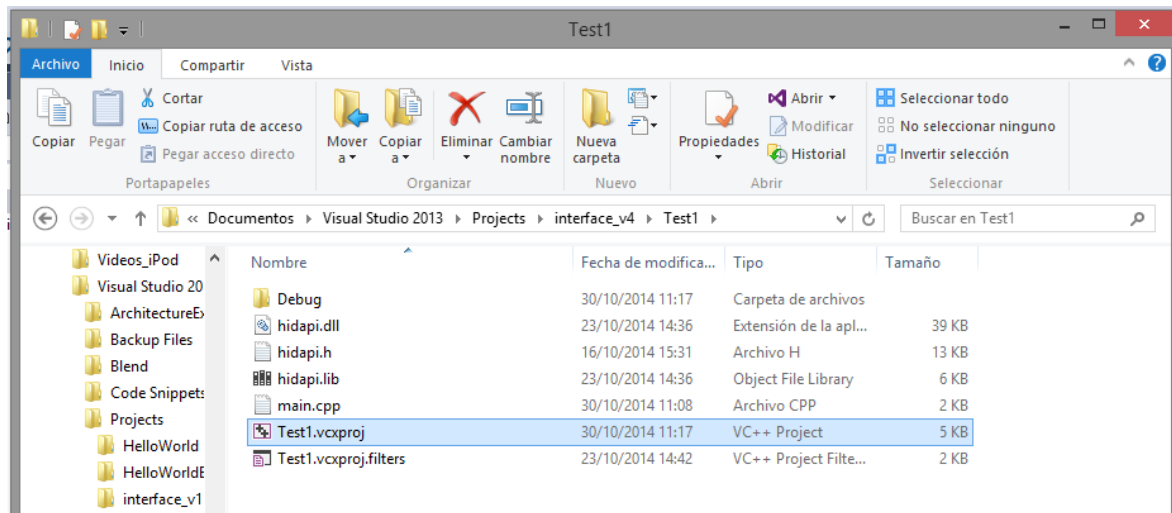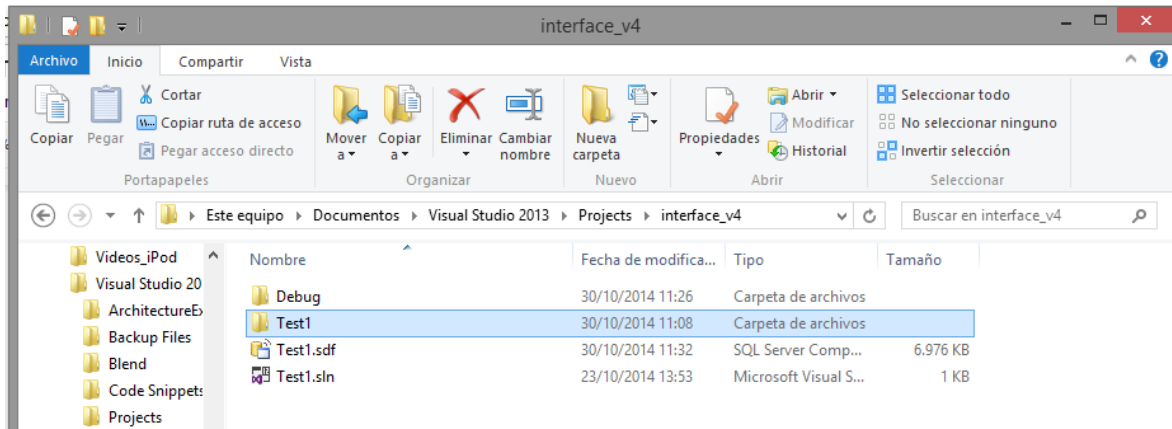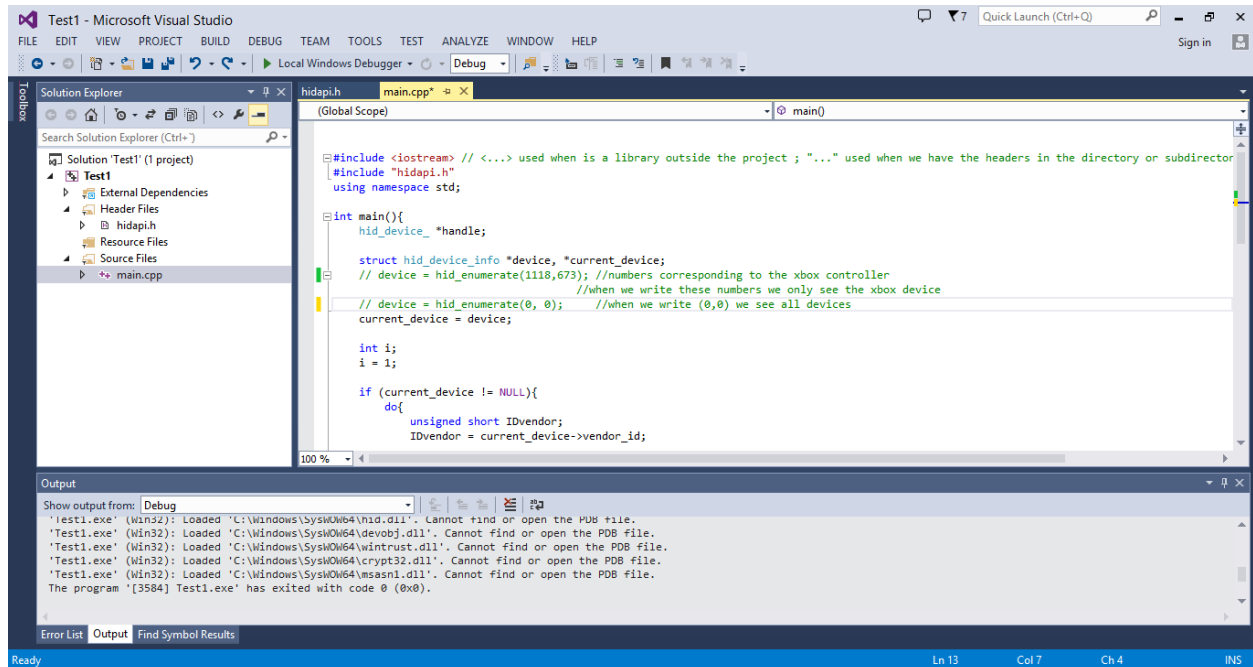
Milestone: C++ program (Visual Studio) working with Xbox Joystick
We have two different options to work with the joystick through a C++ program.
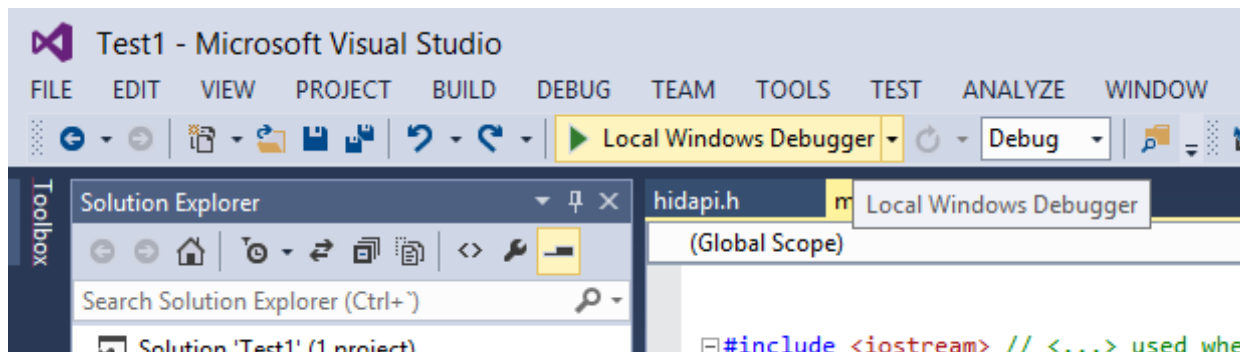
A) Run the program using Visual Studio:
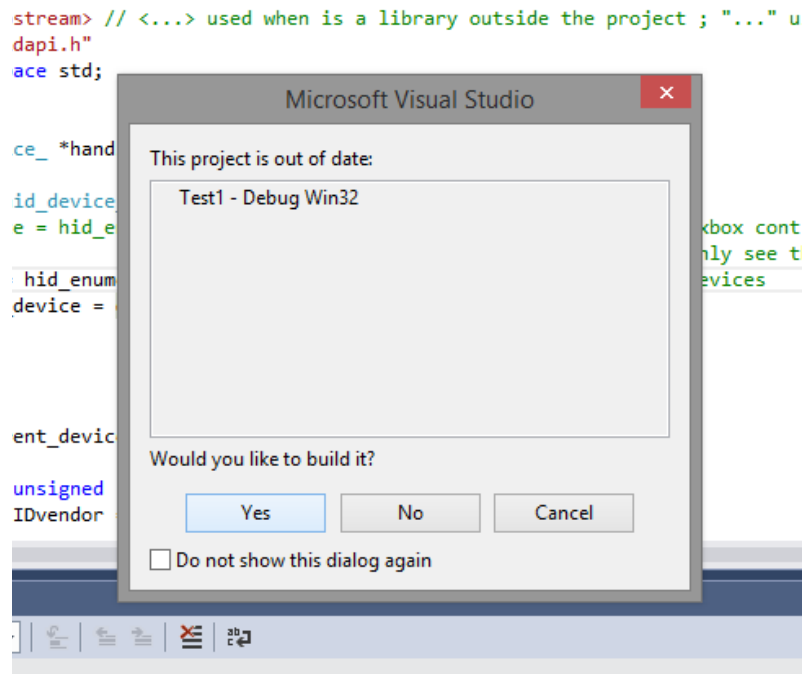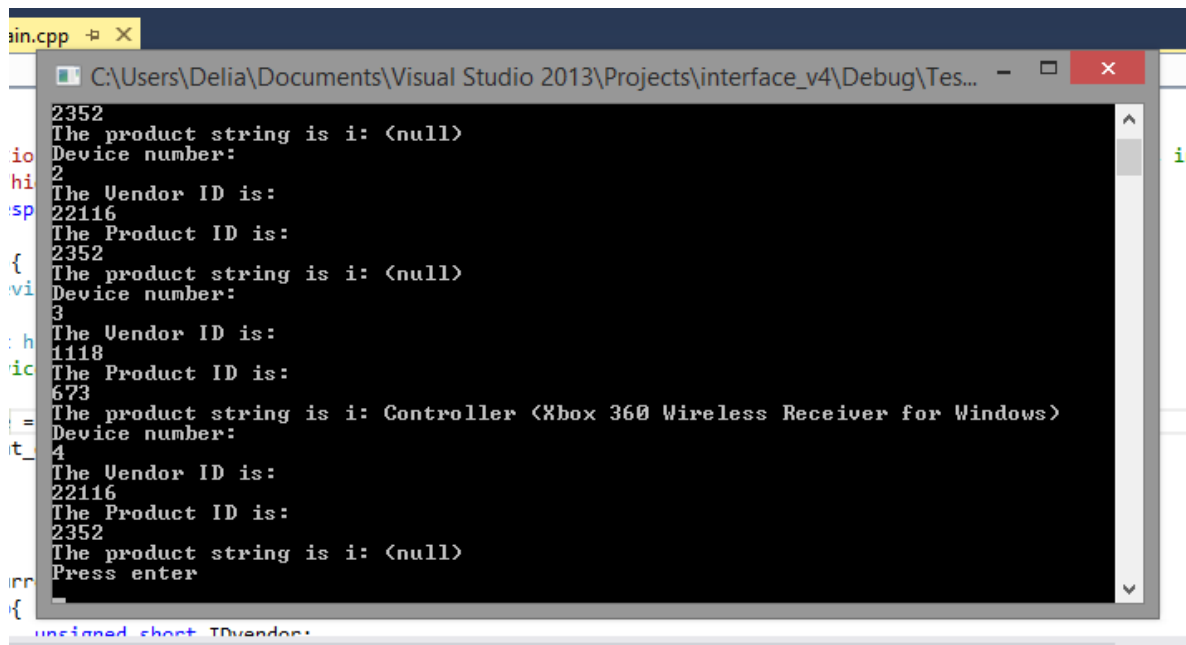1)   Open *interface_v4/Test1/Test1.vcxproj*.

2) Then we have to build the program and run it.
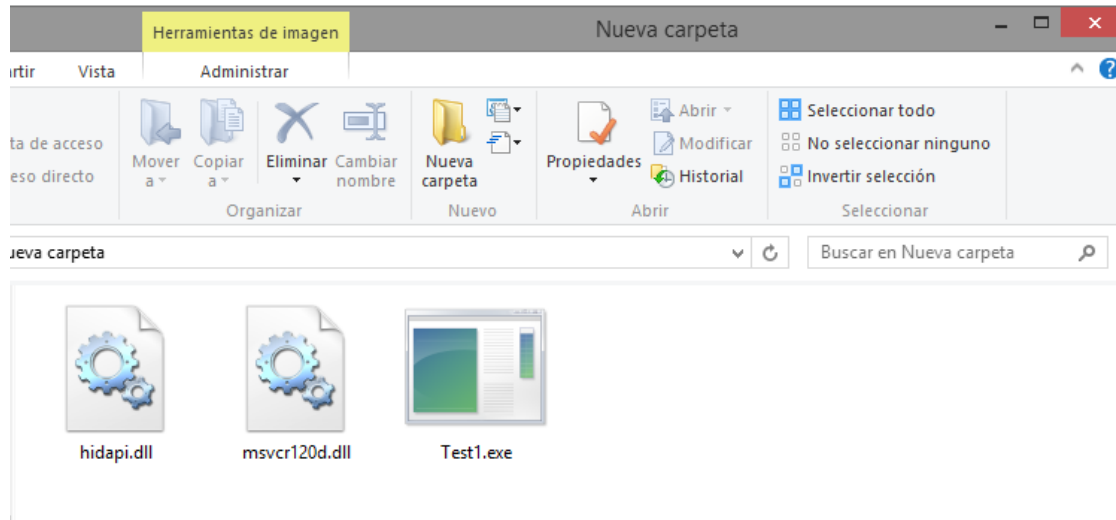

3) If a prompt appears, say *Yes*:

```
stream> // <...> used when is a library outside the project ; "..." u
dapi.h"
ace std;

ce_ *hand
                    Microsoft Visual Studio          ✕
id_device
e = hid_e     This project is out of date:              xbox cont
                                                        hly see t
 hid_enum        Test1 - Debug Win32                    evices
device =


ent_devic
              Would you like to build it?
unsigned
IDvendor          Yes          No          Cancel

              ☐ Do not show this dialog again
```

4) See the results:

```
ain.cpp  ⊕ ✕

    ■ C:\Users\Delia\Documents\Visual Studio 2013\Projects\interface_v4\Debug\Tes...  –  ☐  ✕

    2352
    The product string is i: (null)
io  Device number:                                                                      in
hi  2
    The Vendor ID is:
sp  22116
    The Product ID is:
{   2352
    The product string is i: (null)
vi  Device number:
    3
: h The Vendor ID is:
    1118
ic  The Product ID is:
    673
    The product string is i: Controller (Xbox 360 Wireless Receiver for Windows)
=   Device number:
t_  4
    The Vendor ID is:
    22116
    The Product ID is:
    2352
    The product string is i: (null)
rr  Press enter
{
unsigned short IDvendor:
```
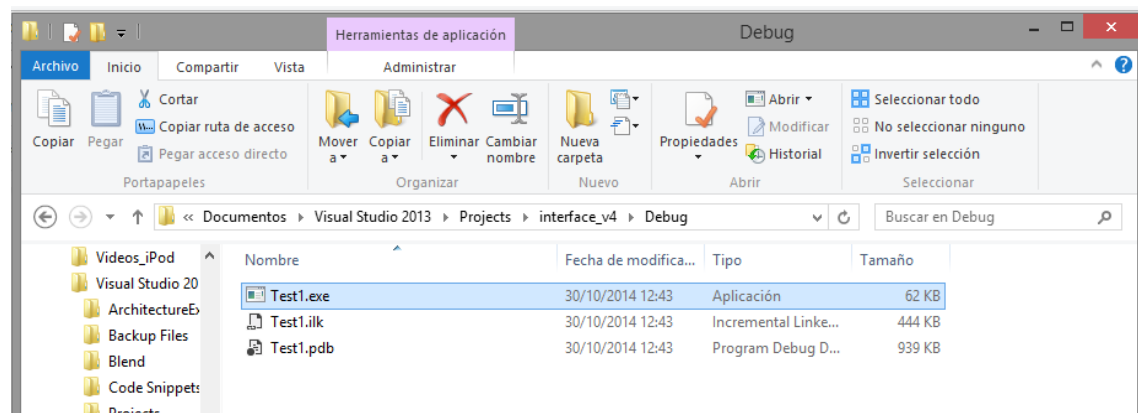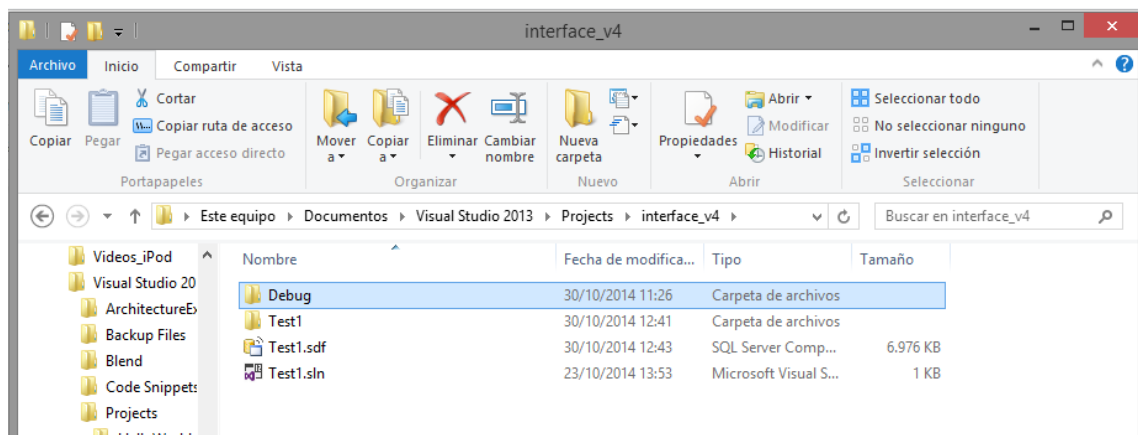
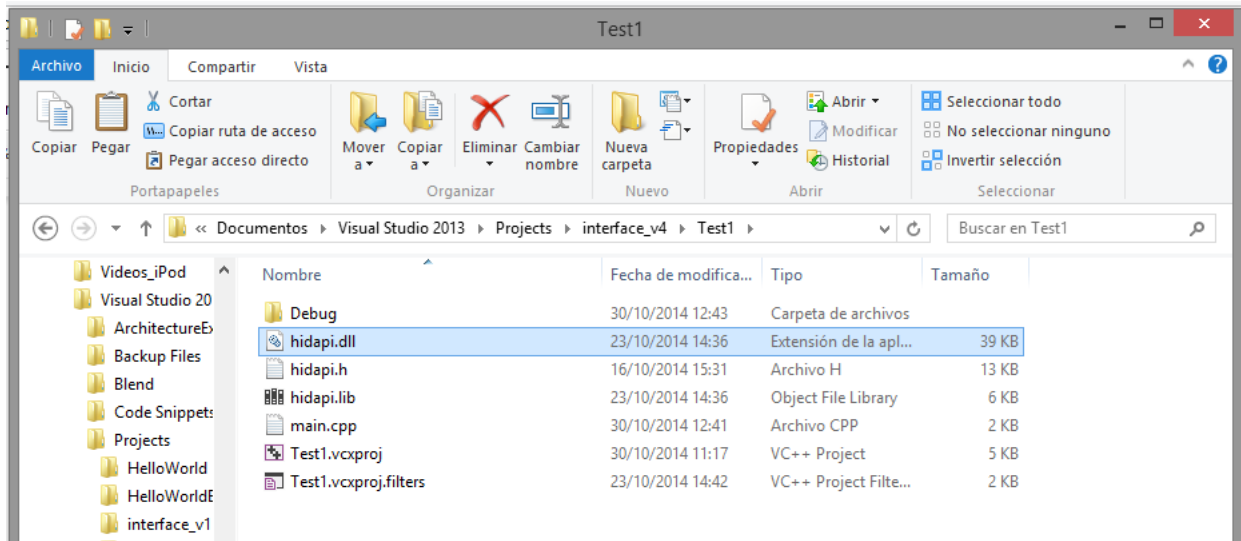B)Executable file that works in every computer with Visual Studio installed.
  1) We should provide a folder which contains the .exe file (*Test1.exe*, in this case) and the necessary libraries (*msvcr120d.dll* and *hidapi.dll*).
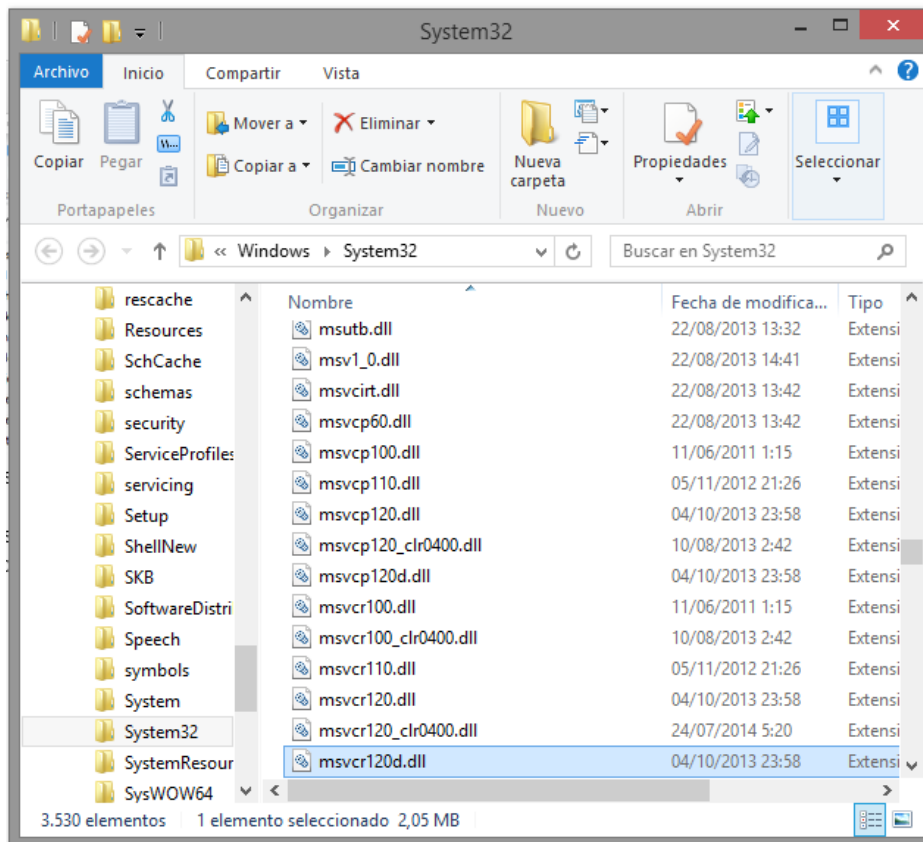
2) This *Test1.exe* can be found in the *Debug* folder inside *interface_v4*. It is created automatically when we run the project for first time.

3) This *hidapi.dll* can be found in *interface_v4/Test1/:*

4) This *msvcr120d.dll* can be found at */System32.*

5) This program will show us the information about our usb ports. It will show that Microsoft Xbox wireless controller is plugged in, if it is.

```
2352
The product string is i: (null)
Device number:
2
The Vendor ID is:
22116
The Product ID is:
2352
The product string is i: (null)
Device number:
3
The Vendor ID is:
1118
The Product ID is:
673
The product string is i: Controller (Xbox 360 Wireless Receiver for Windows)
Device number:
4
The Vendor ID is:
22116
The Product ID is:
2352
The product string is i: (null)
Press enter
```