

# DOCUMENTATION INTERFACE

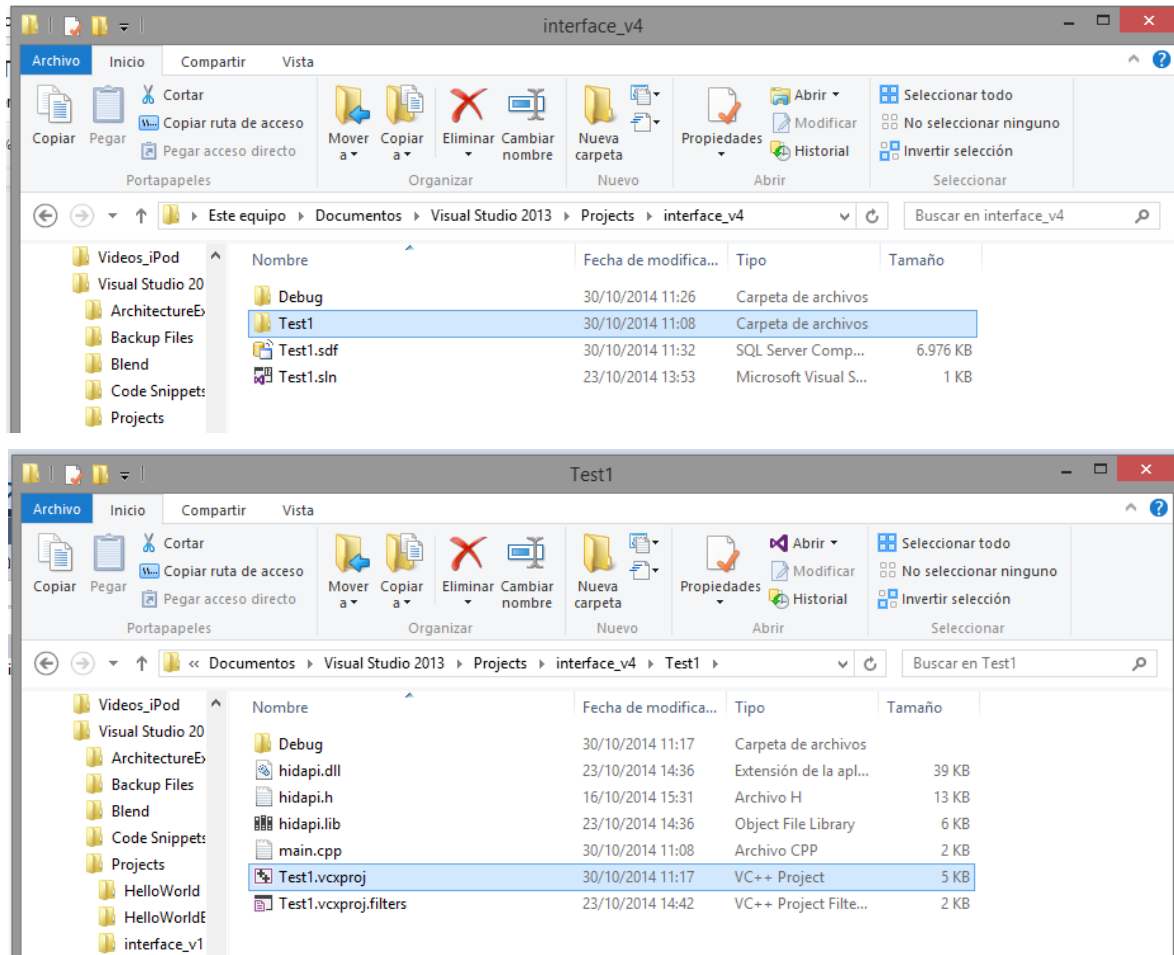
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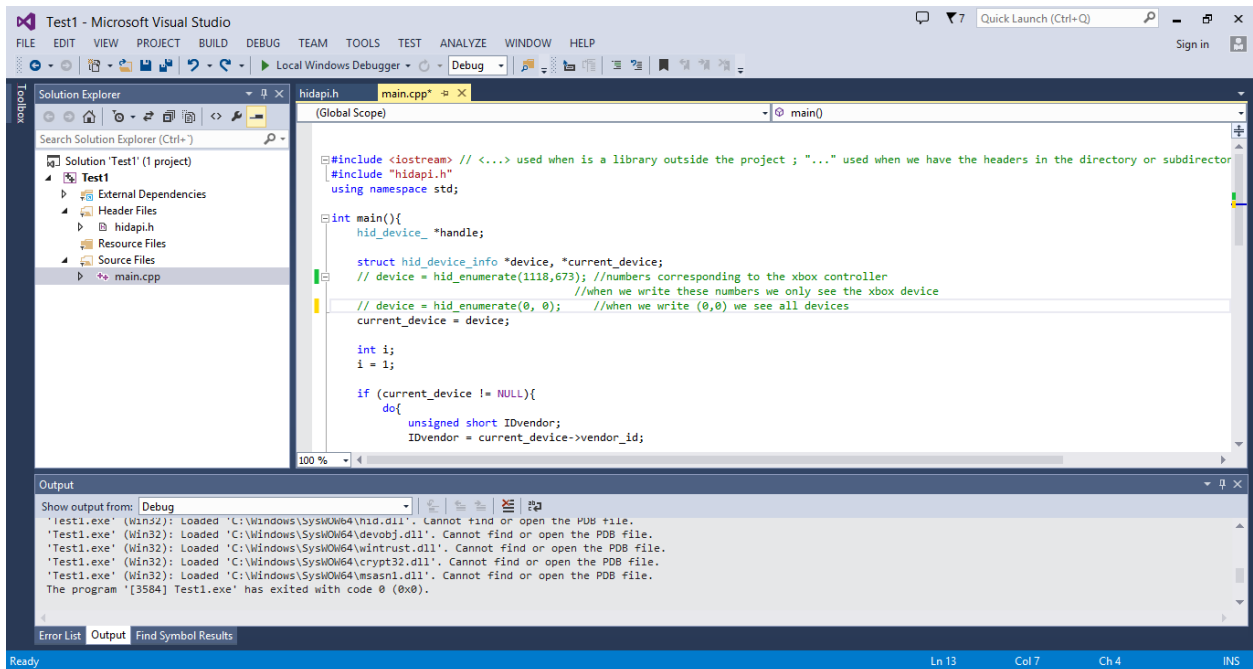
## Milestone: C++ program (Visual Studio) working with Xbox Joystick

We have two different options to work with the joystick through a C++ program.

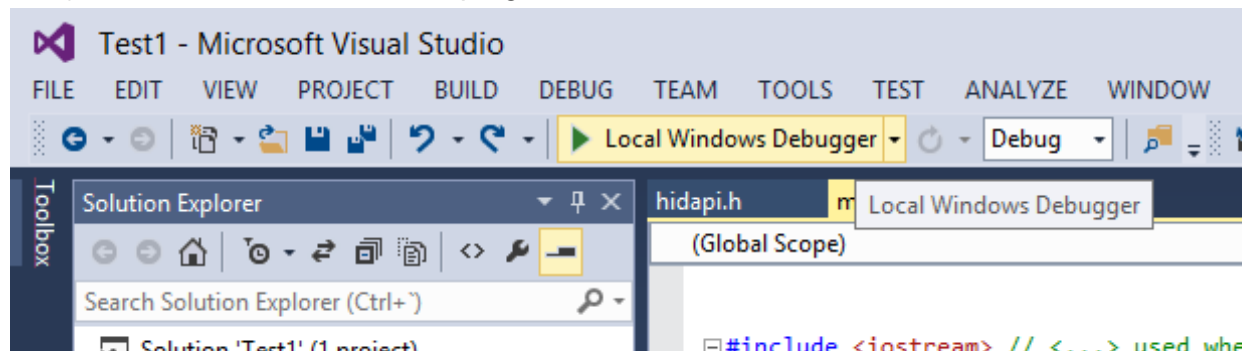
A) Run the program using Visual Studio:

1) Open *interface\_v4/Test1/Test1.vcxproj*.

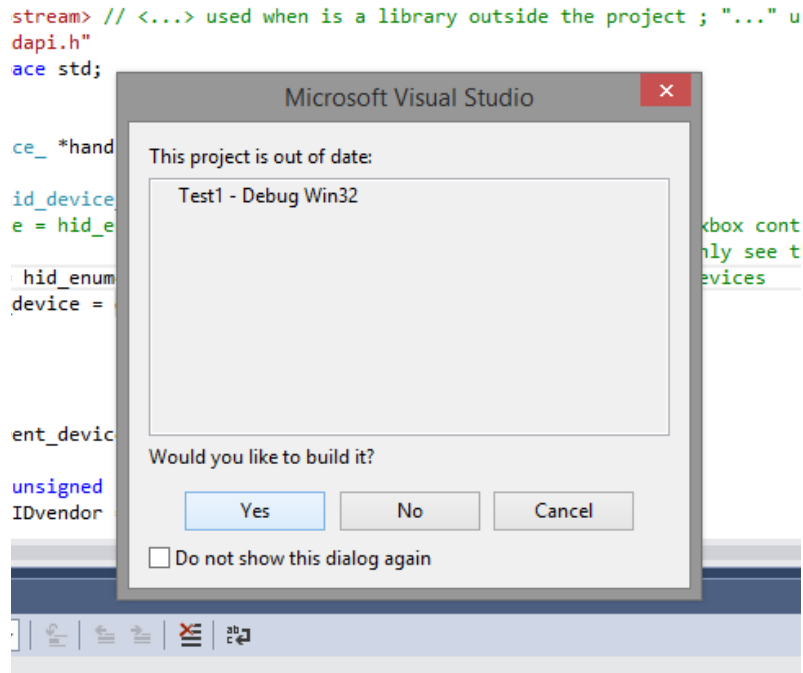




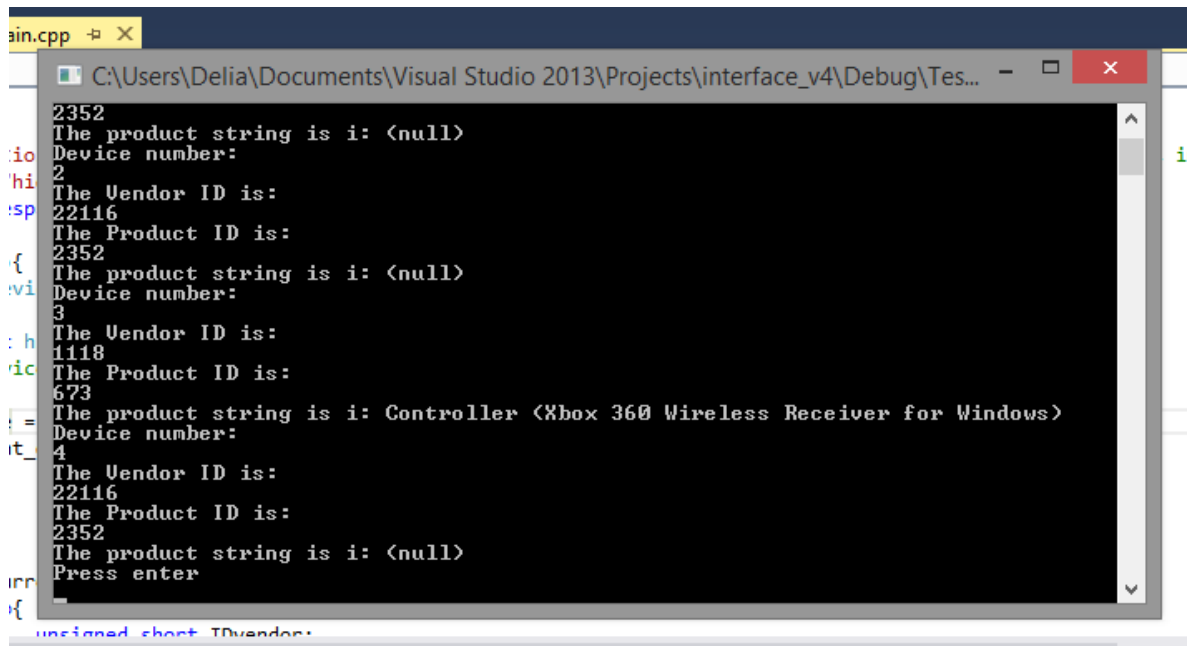
2) Then we have to build the program and run it.



3) If a prompt appears, say Yes:

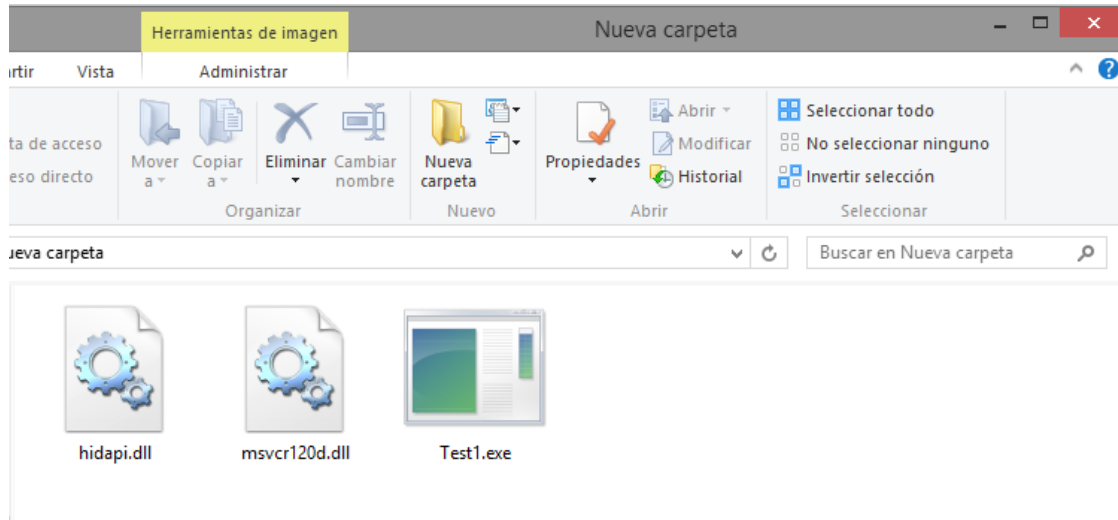


4) See the results:

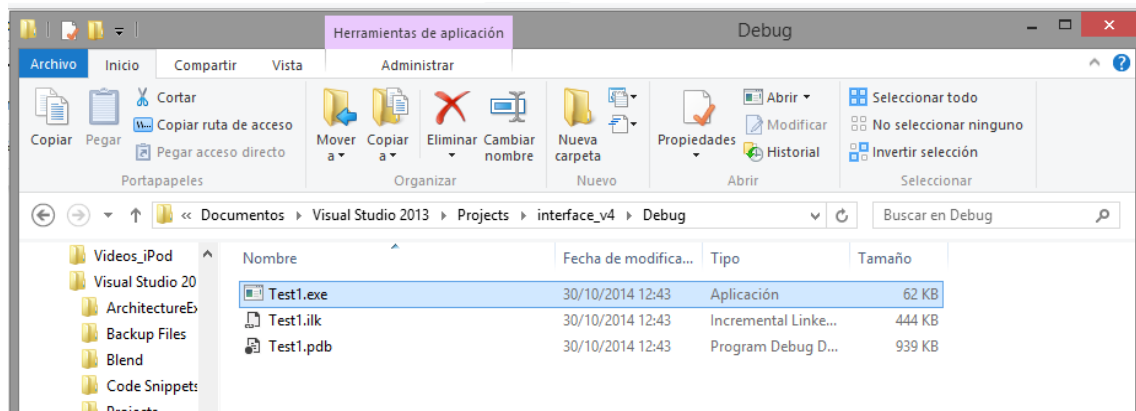
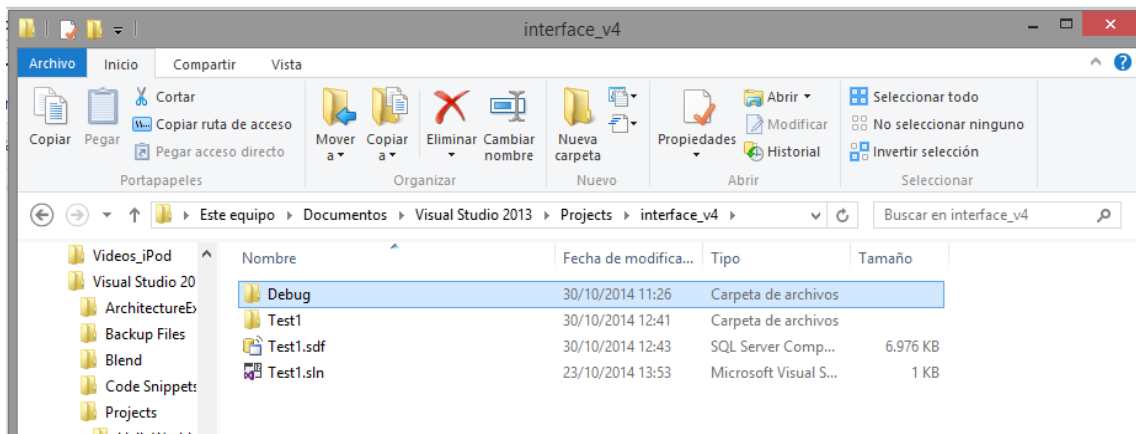


B) Executable file that works in every computer with Visual Studio installed.

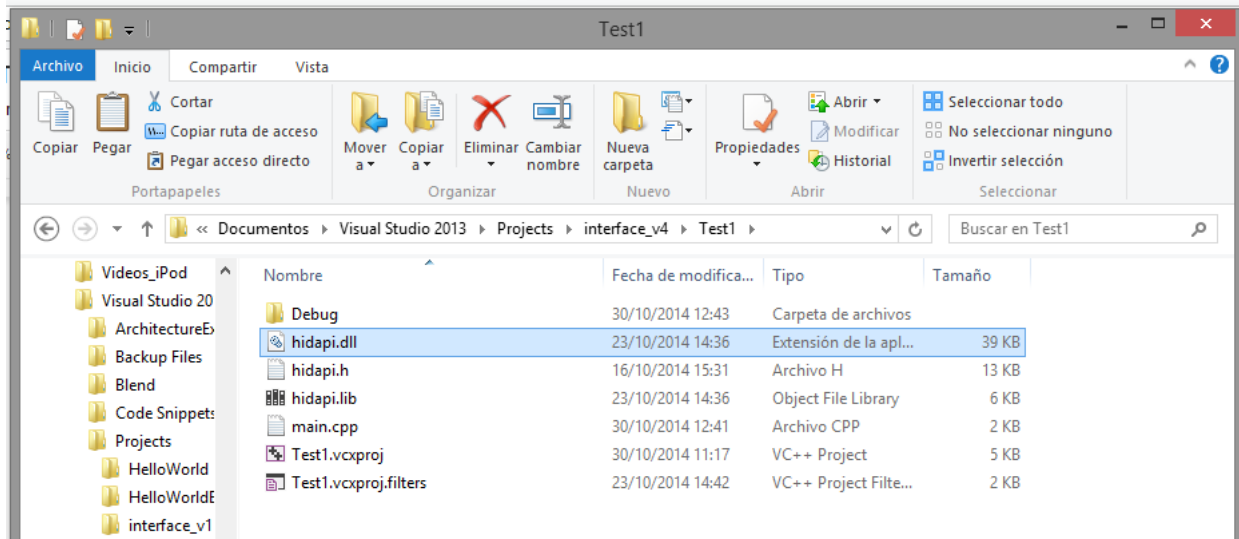
- 1) We should provide a folder which contains the .exe file (*Test1.exe*, in this case) and the necessary libraries (*msvcr120d.dll* and *hidapi.dll*).



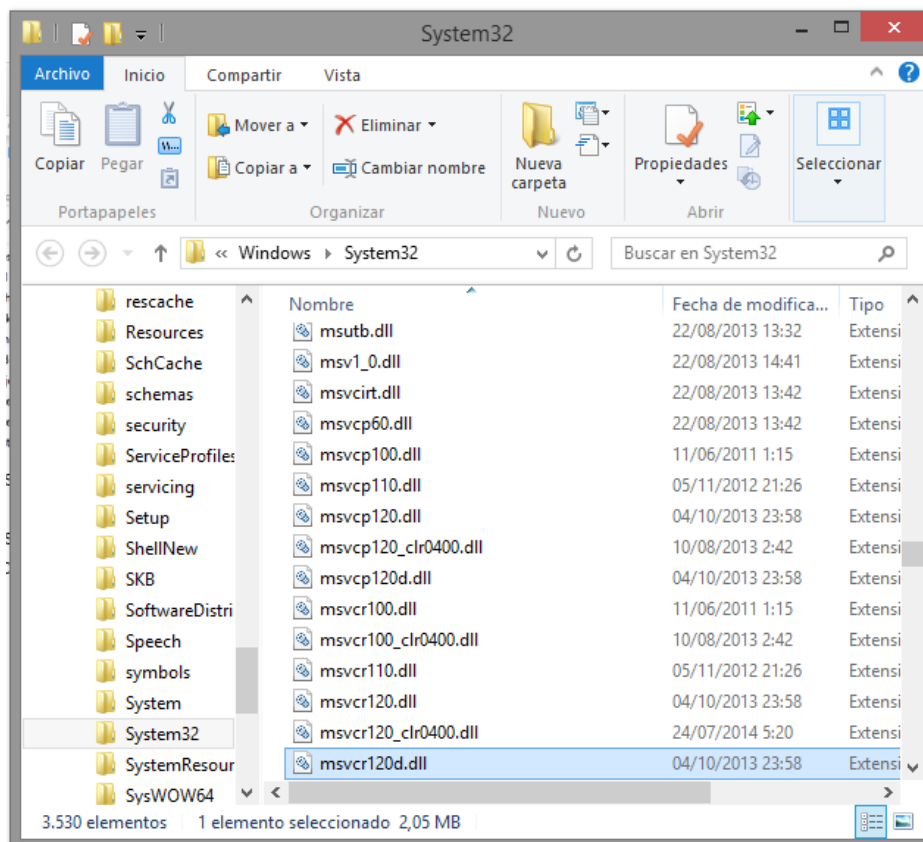
- 2) This *Test1.exe* can be found in the *Debug* folder inside *interface\_v4*. It is created automatically when we run the project for first time.



- 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.

```
C:\Users\Delia\Documents\Visual Studio 2013\Projects\interface_v4\Debug\Tes... - [X]
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
```