



MOGA Game Controllers for Mobile Devices

Guidelines for MOGA Controller Implementation

For Game App Publishers / Developers

Version 2.0
May 6th, 2013

BDA, Inc.
15525 Woodinville Redmond Road NE
Woodinville, WA 98072

History:

Version	Author	Date	Changes	Affecting
2.1	DB	06 th May 2013	Minor Updates	All
2.0	MCS	6 th May 2013	Updated some terminology Pointed to MOGAanywhere.com website for SDK and details.	All
1.0	MCS	19 th February 2013	Initial Release	All

General Elements

Introduction

We here at MOGA are excited to introduce to you our mobile gaming controllers, the MOGA Pro and MOGA Pocket. Press, retailer and consumer expectation for MOGA controller functionality will be extremely high for every new MOGA Enhanced title. As a result, our internal teams will prioritize testing and feedback on these titles. We'd like to see the developers of MOGA Enhanced apps fully-utilize the extra buttons on the MOGA Pro controller while also providing an equal gaming experience with the MOGA Pocket controller.

Our priorities concerning optimal integration of MOGA Controllers into new MOGA Enhanced apps are:

- 1) A true console-like gaming experience, familiar to most video gamers today.
- 2) Consistent user experience, on both the MOGA Pro and MOGA Pocket.
- 3) Standardized button usage throughout games within the same genre.
- 4) Provide a more user-friendly “pick-up-and-play” experience when compared to the inconsistent implementations of HID-compliant gaming controller schemes.
- 5) Fully-utilize the extra buttons on the MOGA Pro controller while also providing an equal gaming experience with the MOGA Pocket controller.

MOGA Enhanced apps that exhibit thorough implementation of the MOGA controller will be considered our “priority titles” which we may use during press, marketing and consumer engagements. It's very important that these titles offer an ideal MOGA Enhanced experience.

Please let us know schedules for the updates of your apps – both testing builds to conduct QA on as well as expected releases to Google Play and other app stores. We'd like to have builds for internal review ASAP before they hit the public

If you need additional assistance or information during MOGA controller integration, don't hesitate to ask. Your MOGA Enhanced title(s) are our top priority and we're here to help. We're very much looking forward to co-marketing (and playing) these games with both MOGA controllers.

MOGA Controller Integration Guidelines

The purpose of this document is to assist with the implementation of the MOGA controllers into title(s). Some of the basic guidelines covered below are:

1. Detection of the specific connected MOGA controller, (MOGA Pocket or MOGA Pro, etc.).
2. Addition of the MOGA controller graphics into the title's Settings/Controls/Info section.
3. Appropriate button re-mapping of specific actions from the MOGA Pocket to the MOGA Pro, to provide the best user experience. A few highlights:
 - a. Most button mappings on the MOGA Pocket controller for the L/R shoulder buttons should map to the L2/R2 triggers on the MOGA Pro controller. Examples:
 - i. Shooter/Action/FPS game: If on the MOGA Pocket, the "Fire Weapon" action is mapped to the R shoulder button and the "Aim/Zoom" action is mapped to the L shoulder button, then on the MOGA Pro we recommend that the "Fire Weapon" action be mapped to the R2 Trigger and the "Aim/Zoom" action be mapped to the L2 Trigger.
 - ii. Driving game: If on the MOGA Pocket, the "Gas/Accelerate" action is mapped to the R shoulder button and the "Brake" action is mapped to the L shoulder button, then on the MOGA Pro we recommend that the "Gas/Accelerate" action be mapped to the R2 Trigger and the "Brake" action be mapped to the L2 Trigger.
 - iii. The new L1/R1 shoulder buttons of the MOGA Pro should be utilized for secondary gameplay functions/actions.
 - b. All games that use the Analog Left stick on the MOGA Pocket should also use the Analog Left stick on the MOGA Pro. The D-Pad on the MOGA Pro could be utilized for other specific actions (Like "Look left/right/behind" or "Select weapons", etc.).
4. To maintain uniform playability using either MOGA controller, functions mapped to the extra buttons/inputs on the MOGA Pro, including; The D-Pad, the L1/R1 shoulder buttons, and the L3/R3 "stick click" buttons, could be available on the MOGA Pocket using certain button combinations (explained below).
5. The "Read Me.pdf" file within the current MOGA SDK (available from the MOGA Developer site here: <http://www.mogaanywhere.com/developers>), contains the updated SDK installation procedures and further required development instructions.

Game App Descriptions in Google Play and Other Storefronts

Include the following text string in your Game App Description on your storefront listing, “<Title Name> is now MOGA Enhanced! Available at major retailers, carrier stores and online at <http://www.MOGAanywhere.com>”.

Publishers / Developers should contact their MOGA Account Manager regarding questions concerning the content listed in the MOGA Pivot App, or contact us at devinfo@MOGAanywhere.com.

Controller Usage Tutorials for Game Play

As with all quality game play, the Gamer needs to know how to play the game. At a minimum, the Game App must have a graphic of the controls and how they are mapped to actions and events within the Game App. It is preferable and highly recommended that the MOGA controls are explained in the same fashion (graphics, animations, etc.) as they are for stand-alone device game play.

The graphic files of the MOGA Pocket and the MOGA Pro Controller are available within the current MOGA SDK.

Game Setup, Configuration and Menus

It is expected that all Game Apps will play with the stand-alone Android Device if no MOGA Controller is present and the libraries in the updated MOGA SDK provide the auto-detect functions to know when the controller is present. When the MOGA Pocket Controller is detected, the game should:

- a) Play completely with all appropriate controls on the MOGA Pocket Controller.
- b) Display MOGA Pocket controller layout graphics within any intro screens, tutorials and the Settings/Help menus.

When the MOGA Pro Controller is detected, the game should:

- a) Play completely with all appropriate controls on the MOGA Pro Controller.
- b) Display MOGA Pro controller layout graphics within any intro screens, tutorials and the Settings/Help menus.

Specific controller use / assignment guidelines for menu navigation and for gameplay are listed in the tables below.

Recommended Assignment of MOGA Pro Controller Functions

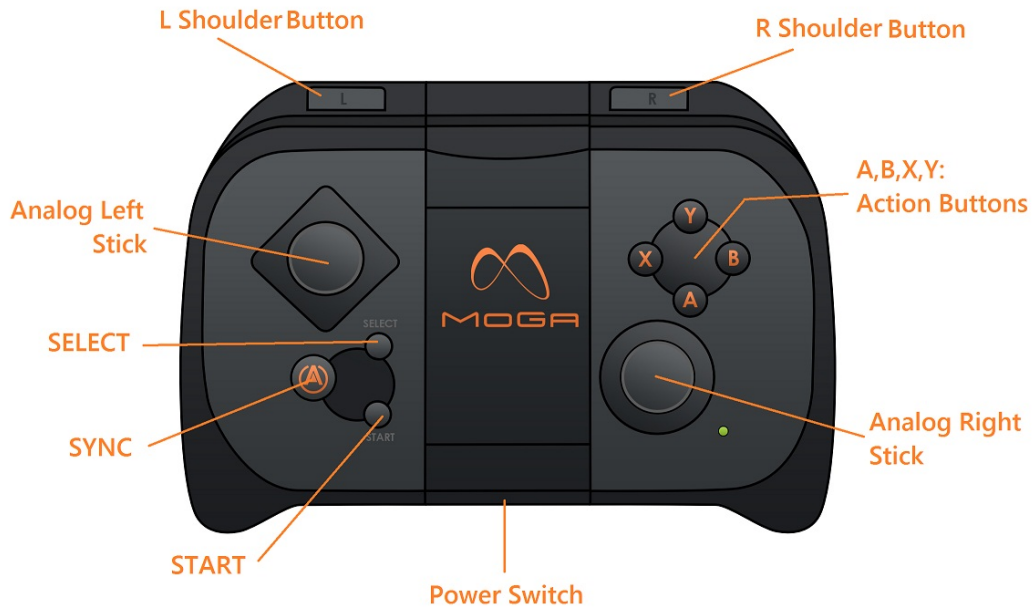


Input	Menu Usage Example	Gameplay Usage Example
Analog Left Stick	For menus with many options use the degree of Analog value to increase or decrease speed of navigation.	Movement/Steering
Analog Right Stick	For menus with many options use the degree of Analog value to increase or decrease speed of navigation.	Aiming/Throttle/Free-Look
L2 Trigger	Rotate list of options Left / Up	Shooter: Aim/Zoom, or Secondary Fire Driving: Brake Etc: Secondary action in 2-stick games
R2 Trigger	Rotate list of options Right / Down	Shooter: Fire, Driving: Gas Etc: Primary action in 2-stick games
A	Accept Menu selection highlight	Primary Action in gameplay, can be different than the R2 trigger

B	'Back' in Menus	Secondary Action in gameplay, can be different than the L2 trigger
X	-	Tertiary Action in gameplay
Y	-	Quaternary Action in gameplay
Start	Start Game	Pause/Un-Pause Game
Select	Accept Menu selection highlight	Specialized function, Ex: Display scoreboard in multiplayer game
D-Pad	Step through Menus, at normal speed	Other in-game functions, or Movement/Steering
L1 Shoulder Button	Rotate list of options Left / Up	Additional in-game action, Ex: Look left in Driving games
R1 Shoulder Button	Rotate list of options Right / Down	Additional in-game action, Ex: Look right in Driving games
L3 Stick Click	-	Additional in-game action, Ex: Horn in Driving games
R3 Stick Click	-	Additional in-game action, Ex: Flash High Beams in Driving games

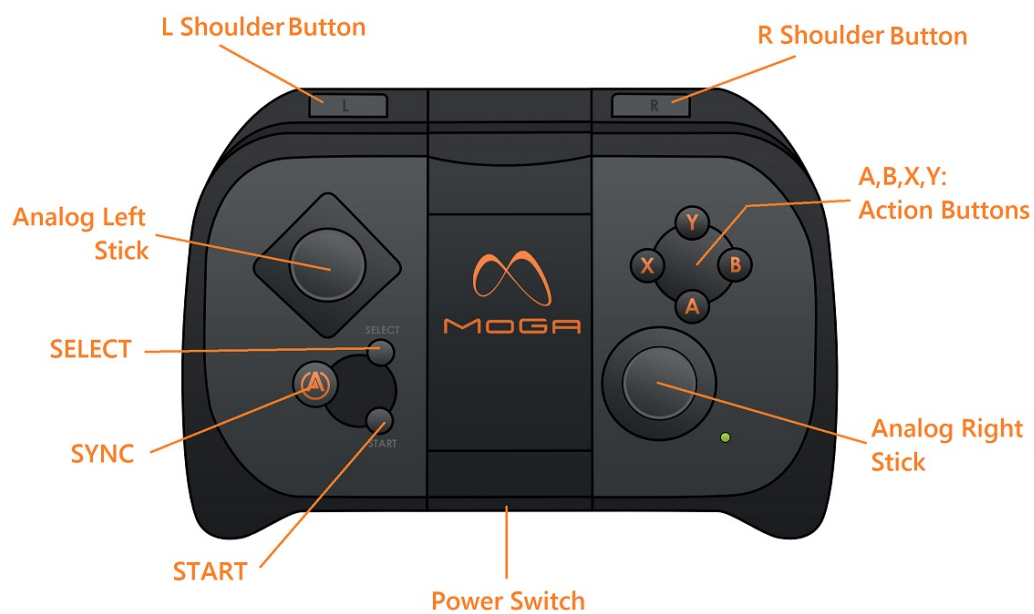


Recommended Assignment of MOGA Pocket Controller Functions



Input	Menu Usage Example	Gameplay Usage Example
Analog Left Stick	For menus with many options use the degree of Analog value to increase or decrease speed of navigation.	Movement/Steering
Analog Right Stick	For menus with many options use the degree of Analog value to increase or decrease speed of navigation.	Aiming/Throttle/Free-Look
L Shoulder Button	Rotate list of options Left / Up	Shooter: Aim/Zoom, or 2ndary Fire Driving: Brake Etc: Secondary action in 2-stick games
R Shoulder Button	Rotate list of options Right / Down	Shooter: Fire Driving: Gas Etc: Primary action in 2-stick games
A	Accept Menu selection highlight	Primary Action in gameplay, can be different than the R shoulder button

B	'Back' in Menus	Secondary Action in gameplay, can be different than the L shoulder button
X	-	Tertiary Action in gameplay
Y	-	Quaternary Action in gameplay
Start	Start Game	Pause/Un-Pause Game
Select	Accept Menu selection highlight	Specialized function, Ex: Display scoreboard in multiplayer game



Additional Function Notes for All MOGA Controllers

1. Screen Time-out
 - a. As long as your app is activated from the MOGA Pivot App, the Screen Time-out function will be disabled by the MOGA Pivot App (running in the background).
2. On-Screen Controls
 - a. Disable in-game touchscreen controls and remove associated HUD elements when your app detects a connected MOGA controller.

Preferred Utilization and Implementation of the Extra Buttons/Features of the MOGA Pro

The MOGA Pro offers eight (8) extra inputs over the MOGA Pocket controller. These inputs are:

1. The D-Pad can be used for extra actions if movement is mapped to the Analog Left stick.
 - a. Up, Down, Left, Right and Diagonal directions achieved by a combination of two directions, ex: Up-Right, Down-Left, etc.
2. The L1 and R1 shoulder buttons can be used for extra actions, since we recommend that the L2 and R2 triggers be used for the primary/secondary index-finger actions.
3. The Analog Left and Right sticks now click down, as the L3 and R3 “stick clicks”, and can be used for extra actions.

Direct Correlation Input Mapping, MOGA Pro to MOGA Pocket

In a majority of MOGA Enhanced games, the following table details direct correlation between inputs from the MOGA Pro to the MOGA Pocket.

MOGA Pro	to	MOGA Pocket
Analog Left Stick	>	Analog Left Stick
Analog Right Stick	>	Analog Right Stick
R2 Trigger	>	R Shoulder Button
L2 Trigger	>	L Shoulder Button
A,B,X,Y Buttons	>	A,B,X,Y Buttons
Start	>	Start
Select	>	Select

Additional Input Mapping, from MOGA Pocket to MOGA Pro

As the MOGA Pocket doesn't have the additional inputs on the MOGA Pro, this section will display some suggestions on how to use a combination of MOGA Pocket inputs to effectively mimic these MOGA Pro inputs. Depending on the in-game actions within your title, the L shoulder button on the MOGA Pocket could be used as a modifier or "shift" function. If the L shoulder button is utilized for an essential in-game action (i.e. braking in driving games), then the Select button may be a more logical choice for the shift function. For other situations, a combination of simultaneous button presses or a double-tap of a single button may be the best option to simulate one of these MOGA Pro inputs.

MOGA Pro Additional Inputs	to	MOGA Pocket Virtual Inputs
D-Pad	>	L shoulder button + A,B,X,Y buttons L shoulder button + Analog Right Stick Select button + A,B,X,Y buttons Select button + Analog Right Stick Simultaneous A,B,X,Y button combo
L1 shoulder button	>	Select button + L shoulder button Select button + Analog Right Stick (left) X button + L shoulder button Double-tap L shoulder button Simultaneous A,B,X,Y 2-button combo

R1 shoulder button	>	Select button + R shoulder button Select button + Analog Right Stick (right) X button + R shoulder button Double-tap R shoulder button Simultaneous A,B,X,Y 2-button combo
L3 stick click	>	X button + L shoulder button Double-tap L shoulder button Directionally double-tap Analog Left Stick Simultaneous A,B,X,Y 2-button combo
R3 stick click	>	X button + R shoulder button Double-tap R shoulder button Directionally double-tap Analog Right Stick Simultaneous A,B,X,Y 2-button combo

When you utilize the extra inputs on the MOGA Pro to include some new, in-game actions to improve the user-experience of your game, we fully support your efforts to implement these extra features. As stated before, it is appreciated if the MOGA Pocket controller is also able to provide a similar experience with your game when compared to the MOGA Pro controller. With any new actions mapped to the MOGA Pro, they should be described in the Controls screen on the MOGA Pro graphic. Additionally, these same actions should be given proper inputs via the MOGA Pocket, while also being described in the Controls screen on the MOGA Pocket graphic.

On the following pages are some examples of MOGA controller button layouts for popular game genres. They contain our recommended input mappings for each controller and are to be used as guidelines for you to implement into your specific title(s).



Detailed Examples of Typical Game Genre Controller Layouts

Sim-Style Racing/Driving

 MOGA Pro Input	MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Steer	Analog Left stick
Analog Right stick	Rotate View Around Car, Rear View, Change Gears (Manual Trans.)	Analog Right stick
L2 trigger	Brake/Reverse	L shoulder button
R2 trigger	Gas	R shoulder button
A button	Nitrous/Turbo	A button
B button	E-Brake	B button
X button	Change View (In-Car -> Behind Car)	X button
Y button	Rear View	Y button
Start button	Pause/Un-pause	Start button
Select button	Hud/Map/Leaderboard	Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Change View	X button
L1 shoulder button	E-Brake	B button
R1 shoulder button	Nitrous/Turbo	A button
L3 stick click	Horn	A+X buttons
R3 stick click	Flash High Beams	B+Y Buttons

Arcade/Action “Kart” Racing

 MOGA Pro Input	MOGA Controller In-Game Action		 MOGA Pocket Input
Analog Left stick	Steer		Analog Left stick
Analog Right stick	Rotate View Around Car Rear View, Bump Opponents		Analog Right stick
L2 trigger	Brake/Reverse		L shoulder button
R2 trigger	Gas		R shoulder button
A button	Use Item/Fire Weapon		A button
B button	Nitrous/Turbo		B button
X button	Jump/Drift		X button
Y button	Rear View		Y button
Start button	Pause/Un-pause		Start button
Select button	Hud/Map/Leaderboard	Alternate Input Shift	Select button



MOGA Pro Input	MOGA Controller In-Game Action		MOGA Pocket Input
D-Pad	Select Specific Items/Weapons	n/a	n/a
L1 shoulder button	Use Item/Fire Weapon		A button
R1 shoulder button	Scroll Items/Weapons		Select+A button
L3 stick click	Horn		Double-Tap Analog Right stick (up)
R3 stick click	Taunt Animation		Double-Tap Analog Right stick (down)

Combat Flying Sim (Airplane)

 MOGA Pro Input	MOGA Controller In-Game Action		 MOGA Pocket Input
Analog Left stick	Flight Control Stick		Analog Left stick
Analog Right stick	Throttle and Yaw		Analog Right stick
L2 trigger	Fire Missiles/Rockets	Alternate Input Shift	L shoulder button
“	“	Fire Missiles/Rockets	L+R shoulder buttons
R2 trigger	Fire Gun		R shoulder button
A button	Target Nearest Enemy		A button
B button	Target Next Enemy		B button
X button	Change Missile/Rocket Type		X button
Y button	Rear View		Y button
Start button	Pause/Un-pause		Start button
Select button	Map		Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Flaps/L-Gear/ECM/Flares	L shoulder+A,B,X,Y buttons
L1 shoulder button	Look Left	L shoulder+Analog Right stick (Pull Left)
R1 shoulder button	Look Right	L shoulder+Analog Right stick (Pull Right)
L3 stick click	Change View	L shoulder+Analog Right stick (Push Up)
R3 stick click	Wingman Commands Menu	L shoulder+Analog Right stick (Pull Down)

Combat Shooter

 MOGA Pro Input	MOGA Controller In-Game Action		 MOGA Pocket Input
Analog Left stick	Movement		Analog Left stick
Analog Right stick	Look/Aim		Analog Right stick
L2 trigger	Zoom/Aim Down Sights		L shoulder button
R2 trigger	Fire		R shoulder button
A button	Jump		A button
B button	Crouch		B button
X button	Reload		X button
Y button	Change Weapon		Y button
Start button	Pause/Un-pause		Start button
Select button	Show Scoreboard	Show Scoreboard (tap) Alternate Input Shift (hold)	Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Quick Weapon Selection	Select+A,B,X,Y buttons
L1 shoulder button	Use Equipment/Special	Hold Y, then press L shoulder button.
R1 shoulder button	Throw Grenade	Hold Y, then press R shoulder button.
L3 stick click	Sprint	Double-Tap Up on Analog Left stick
R3 stick click	Melee	Double-Tap X Button

Twin-Stick Shooter

 MOGA Pro Input	MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Movement	Analog Left stick
Analog Right stick	Shoot	Analog Right stick
L2 trigger	Special/Grenade	L shoulder button
R2 trigger	Change Weapon	R shoulder button
A button	Activate (Doors, etc)	A button
B button	Enter/Exit Vehicle	B button
X button	Change Special/Grenade	X button
Y button	Change View	Y button
Start button	Pause/Un-pause	Start button
Select button	Menu Select	Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Quick Weapon Selection	Select+Analog Right stick
L1 shoulder button	Move Faster	Select+L shoulder button
R1 shoulder button	Move Slower	Select+R shoulder button
L3 stick click	Ultra-Weapon	A+X buttons
R3 stick click	Take Screenshot	Select+L+R shoulder buttons

Side-Scroller Beat-em-Up

 MOGA Pro Input	MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Movement	Analog Left stick
Analog Right stick	Move Camera	Analog Right stick
L2 trigger	Run	L shoulder button
R2 trigger	Special Attack	R shoulder button
A button	Kick/Attack	A button
B button	Punch/2ndary Attack	B button
X button	Jump	X button
Y button	Pickup/Drop Weapon	Y button
Start button	Pause/Un-pause	Start button
Select button	Menu Select	Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Quick Weapon Selection	Select+A,B,X,Y buttons
L1 shoulder button	Rising Jump-Kick	X+A button
R1 shoulder button	Backwards Attack	A+B button
L3 stick click	Ultra-Attack	L+R shoulder buttons
R3 stick click	Take Screenshot	Select+L Shoulder button

Street 1vs1 Fighting

 MOGA Pro Input	MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Movement	Analog Left stick
Analog Right stick	Taunts	Analog Right stick
L2 trigger	Heavy Punch	L shoulder button
R2 trigger	Heavy Kick	R shoulder button
A button	Light Kick	A button
B button	Medium Kick	B button
X button	Light Punch	X button
Y button	Medium Punch	Y button
Start button	Pause/Un-pause	Start button
Select button	Menu Select	Select button



MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Movement	Select+A,B,X,Y buttons
L1 shoulder button	Special Kick	X+L shoulder button
R1 shoulder button	Special Punch	A+R shoulder button
L3 stick click	Sprint	Double-Tap on Analog Left stick
R3 stick click	Take Screenshot	Select+L+R Shoulder button

Shoot 'em Up (SHMUP)

 MOGA Pro Input	 MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Movement	Analog Left stick
Analog Right stick	Quick Dodge	Analog Right stick
L2 trigger	Missiles/2ndary Weapon	L shoulder button
R2 trigger	Fire Main weapon	R shoulder button
A button	Activate	A button
B button	Bomb	B button
X button	Switch Weapon	X button
Y button	Switch 2ndary Weapon	Y button
Start button	Pause/Un-pause	Start button
Select button	Menu Select	Select button

 MOGA Pro Input	 MOGA Controller In-Game Action	 MOGA Pocket Input
D-Pad	Quick Weapon Selection	Select+A,B,X,Y buttons
L1 shoulder button	Main Rapid Fire	Hold L shoulder button
R1 shoulder button	2ndary Rapid Fire	Hold R shoulder button
L3 stick click	Ultra Weapon	A+X buttons
R3 stick click	Take Screenshot	Select+L+R Shoulder button

Side-Scrolling Platformer

 MOGA Pro Input	MOGA Controller In-Game Action	 MOGA Pocket Input
Analog Left stick	Movement	Analog Left stick
Analog Right stick	Aim Weapon/Item	Analog Right stick
L2 trigger	Change Weapon/Item	L shoulder button
R2 trigger	Fire Weapon /Use Item	R shoulder button
A button	Jump	A button
B button	Punch/Kick	B button
X button	Run	X button
Y button	Pickup/Drop Item	Y button
Start button	Pause/Un-pause	Start button
Select button	Menu Select	Select button

MOGA Pro Input	MOGA Controller In-Game Action	MOGA Pocket Input
D-Pad	Quick Item Selection	Select+A,B,X,Y buttons
L1 shoulder button	Look Back	Select+ L shoulder button
R1 shoulder button	Look Forward	Select+R shoulder button
L3 stick click	Super Jump	A+X buttons
R3 stick click	Take Screenshot	Select+L+R Shoulder button

CHECKLIST FOR MOGA POCKET and MOGA PRO INTEGRATION QA CERTIFICATION

USER TUTORIALS & CONTROL LAYOUTS FOR MOGA CONTROLLER OPERATION

Control Assignment Map Graphic Present for MOGA Pocket within Intro/Tutorial and Settings/Help Menus	YES	NO
Control Assignment Map Graphic Present for MOGA Pro within Intro/Tutorial and Settings/Help Menus	YES	NO
User Tutorial in Same Style as Original Game Build but with Specific Instructions for MOGA Pro	YES	NO
User Tutorial in Same Style as Original Game Build but with Specific Instructions for MOGA Pocket	YES	NO
Comments:		

GAME / DEVICE OPERATIONS

Game will play in both Landscape Orientations if device flipped.	YES	NO
Game receives "Lost MOGA Connection" message and notifies User	YES	NO
Game performs to all normal Android standards and expectations (with or without MOGA Controller present)	YES	NO
Game detects and enables MOGA Controller functions for MOGA Pro	YES	NO
Game detects and enables MOGA Controller functions for MOGA Pocket	YES	NO
Comments:		

GAME SETUP AND CONFIGURATION

All configuration and setup menus are enabled for Landscape Viewing	YES	NO
All menus and options are able to be navigated with Left Analog Stick and the physical D-Pad on the MOGA Pro	YES	NO
All menus and options are able to be navigated with Left Analog Stick on the MOGA Pocket	YES	NO
Menu Selections are with "A" Button and "Select" Button	YES	NO
Menus are backed up to Previous Menu with "B" Button	YES	NO
App can be exited via Main Menu with "B" Button, back to the Pivot App,.	YES	NO
Vigorous Motion Sensing in-game actions are disabled while MOGA Controller is Actively Connected. (No "shake device" commands to player).	YES	NO
In-game messages that refer to touch screen commands updated to MOGA Controller commands. Ex "Touch screen to continue" becomes "Press A Button to continue".	YES	NO
Touch Screen Use of Menus in Configuration and Setup can be active as long as MOGA Controller is also active	YES	NO
User-Customizable Sensitivity Settings available for the Analog sticks, especially for Driving, Flying, and Shooter games.	YES	NO
User-Customizable Inverted-Look Settings available for the Analog sticks, especially for Flight, Shooter and Action games. (Pull down to look up, and vice-versa)	YES	NO
User-Customizable Swap Analog Stick Function Settings, to allow the Analog Left and Analog Right stick to Swap functions.	YES	NO
Comments:		

GAME PLAY ORIGINAL MOGA

START Button will pause and resume game play	YES	NO
SELECT Button will select menu options	YES	NO
Left Analog Stick is used as a "D-Pad" -or-	YES	NO
Left Analog Stick is used as a full analog joystick (direction and magnitude)	YES	NO
Right Analog Stick is used as a "D-Pad" -or-	YES	NO
Right Analog Stick is used as a full analog joystick (direction and magnitude)	YES	NO
All control buttons (A,B,X,Y,R,L) operate and perform as expected	YES	NO
Comments:		

GAME PLAY MOGA PRO

START Button will pause and resume game play	YES	NO
SELECT Button will select menu options	YES	NO
Left Analog Stick is used as a full analog joystick (direction and magnitude)	YES	NO
Right Analog Stick is used as a full analog joystick (direction and magnitude)	YES	NO
All control buttons (A,B,X,Y, R1, L1, R2, L2, R3, L3) operate and perform as expected	YES	NO
Physical D-Pad is used for D-pad commands (Up, Down, Left, Right), for other in-game actions, or as a duplicate of other inputs, such as the A,B,X,Y Buttons.	YES	NO
All MOGA Pro unique actions can be replicated on an MOGA Pocket controller.	YES	NO
Comments:		

GAME EXIT

If game offers an customizable controller layout for the User Profile, then MOGA Controller Settings saved on Exit	YES	NO
Motion Sensing re-enabled when MOGA controller disconnected	YES	NO
Touch Screen operation re-enabled when MOGA controller disconnected	YES	NO
All other system changes are restored to original pre-game settings	YES	NO
Comments:		