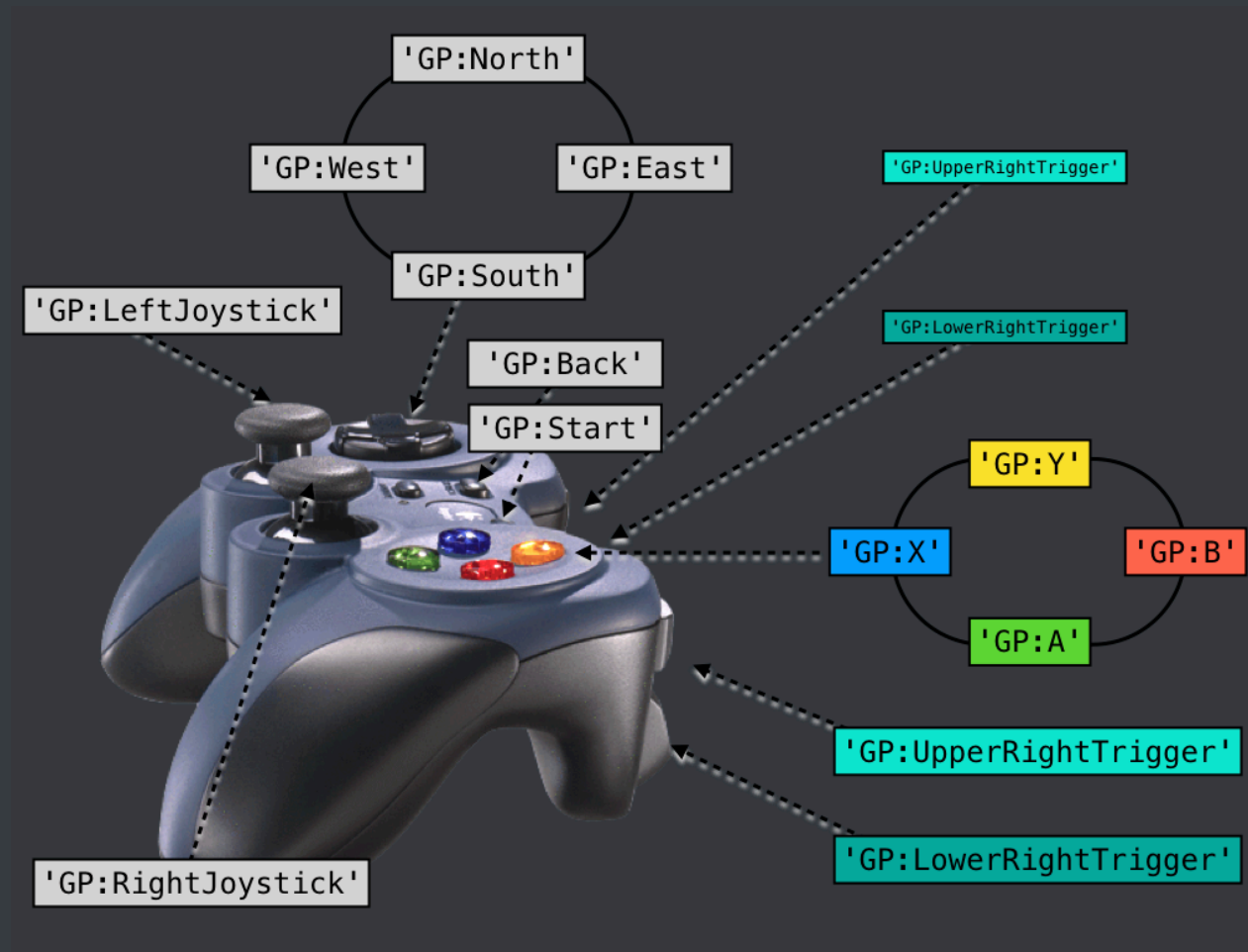


You can interface with the gamepad from MATLAB using the `@gamePad` class. The codes for the different buttons of the gamepad are shown in the schematic below.



Example code is shown below. Also see `MovingDotsDemo.m` and `GamePadDemo2.m`

```
1 % Instantiate a gamePad object
2 gamePad = GamePad();
3 % Get reference time
4 time0 = gamePad.getTime();
5 % Loop
6 keepGoing = true;
7 while (keepGoing)
8     % query the gamepad to see if the user pressed on a button
9     key = gamePad.getKeyEvent();
10    if (~isempty(key))
11        % We got an non-empty key, so act on it
```

