

Arcade Stick Sample

*This sample is compatible with the March 2016 Xbox One XDK or later.*

# Description

This sample demonstrates how to implement support for arcade sticks.

# Using the sample

Button presses made on an arcade stick are highlighted on screen.

# Implementation notes

The sample monitors for changes in connected devices. Once a device is connected that identifies as an arcade stick, it is added to a list on screen and is monitored for button presses. When a button is pressed it is identified on screen both by the index of the button and the navigation button it is mapped to.

# Privacy statement

When compiling and running a sample, the file name of the sample executable will be sent to Microsoft to help track sample usage. To opt-out of this data collection, you can remove the block of code in Main.cpp labeled “Sample Usage Telemetry”.

For more information about Microsoft’s privacy policies in general, see the [Microsoft Privacy Statement](https://privacy.microsoft.com/en-us/privacystatement/).