

User Gamepad Pairing Sample

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

# Description

This sample demonstrates how to implement user to gamepad pairing & user-specific input management.

# Using the sample

Button presses made on each players’ controller are highlighted on screen alongside the relevant user.

# Implementation notes

The sample monitors for changes in connected devices. Once a device is connected, 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 as well as the user which the controller is assigned 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/).