

Wheel Sample

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

# Description

This sample demonstrates how to implement support for wheels with and without force feedback.

# Using the sample

The sample uses the following controls:

|  |  |
| --- | --- |
| Action | Gamepad |
| Select highlighted button | A |
| Navigate to a different button | D-Pad Up/Down/Left/Right |

# Implementation notes The sample monitors for changes in connected devices. Once a device is connected that identifies as a wheel, its hardware information is displayed on screen and it is monitored for input. The “wheel specific values” shows input methods unique to a wheel including angle (and its max resolution), throttle, brake, clutch, handbrake, and external power information. Below are the navigation values exposed through INavigationController that show the input for navigating area throughout the console and in game.

# Across the top are buttons representing force feedback equations. These equations can be added to and modified in forces.txt. To download the equation to the week, just select the equation’s “Create” button. From there you can start/stop and pause/continue. In addition, there are buttons to request and update reports from the device, which can be helpful in debugging potential issues.

# 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/).