

# Game Controller

Michael Anderson



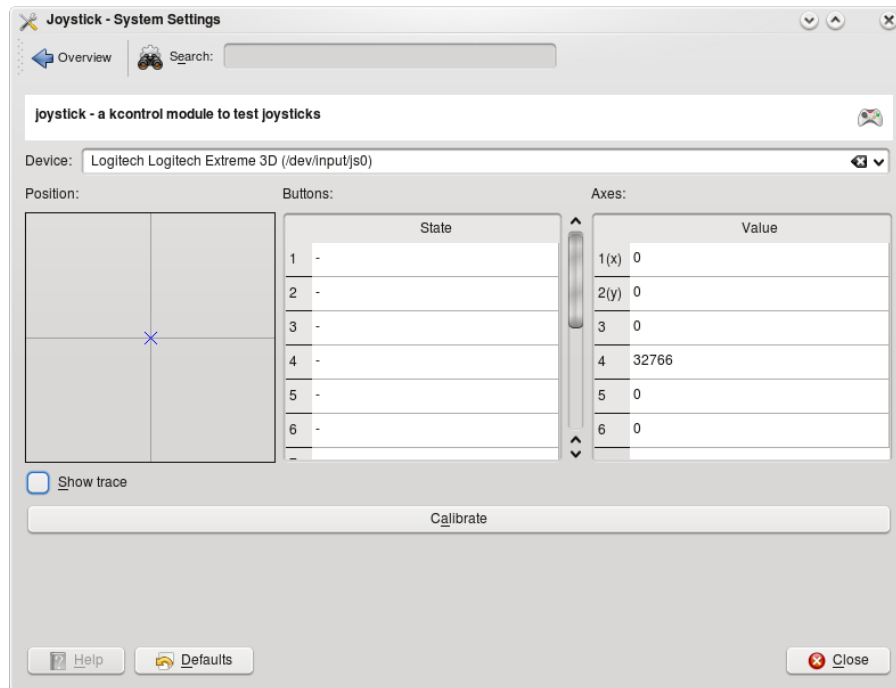
## Game Controller

## Contents

1 Calibrate Game Controller	4
-----------------------------	---

## 1 Calibrate Game Controller

This module provides an interface to calibrate your game controller as well as see which functions on your game controller are mapped to which logical button or axis.



### Device

Here you can see the logical location of the device. If you have more than one game controller, you can also select which one to configure.

If no game controller is automatically found on your computer and you know that there is one attached, you can enter the correct device file here.

### Position

The plotted location of the X and Y axes of the game controller's joystick. Enable **Show trace** to plot the path of the joystick from one point to another.

#### TIP

If the joystick cannot reach every point on this graph, or if it does not center correctly, you need to calibrate your device.

### Buttons

A place to see the pressed state of buttons on your game controller and if the buttons are mapped correctly. When a button is pressed, **PRESSED** will appear next to the logical number (as the computer sees it) of the button which was pressed.

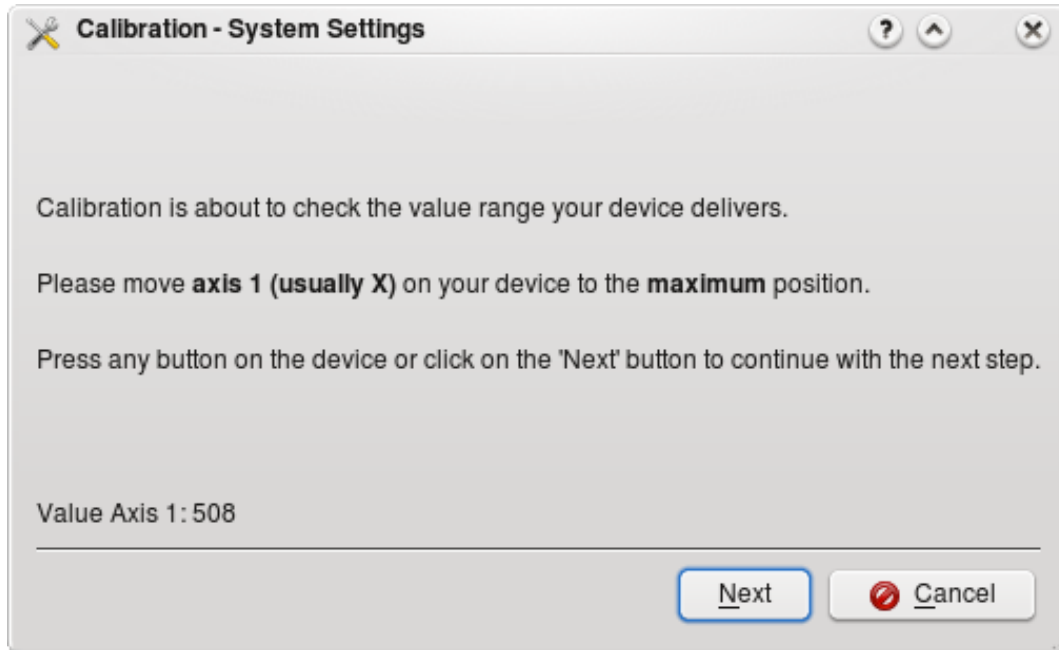
### Axes

This displays the numerical values of the axis positions. 0 is centered and the maximum and minimum values depend on the game controller and the particular axis.

### Calibrate

Clicking on **Calibrate** will open a dialog to calibrate every axis on your joysticks.

## Game Controller



Each axis will have to be moved to the minimum position, then the center, and finally the maximum position. A meter in the bottom left corner of the dialog will help determine which way increases and which way decreases the values.