

## Doomsday Engine - Feature #2173

### Bindings for the Xbox 360/One controller

2016-08-23 22:00 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2015-09-13
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	3rd party compatibility		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
Game controller preset for the Xbox 360 and One controllers (functionally similar).			
<b>Related issues:</b>			
Copied from Feature #2172: Bindings for the Playstation 4 controller		<b>Closed</b>	<b>2015-09-13</b>

#### Associated revisions

##### Revision 3af1b345 - 2016-08-26 10:56 - skyjake

Windows|Fixed: Xbox One controller presets for Windows

The default button and axis mapping is different on Windows, because of course it is. The previous Xbox One mappings were set up on the Mac using the 360Controller driver.

Now the controller script sets up a different preset depending on the platform.

IssueID #2173

#### History

##### #1 - 2016-08-23 22:00 - skyjake

- Copied from Feature #2172: Bindings for the Playstation 4 controller added

##### #2 - 2016-08-23 22:01 - skyjake

- Status changed from New to Resolved

##### #3 - 2016-10-03 09:51 - skyjake

- Status changed from Resolved to Closed