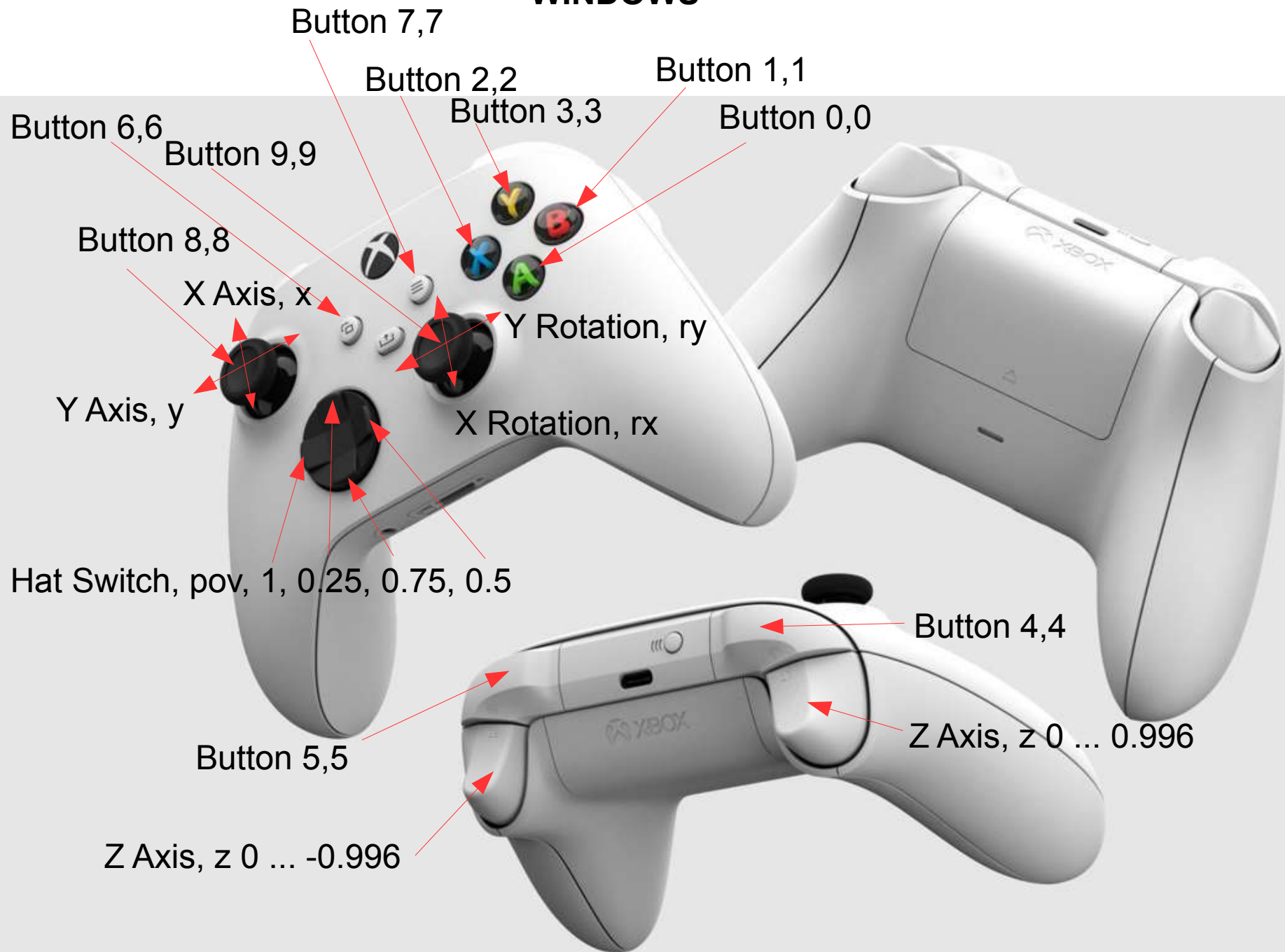


GAMEPAD DEFINITION

Gamepad connection is defined in the file named ,gamepad_definition.xml'. This file must be placed in the Visualization/process folder of the current project. Examples of the file are in this folder.

The gamepad must be connected before starting UCC.jar service to reconnect disconnected gamepad, stop UCC service connect gamepad and restart the UCC service.

WINDOWS



LINUX

Mode

Unknown

X

B

Select

Right
Thumb 3

Y

A

Left
Thumb 3

x

y

ry

rx

pov 1, 0.25, 0.75, 0.5

Right Thumb

rz

Left Thumb

z

