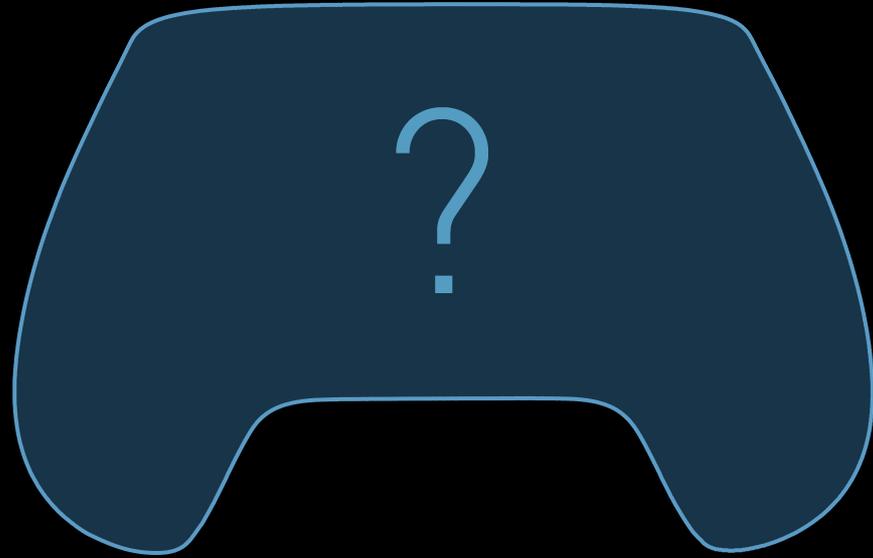
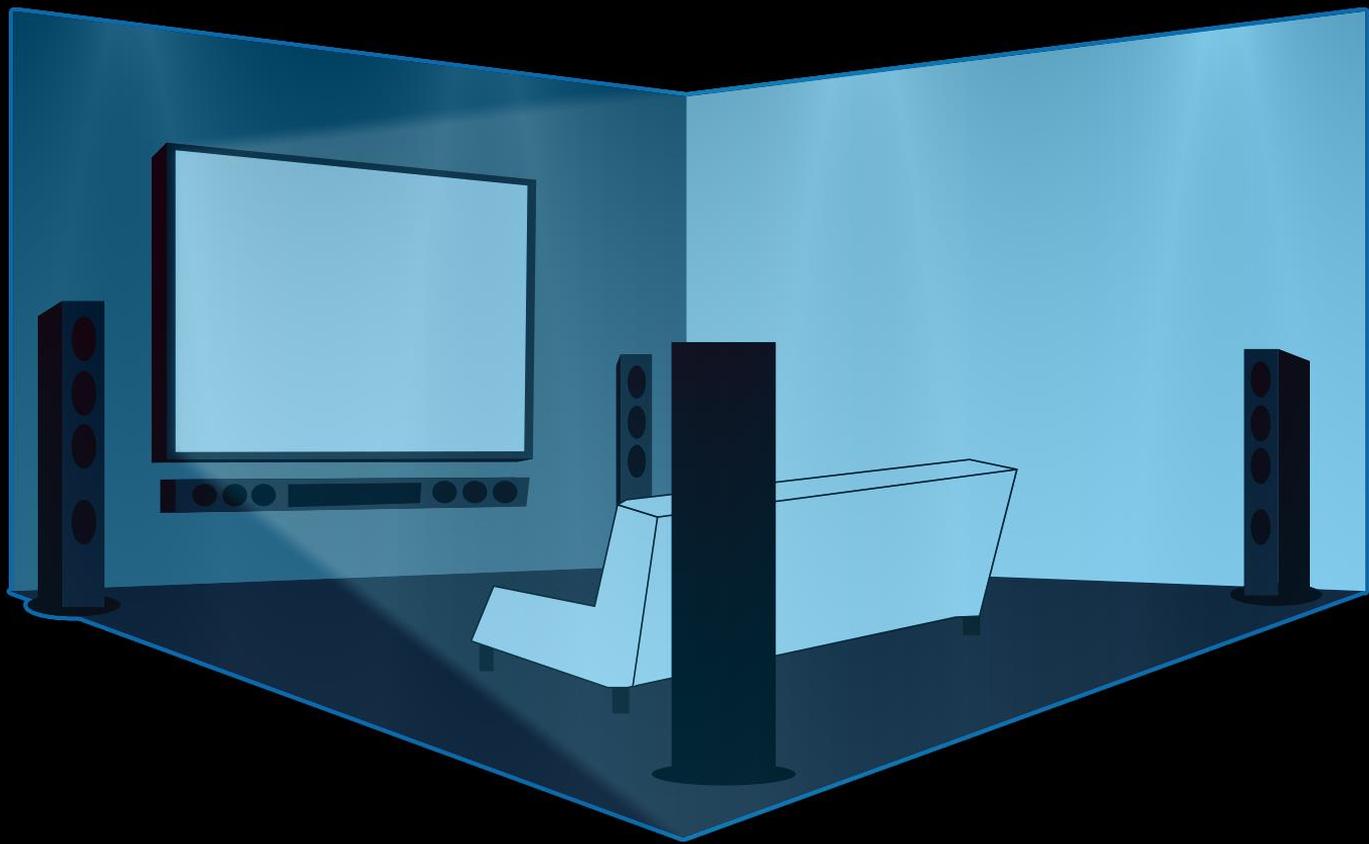


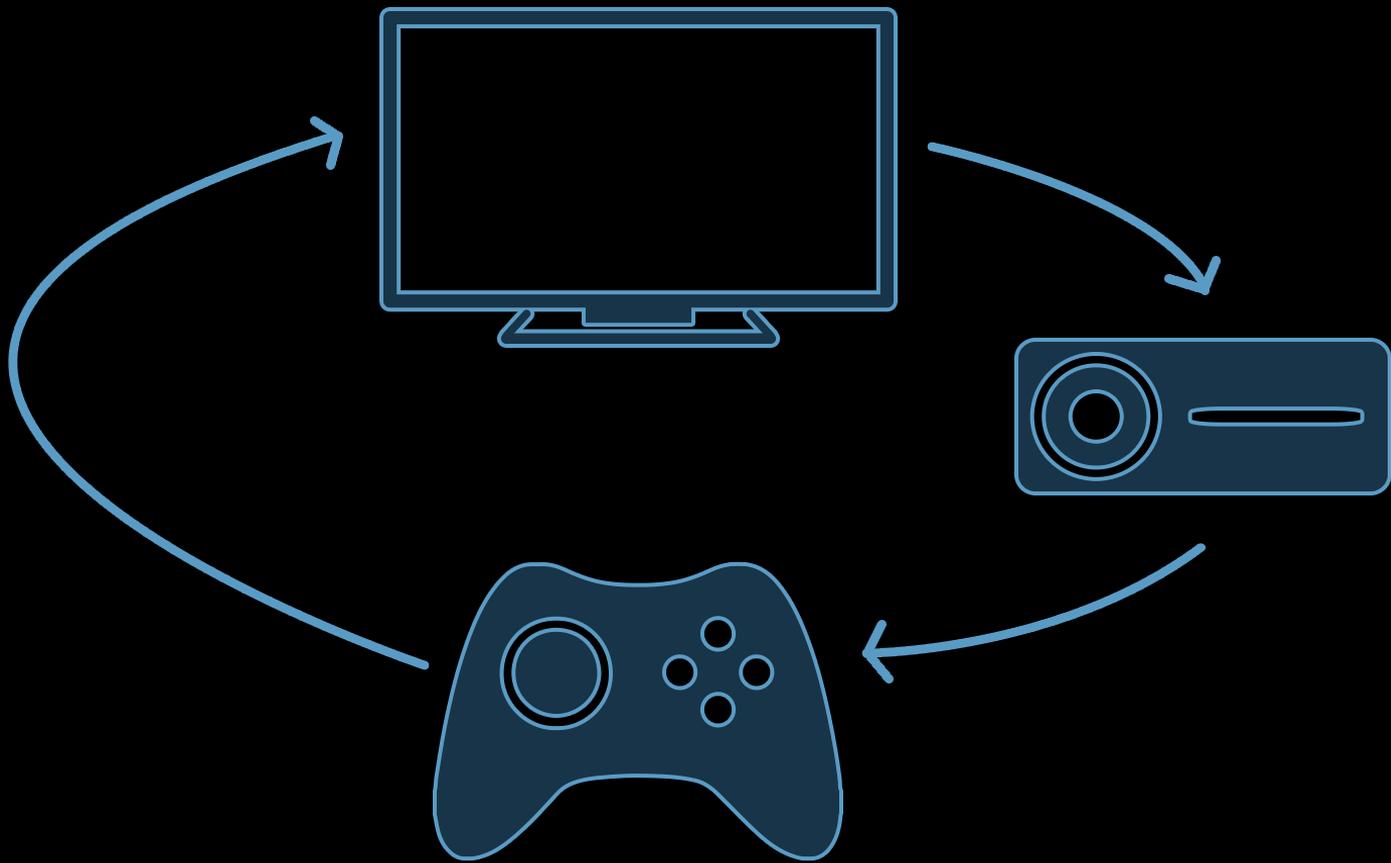


ERIC HOPE
& JOHN MCCASKEY
VALVE

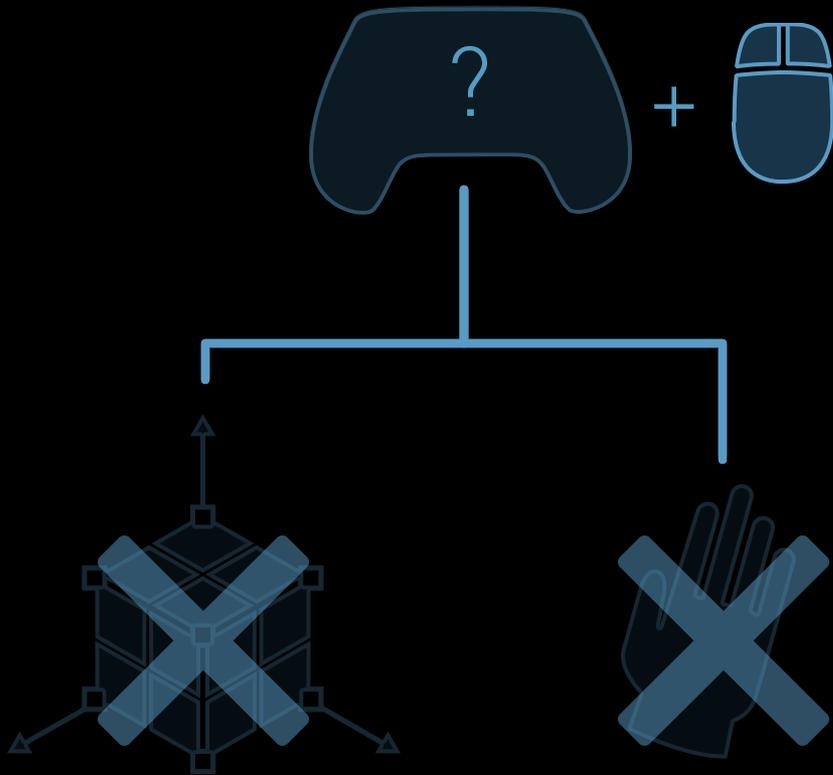
STEAM CONTROLLER OVERVIEW



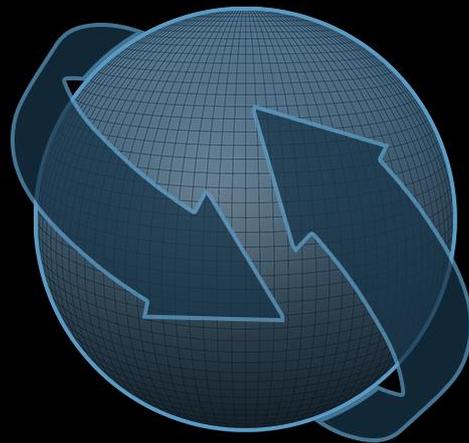


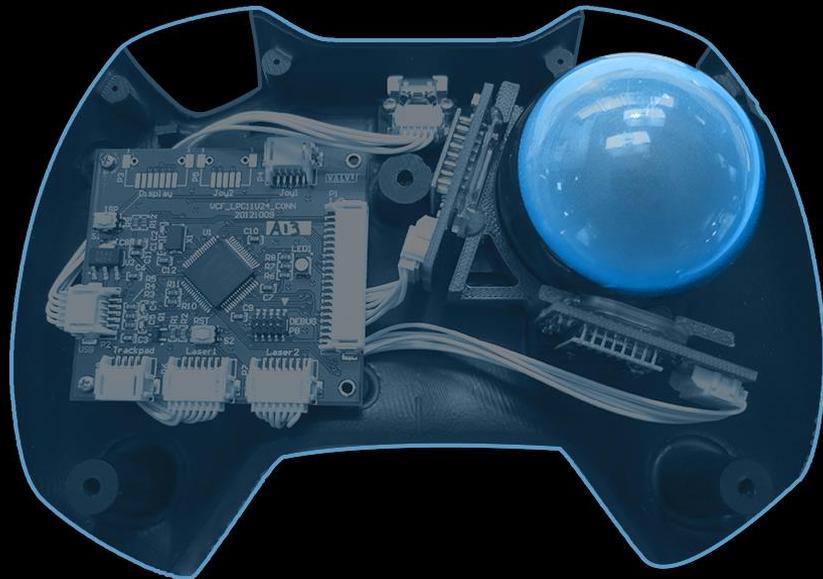


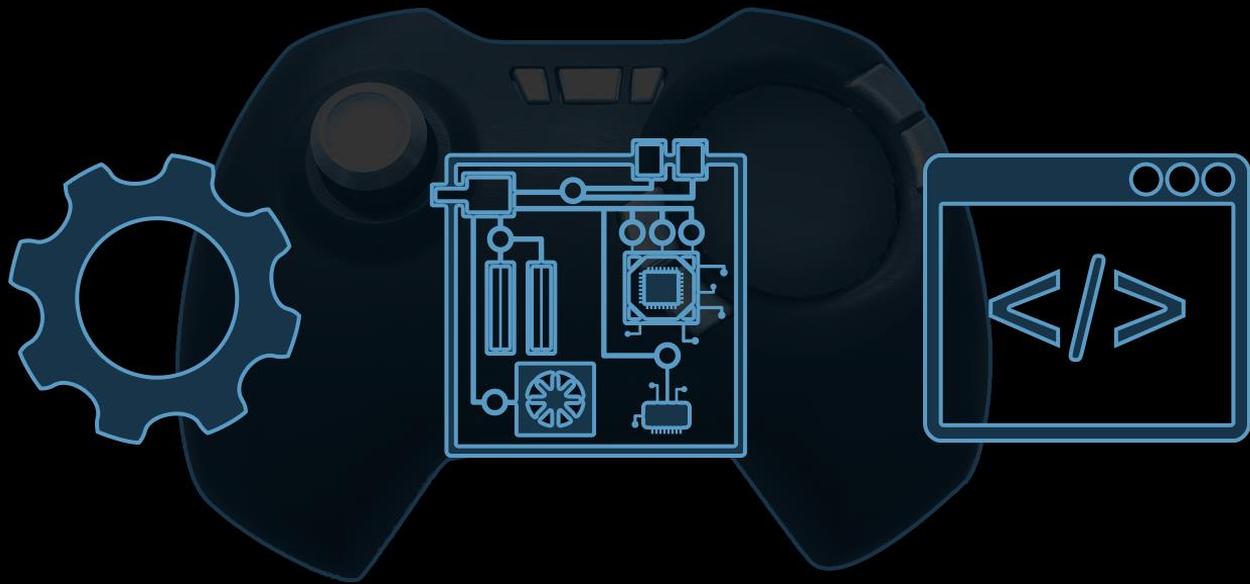
















51%

VS



49%















AIM
MOUSE 2

GRENAD
KEY G

MOVEMENT
KEY J

LMA
KEY M

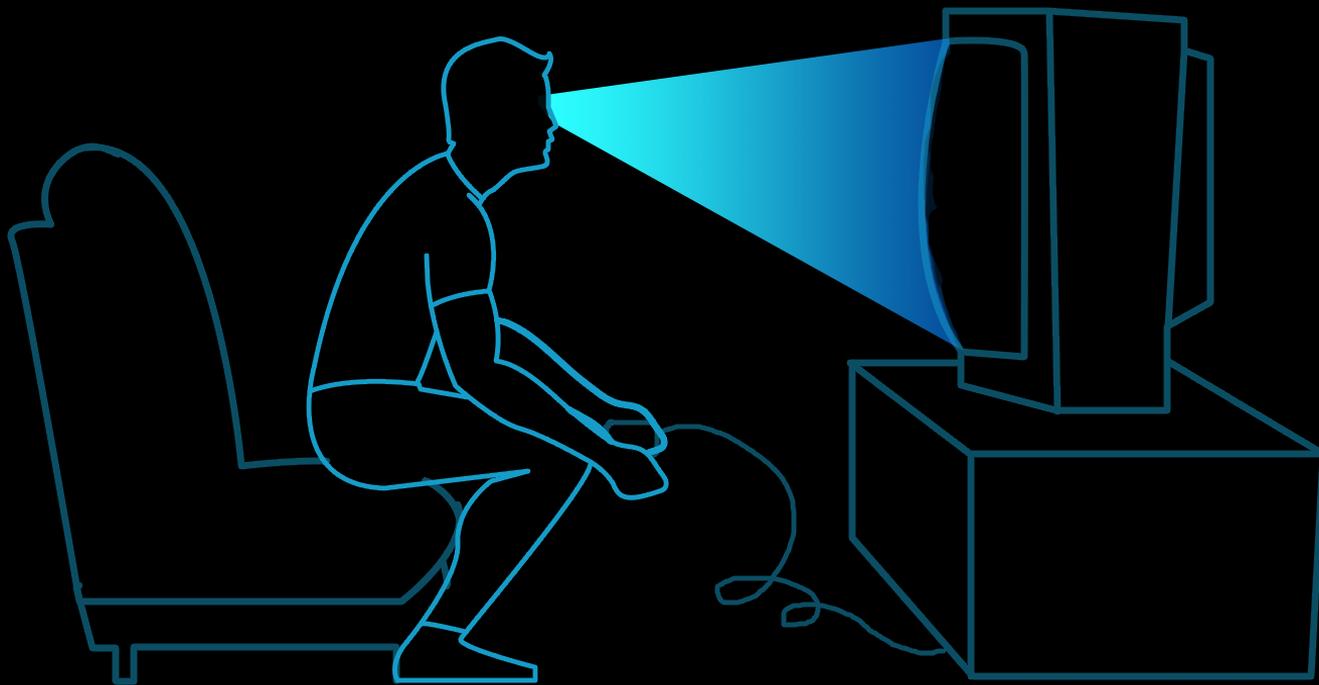
INVENTORY
KEY T

INVENTORY
KEY T











Hyperius the Invincible
Defeat Hyperius the Invincible:



 33637
 15957

LV 47 Front Line Engineer

7 / 9
2 / 5



PLAY

AWARDS

OPTIONS



KEYBOARD / MOUSE

Primary Weapon	1
Secondary Weapon	2
Knife	3
Cycle Grenades	4
Bomb	5
HE Grenade	6
Flashbang	7
Smoke Grenade	8
Decoy Grenade	9
Molotov Cocktail	0
Zeus x27	
Call Vote	
Choose Team	m

BACK

RESTORE DEFAULTS

EDIT

CLEAR



Metro: Last Light

11:11:01 AM

4 FRIENDS IN-GAME



christen



Fractal



FroZen|Dashyy



Kazanski

LINKS & MORE



ACHIEVEMENTS



MOST RECENT

Rabbit

Complete training sequence.



SO CLOSE...

Clean Escape

Escape the chasing Nazis on the...



MORE UNACHIEVED

First Draft

Write 10 of Artyom's hidden Diary...



Soldier

Kill 100 Human Enemies.

FRIENDS WHO PLAY



SCREENSHOTS

PR



TO TAKE A

WEB

VIEW ALL

FRIENDS

Portal 2 Bindings

Eric's Bindings

ORANGE PORTAL

RIGHT MOUSE

ZOOM OUT

MSCROLL DOWN

MOVEMENT

OWDSA ○LSHIFT ●SP...

PARTNER VIEW

TAB

PUSH TO TALK

C

TOGGLE ZOOM

MIDDLE MOUSE

BLUE PORTAL

LEFT MOUSE

ZOOM IN

MSCROLL UP

LOOK

○MOUSE ABS ●E

COMMUNICATION ...

F

GESTURE MENU

Q

CROUCH

LCTRL

QUICK SAVE

F6

1

2

QUICK LOAD

F7

SCREEN SHOT

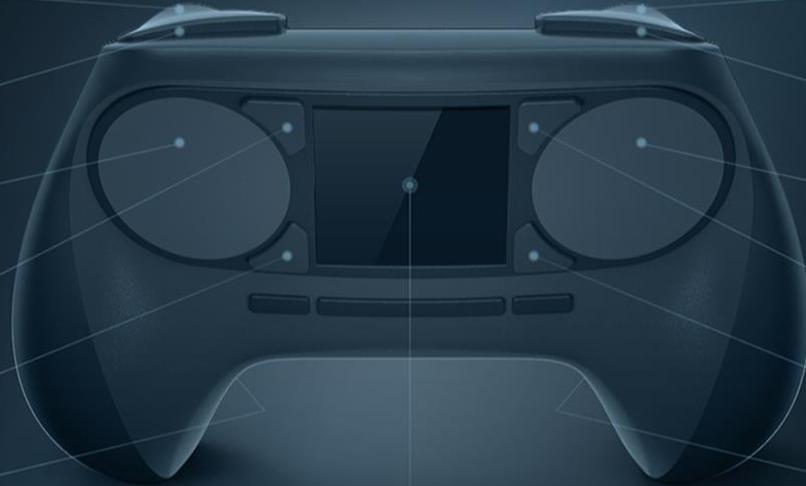
F5

3

4

CHAT MESSAGE

T





SELECT BINDING FOR

Gesture Menu

esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	prt	scl	brk						
`	1	2	3	4	5	6	7	8	9	0	-	=	BACKSP	ins	hom	pgu	NL	/	*	-	
tab	Q	W	E	R	T	Y	U	I	O	P	[]	\	del	end	pgd	7	8	9	+	
caps	A	S	D	F	G	H	J	K	L	;	'	enter					4	5	6		
shift	Z	X	C	V	B	N	M	,	.	/	shift				^		1	2	3	ent	
ctrl	alt	space						alt	ctrl	<	∨	>						0	.		



MY BINDINGS

Defaults

Steam

Eric's Bindings

Axiom

COMMUNITY BINDINGS

Anna's Bindings

Anna

Portal Bindings

montyg

Gregori's Bindings

Gregori

Eric's Bindings

Axiom

jblaske's Bindings

jblaske

ORANGE PORTAL

RIGHT MOUSE

ZOOM OUT

MSCROLL DOWN

MOVEMENT

OWDSA ○LSHIFT ●SP...

PARTNER VIEW

TAB

PUSH TO TALK

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F

GESTURE MENU

Q

CROUCH

LCTRL



QUICK SAVE

F6

1

QUICK LOAD

F7

2

SCREEN SHOT

F5

3

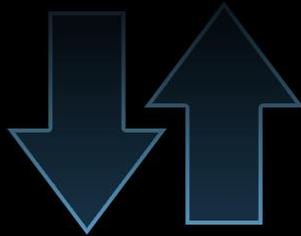
CHAT MESSAGE

T

4

AUTHOR'S NOTES

A new take on an old config.







3,187
USER SESSIONS

132+ DAYS COMBINED

CHRIS KINNIBURGH

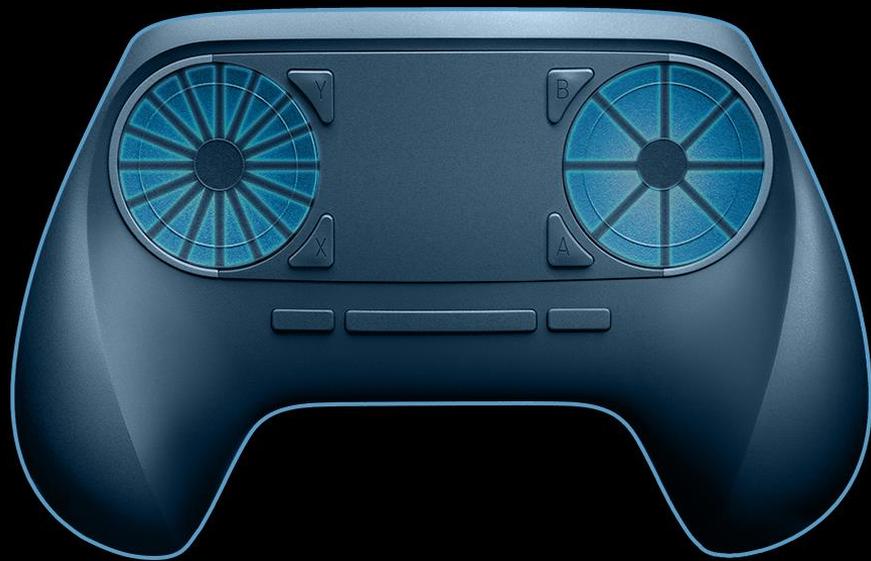
- TRIAL BY GAME -



Yes, Ulhman, one moment... If a Dark One has survived, it is vital that you try to speak with it, Artyom. I realize that, as one of the Order now, you report to Miller - but we must persuade him to allow this mission.

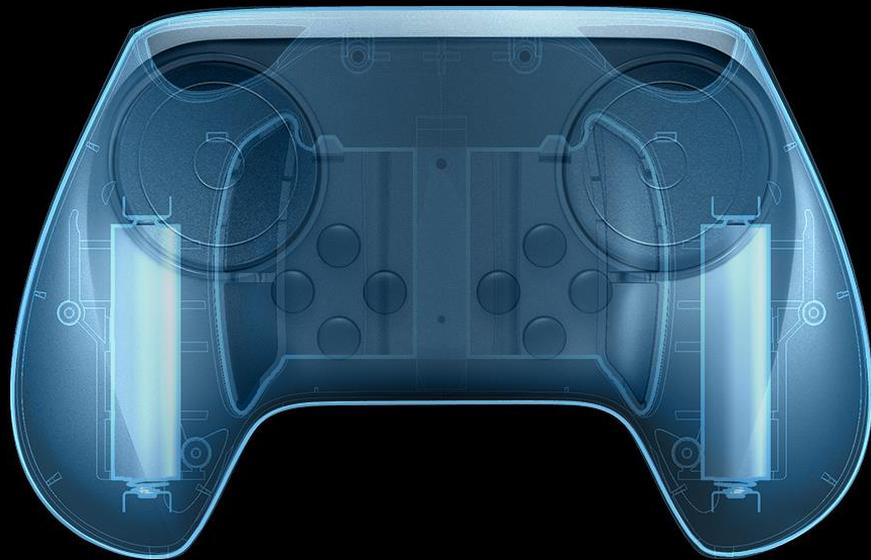


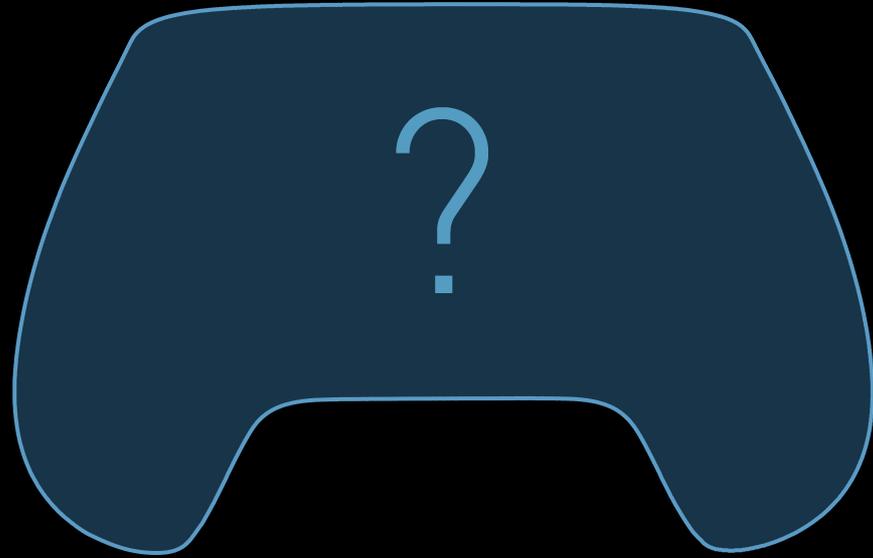
















WE
NEED
YOU

Portal 2 Bindings

Eric's Bindings

ORANGE PORTAL

RIGHT MOUSE

ZOOM OUT

MSCROLL DOWN

MOVEMENT

OWDSA ○LSHIFT ●SP...

PARTNER VIEW

TAB

PUSH TO TALK

C

TOGGLE ZOOM

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COMMUNICATION ...

F

GESTURE MENU

Q

CROUCH

LCTRL

QUICK SAVE

F6

1

2

QUICK LOAD

F7

SCREEN SHOT

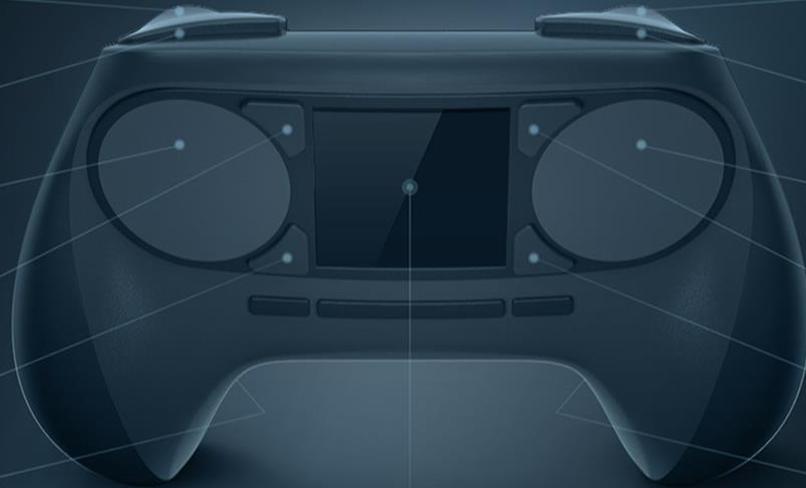
F5

3

4

CHAT MESSAGE

T







JOHN McCASKEY

LETS TALK API INTEGRATION

Using ISteamController for native controller support

INITIALIZING

Once on startup

```
SteamController()->Init( pchPathToMyConfig );
```

Config file

Human readable.

Defines legacy mappings and pad modes.

Can leave mostly empty for normal native use.

USING THE API

Check input each frame

```
SteamControllerState_t controllerState;
for( uint32 i=0; i < MAX_STEAM_CONTROLLERS; ++i )
{
    // Fast call, non blocking, no IPC occurs
    if( SteamController()->GetControllerState(
        i, &controllerState ) )
    {
        // Struct has pad coordinates, button bitflags
    }
}
```

HAPTIC FEEDBACK

To trigger feedback

```
SteamController() ->TriggerHapticPulse(  
    controllerIndex, eTargetPad, unMicroSec );
```

unMicroSec will impact how intense the feedback feels, good values start around 100 and go to around 2000.

ADVANCED USAGE

Override Modes

```
SteamController() ->SetOverrideMode( pchMode );
```

pchMode is the name of an “override” section in your config file.

Used to flip between pad modes/button configs in different parts of your game (ie, use legacy mouse in game menus, clear bindings and use native API in gameplay).

Detailed example in SteamworksExample app in the SDK.

THE FUTURE

Intentionally small/simple API surface for the first version.

Similar to existing controller APIs. Easy to drop into your input engine.

Will grow over time, but the basic API usage should not change. You can expect it to look the same for the next controller revision.

Send us your questions/ideas/feature requests.



Q & A

 @steam_games

