

Getting Started Guide




Xbox One – Ease of Access/Co-pilot

Overview

- Co-pilot allows in-game controls to be duplicated across two controllers or even assigned different functions (e.g. one could run, one could jump).
- Co-pilot was developed primarily to help gamers with disabilities play the game. For parents and carers, co-pilot means they can play single-player games with the children, helping them out on occasion without losing the flow of the game.
- Further functions within the Ease of Access menu help alter the controller functionality e.g. button mapping and vibration controls.

Step by Step

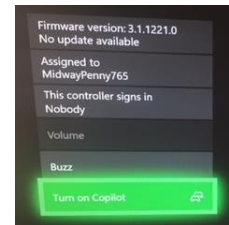
Start Up

1. See “Getting Started Guide – Xbox” for the basic get started guide.
2. Access the Home screen (pressing the Xbox button on the controller) and navigate to the ‘Settings’ page. 

3. **Turn co-pilot on** - Select ‘Ease of Access’ and ‘Controller’.



Then go to ‘Copilot settings’, then ‘Turn on Copilot’ . **NB Both controllers need to be turned on (press the Xbox button on the controllers)**



Once Co-pilot is activated then both controllers have the same functionality for one player. So parents/carers could, for example

- a. help the player by controller one side of the controller functionality for the player
- b. help play certain controls if the player struggles to get to certain buttons
- c. help the player play trickier parts of a game



4. **Turn off co-pilot** - Press the X box button on the controller to turn off co-pilot.

5. **Vibration settings on/off and Button Mapping** – Under the ‘Ease of Access’ menu and ‘controller’ go to ‘Vibration settings’ or ‘Button mapping’.

From here you can turn the Vibration settings on or off and also access the button mapping e.g. the function of a button can be altered