

Getting Started Guide



Xbox One – Adaptive Controller

Overview

- The Xbox Adaptive Controller is a video game controller designed by Microsoft for Windows PCs and the Xbox One video game console.
- The controller was designed for people with disabilities to help make user input for video games more accessible.
- It also works with co-pilot - which allows in-game controls to be duplicated across two controllers or even assigned different functions (e.g. one could run, one could jump). See separate guide on co-pilot

Step by Step

Start Up

1. Press the Xbox button on the controller on.
2. The large buttons on the top of the controller are pre-programmed to be buttons A and B however they can be re-programmed by going to

Settings>Ease of Access>Controller>Button Mapping.

3. Decide which button(s) you wish to control and insert a relevant switch(es) into the 3.5mm jacks on the back of the controller or into the USB ports on the side. Alternatively you can use the large controls on the top of the controller.



4. **Please note if you are using co-pilot both controllers need to be turned on (press the Xbox button on both controllers)**
5. **Please note if you wish to go back to not using co-pilot you may need to close the game, turn off the Xbox controller (non-adapted) so it recognises your adaptive controller as the primary one for your chosen game.**
6. There is a 3.5mm headphone port on the side of the controller should the user wish. This still allows audio externally for other players.

Batteries required : None, the adaptive controller is wireless. To charge the controller plug a USB cable from the back of the controller to the front of the Xbox console or use a DC input to the port on the back of the controller.