

**Commands Name and Type**

- 1- Left Trigger { LeftTrigger^A , LeftTrigger+^D }
- 2- Right Trigger { RightTrigger^A , RightTrigger+^D }
- 3- Left Bumper { LeftBumper^D }
- 4- Right Bumper { RightBumper^D }
- 5- Back Button { BackButton^D }
- 6- Start Button { StartButton^D }
- 7- X Button { XButton^D }
- 8- Y Button { YButton^D }
- 9- Left Stick { LeftStickButton^D , LeftStickX^A , LeftStickX-^D , LeftStickX+^D , LeftStickY^A , LeftStickY-^D , LeftStickY+^D }
- 10- B Button { BButton^D }
- 11- A Button { AButton^D }
- 12- Directional Pad { DPadLeft^D , DPadRight^D , DPadUp^D , DPadDown^D }
- 13- Right Stick { RightStickButton^D , RightStickX^A , RightStickX-^D , RightStickX+^D , RightStickY^A , RightStickY-^D , RightStickY+^D }

(A: Analog D: Digital)