

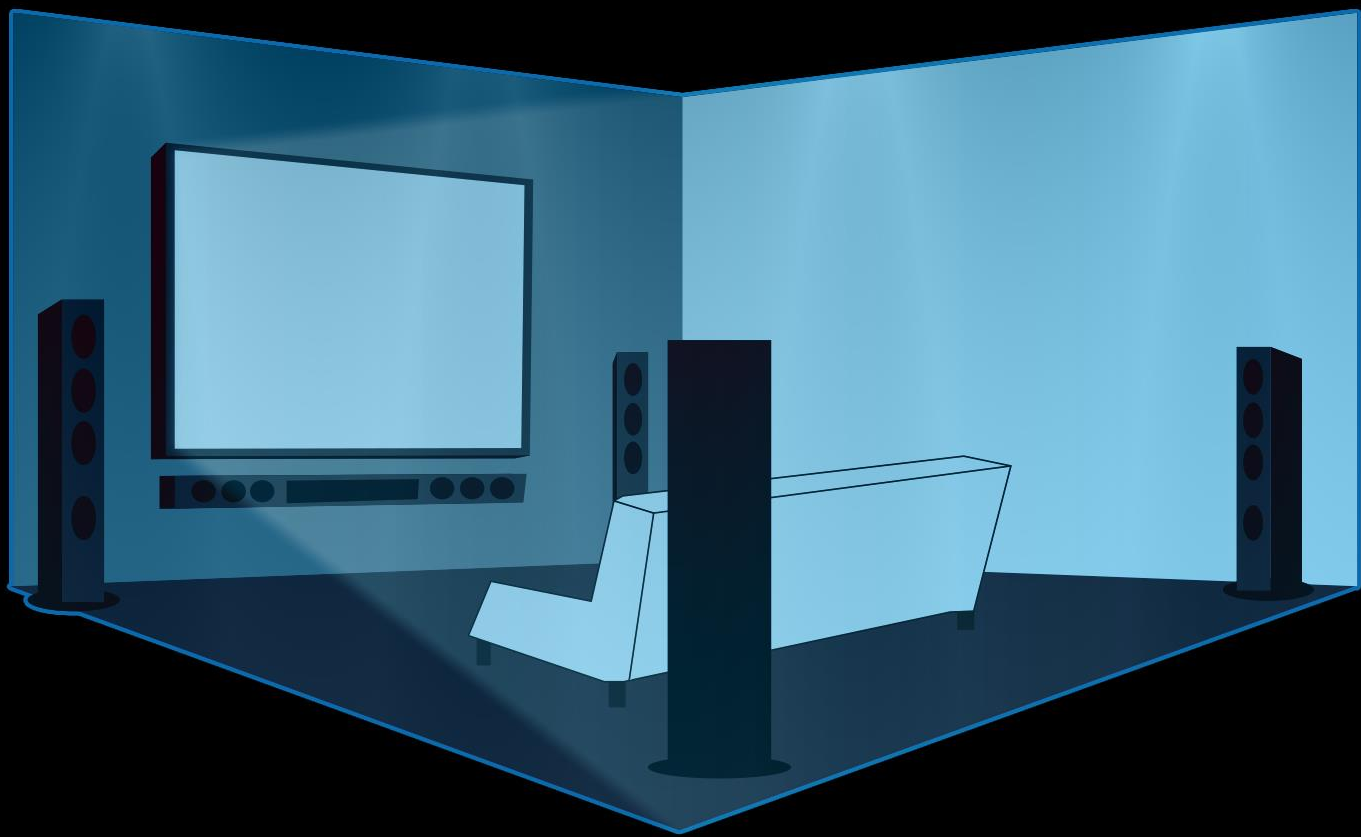


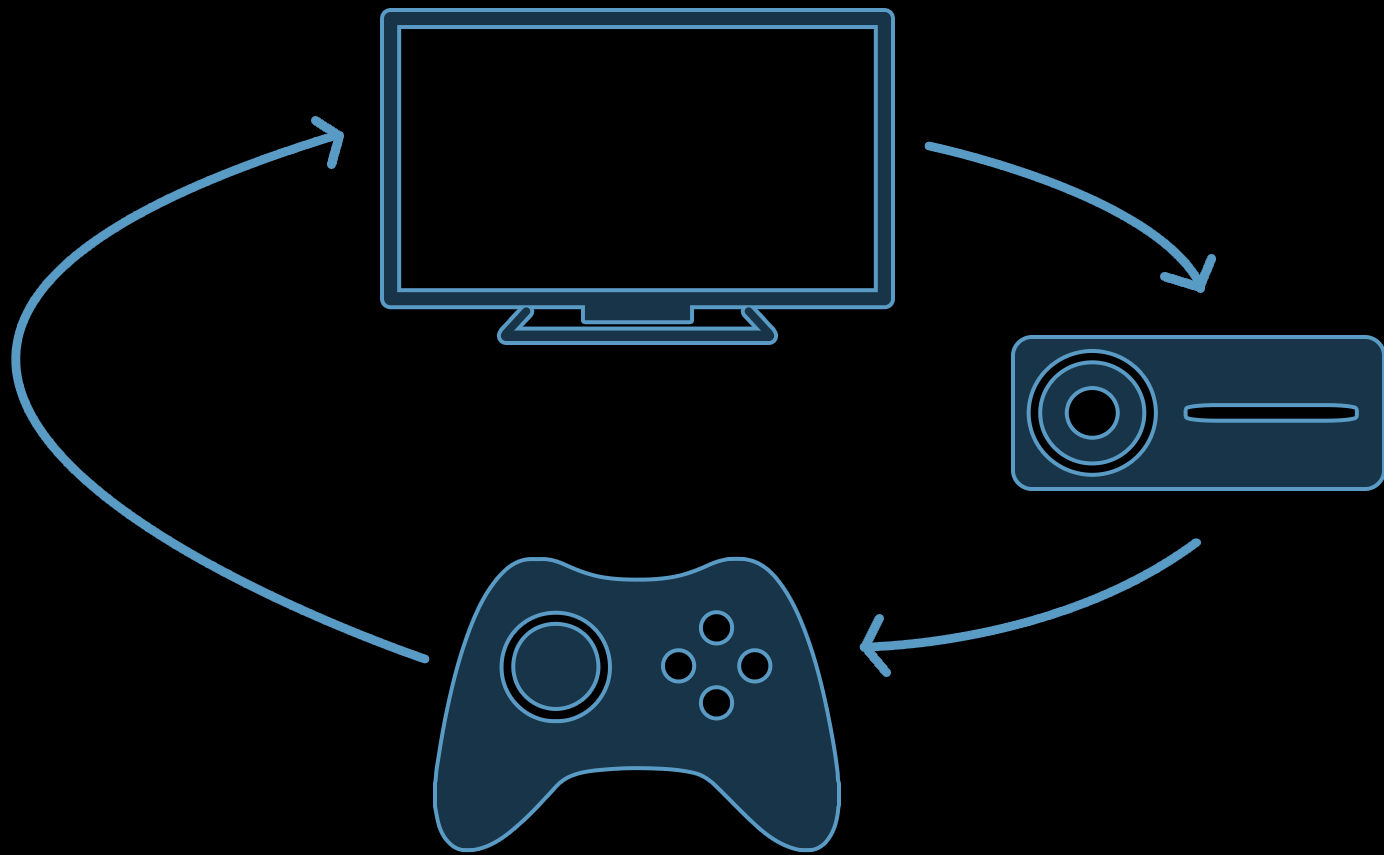
ERIC HOPE & JOHN MCCASKEY

VALVE

STEAM CONTROLLER OVERVIEW



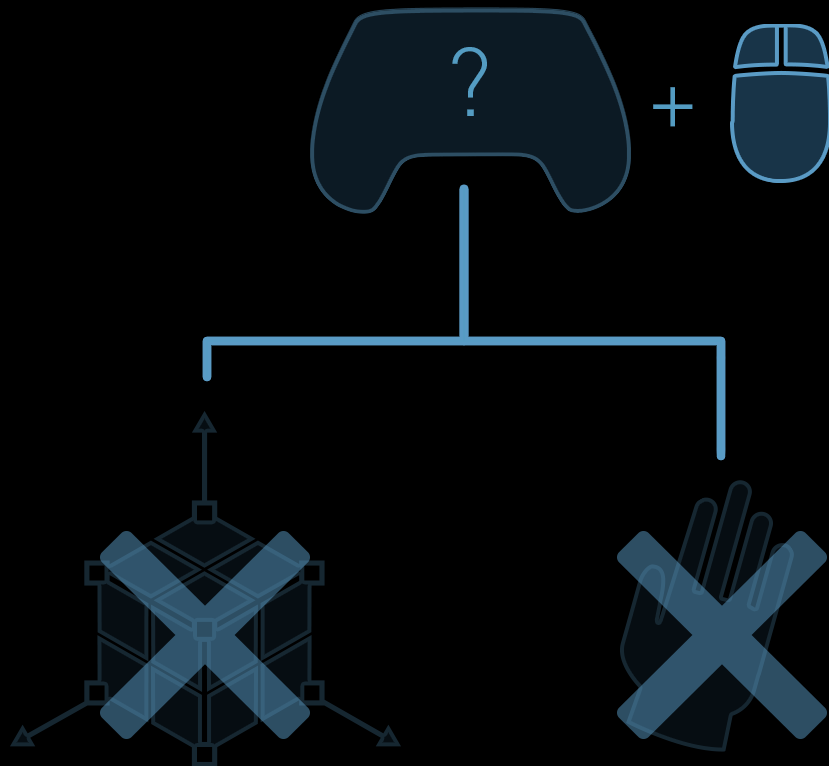




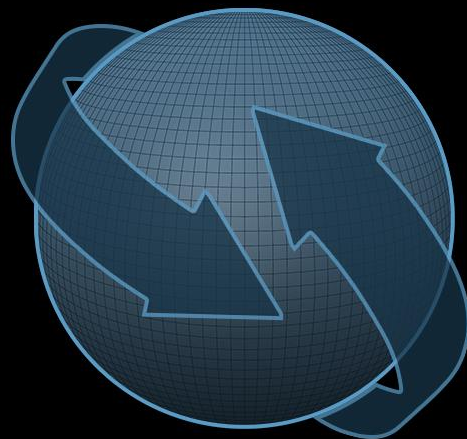


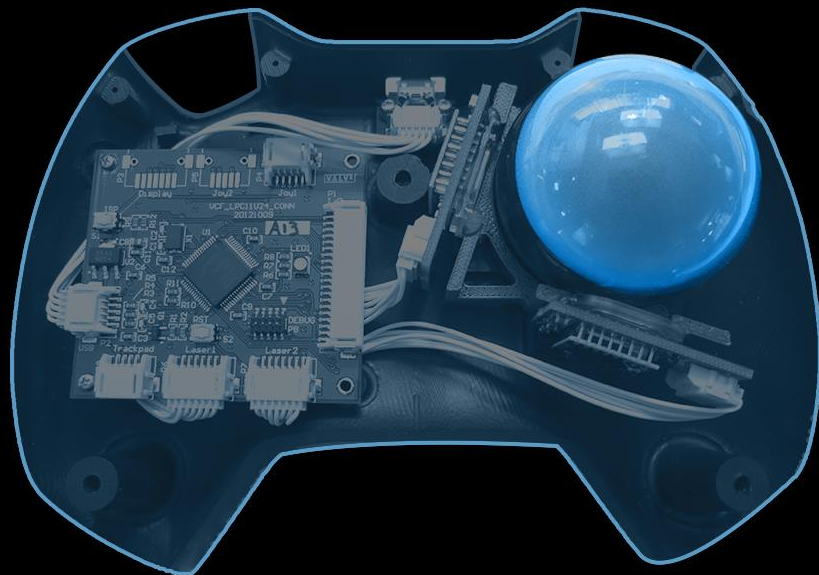
- Added ability to opt into Lame beta and add launch options
- Added Intranet icon to list of IP addresses
- Allow use of the up and down arrows on the mouse to scroll through the list of IP addresses
- Fixed mouse cursor being visible during status bar updates
- Fixed some rare cases where a panel would not be visible
- Fixed loop in the UI if you navigated from another folder
- Fixed password cap locks label not hiding
- Fixed check for updates button not hiding in the case you had an update ready to restart into
- Enabled key repeat on game controller buttons
- Fixed the "open link in new tab" menu popping into the web browser context menu
- Fixed the web browser status at first when adding the UI entry and place the caret at the end of the selection
- Fixed allow text selection on labels created by the dropdown control
- Fixed All Games dropdown not showing custom categories correctly when selected
- Fixed being able to restart Steam for an update before logs

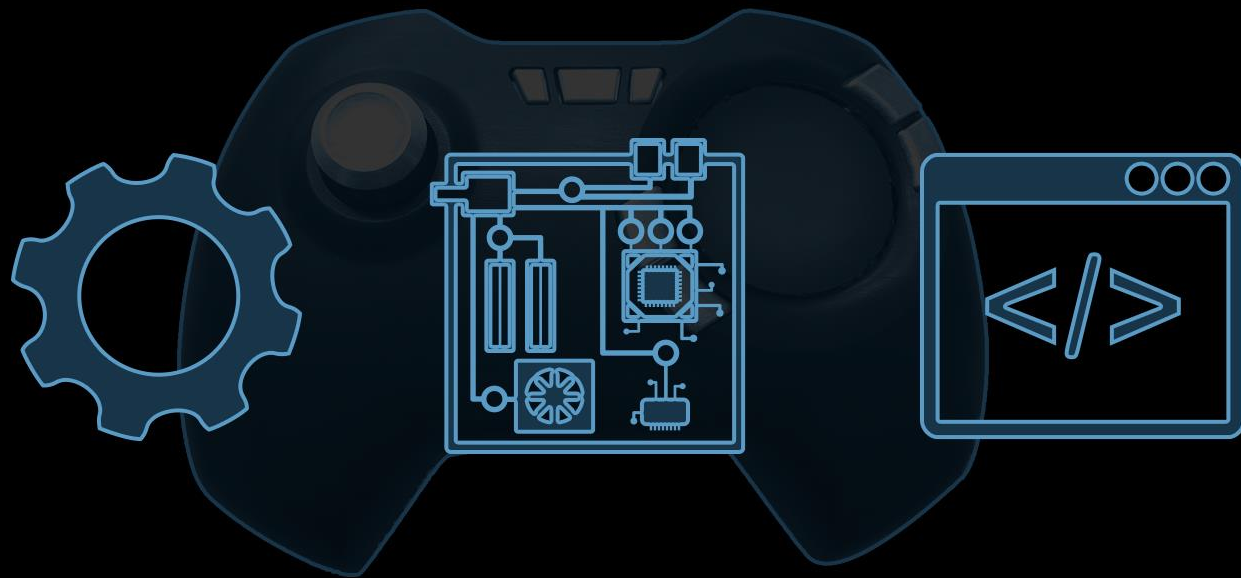
















51%

VS



49%





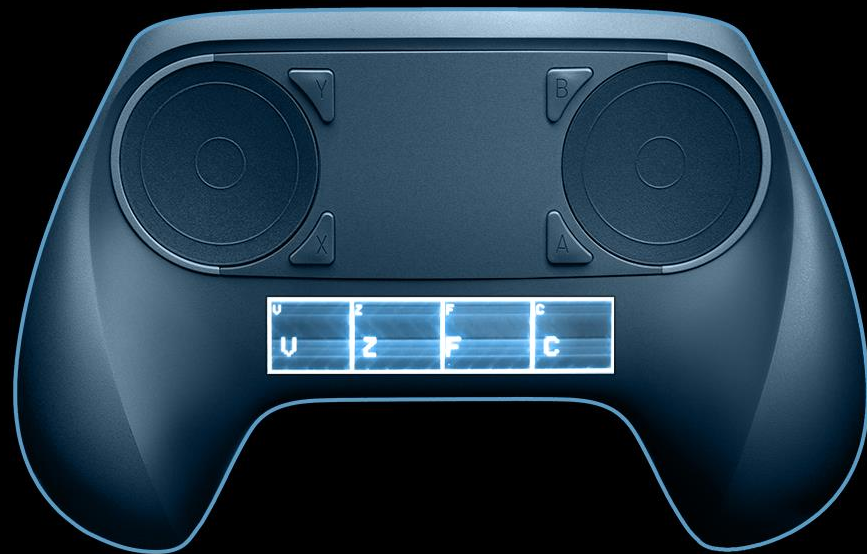


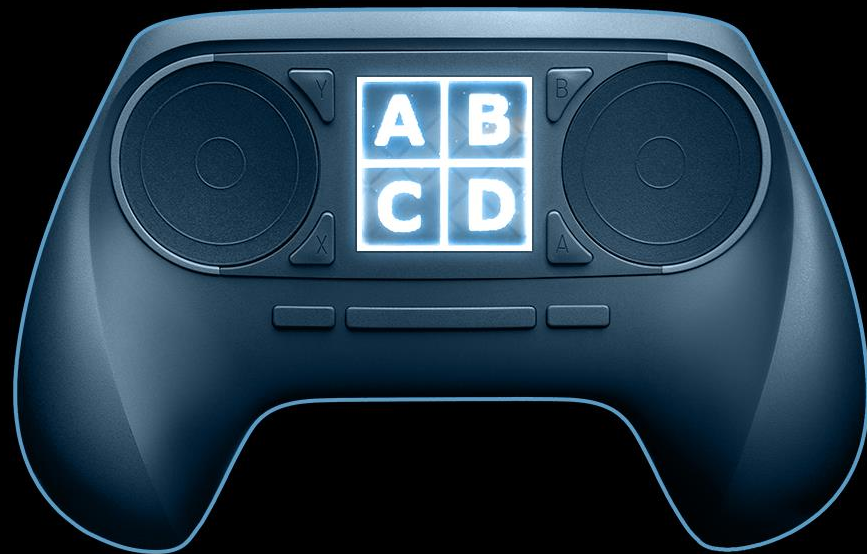




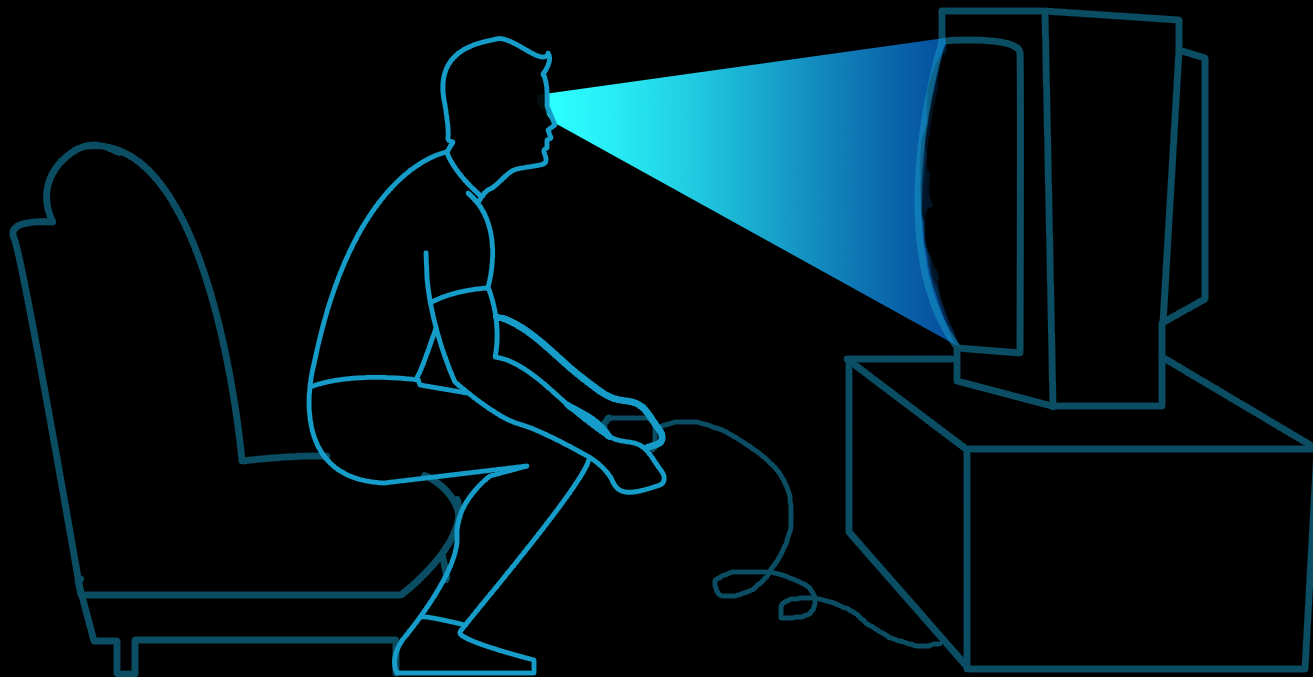














Hyperius the Invincible
Defeat Hyperius the Invincible: ☐



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

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.

LINKS & MORE



christen



Fractal



FroZen|Dashyy



Kazanski

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

QUICK LOAD

F7

2

SCREEN SHOT

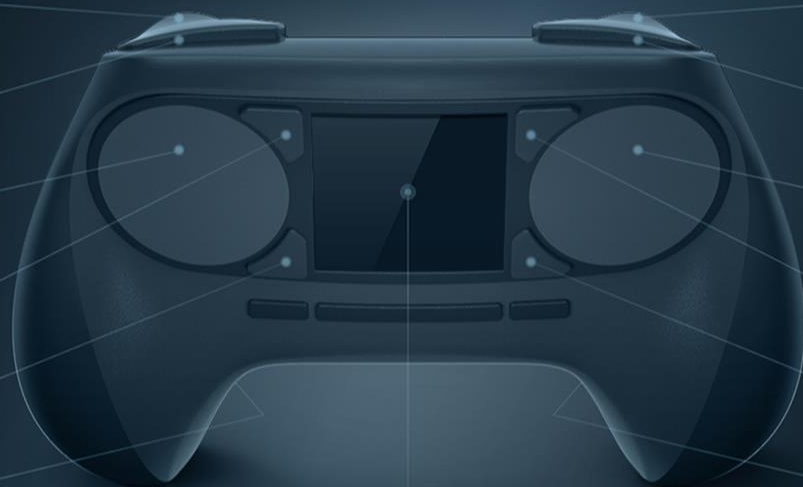
F5

3

CHAT MESSAGE

T

4





SELECT BINDING FOR

Gesture Menu



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

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○MOUSE ABS ●E

COMMUNICATION ...

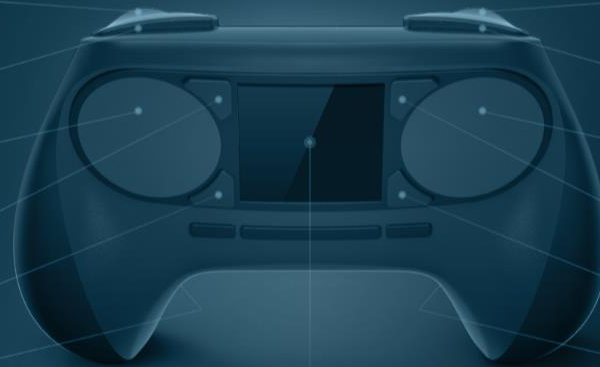
F

GESTURE MENU

Q

CROUCH

LCTRL



QUICK SAVE

F6

1

QUICK LOAD

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4

AUTHOR'S NOTES

A new take on an old config.



O+O



3,187
USER SESSIONS

132+ DAYS COMBINED



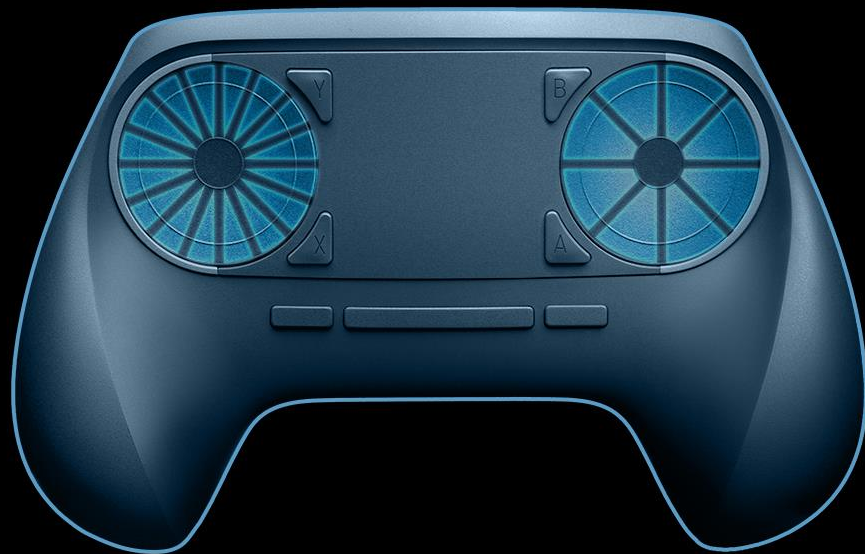
CHRIS KINNIBURGH

- TRIAL BY GAME -

Yes, Uhlman, 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.

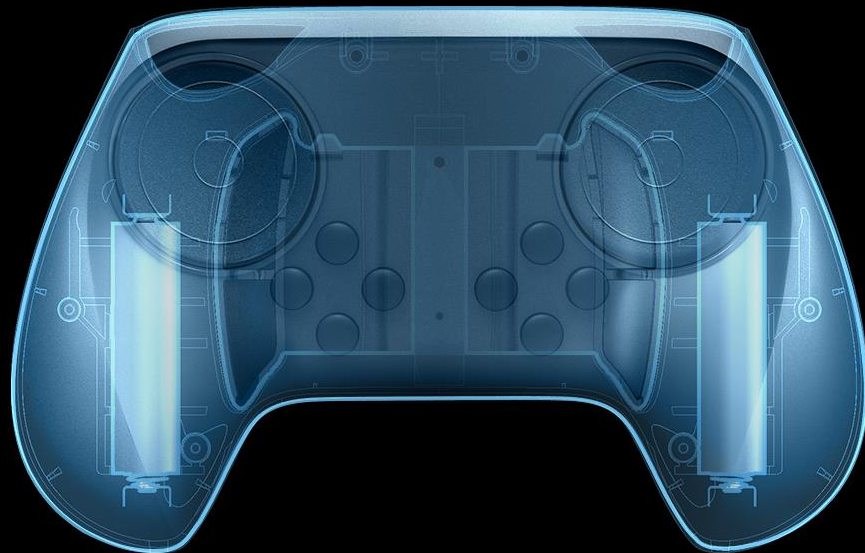


















WE
NEED
YOU

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

MIDDLE MOUSE

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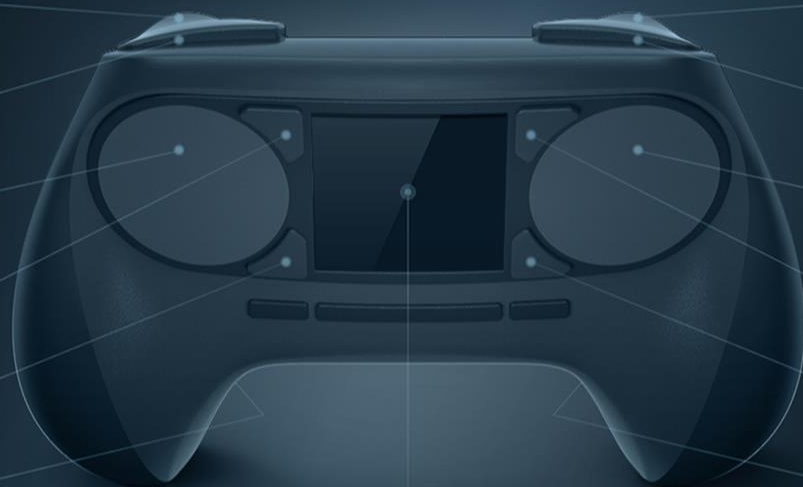
F5

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CHAT MESSAGE

T

4







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

