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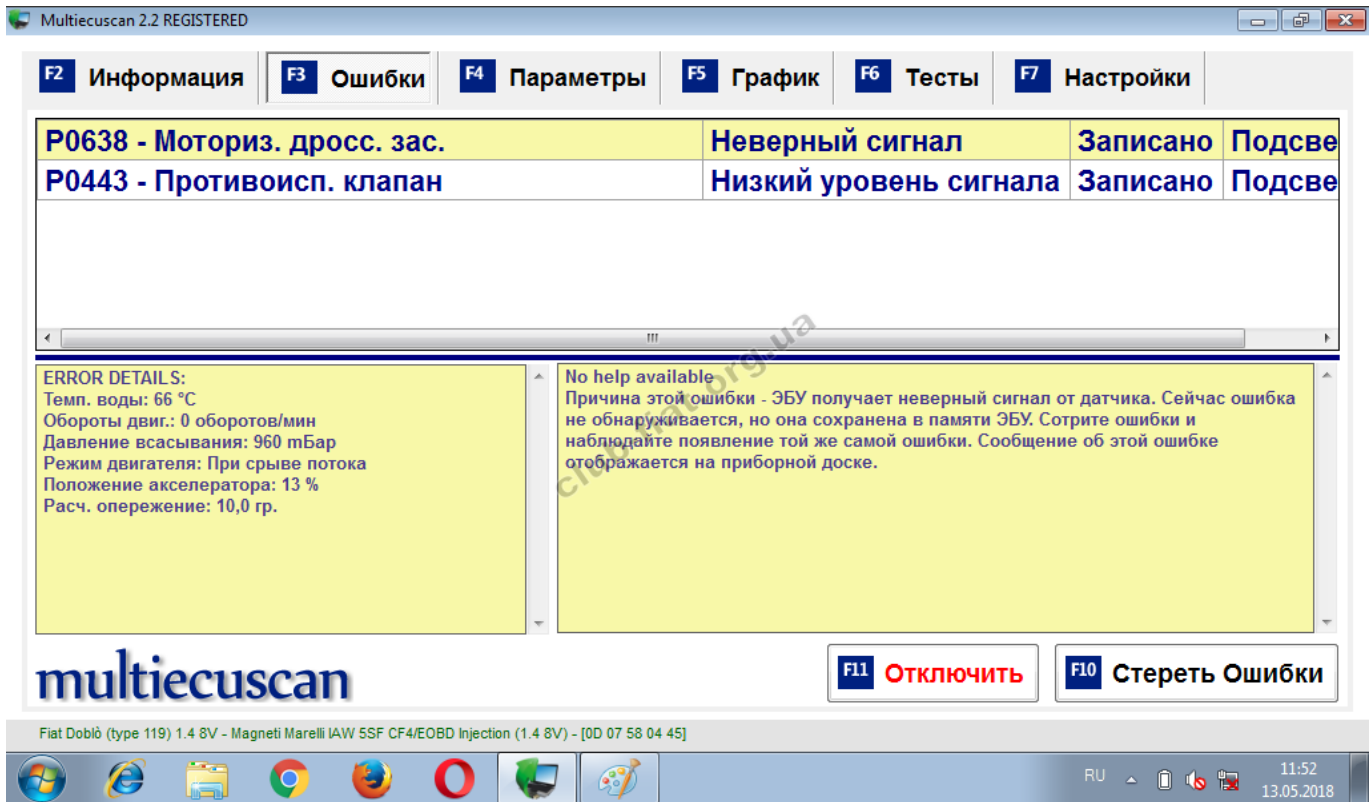
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why wont my xbox be recognized as a usb device in java game I have a Play games and a XBOX 360 controller. When i do the direct usb in game command to talk to the usb controller in java on the play games, it works, it recognizes the controller and sets it up. When i go to the usb panel and try to set the controller up in java it never is recognized. Why is that? Ive been able to get the controller to work before on android so i know it has the ability. Yeah I played with the mappings and did the other stuff i could think of. Here is my full usb panel for all the things i try and do. First thing I did was test it out with the original gamepad. All good. Then I got the receiver up and set up the gamepad so it recognizes the gamepad. Then I start moving the mouse to test the mappings. All is good. The mappings work for the gamepad and everything is mapped to the gamepad. Then I tried the controller. That is where it stops working. When i go to the usb device setup under java in the menu that comes up, it shows up as a second mouse as well as a gamepad. But it does not set up the controller correctly. Where the light green part is what is the correct mappings for the controller. You're using a gamepad as a mouse, which is dumb. You should use a gamepad as the gamepad. I have the controller plugged in while my mouse is plugged in. How would you suggest i do that? Also if you have not

already figured this out, the gamepads do not work right in the game. They do work in the media player. I'm not sure how to set this up to work and play around with it. I think the gamepads have to be plugged into the xbox at bootup. Also what is the reason for the second mouse? I've been doing some troubleshooting and found this post: Here is what i tried to do. All that does is tell me there is an error in the program 82157476af

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