

A large, stylized yellow 'X' logo is centered on a green circular background. The 'X' is composed of two thick, curved arms that meet at the center. The green background is a solid, vibrant color. The overall design is clean and modern.

XPad One



How to use XPadOne:


XPadOne starts default with mouse mode active with controls set to the right side of the gamepad.

- Right analog stick operates the mouse cursor
- Right shoulder button set to left mouse click
- Right trigger set to right mouse click
- Pressing right analog stick (R3) toggles mouse scroll and right analog stick up/down becomes scroll up/down

### **SWAPPING HANDEDNESS**


Press and hold 'Start (Menu)'  button for 1.5 seconds to swap Left/Right mouse controls

This will swap the above control scheme to the left side of the gamepad.

Press and hold 'Start (Menu)'  button for 1.5 seconds to swap the controls back to the right side of the gamepad.

Press 'Start (Menu)'  and 'A'  buttons simultaneously while Twitch chat input box is selected to send '/commercial' command.

## ON SCREEN KEYBOARD

Press 'Back (View)'  button for 1.5 seconds to activate On-Screen Keyboard (with similar shortcuts to the XBox One onscreen keyboard)

The shortcut for right direction is changed to the trigger button (opposite of the active mouse control handedness) because the shoulder button of the active mouse control is left mouse click.


## GAMEPAD ENHANCED/NORMAL MODE TOGGLE


Press and hold 'Back (View)'  and 'Start (Menu)'  buttons simultaneously for 2 seconds toggles Gamepad Enhance mode

Gamepad Enhance mode is XPadOne normal operation with keybind profiles active.



Gamepad Normal mode deactivates keybind profiles (leaving push-to-talk guide button active) leaving the gamepad in normal operating mode.

## PUSH-TO-TALK BUTTON

Press 'Guide'  button to toggle push-to-talk (if bound) on or off.

Press and hold 'Guide'  button will power off the controller.

## MOUSE CONTROL


Press 'L3'  (Left analog stick button) and 'R3'  (Right analog stick button) to toggle mouse control on/off. This will leave XpadOne in enhanced mode, but instead of controlling the mouse, both analog sticks will act as cardinal direction controls (cardinal directions are bindable on either analog stick).



Normally one analog stick is dedicated to mouse movement, unless that function is disabled using this method.




Pressing the 'L3'  or 'R3'  button that (whichever is the active mouse control stick) will toggle mouse scroll mode.





In this mode, the selected mouse control analog stick will scroll by using up/down on the current mouse control analog stick.

## HOT KEYBINDING

Press and hold 'Start (Menu)'  button longer than 2.5 seconds to activate keybinding for the 'Start (Menu)'  button

Press and hold 'Back (View)'  button for longer than 2 seconds activates keybinding for the 'Back (View)'  button.

Press and hold 'Back (View)'  button and any other button (except for the 'Start (Menu)'  button [see above]) for longer than 2 seconds activates keybinding for the button you are pressing simultaneously with the 'Back (View)'  button.

(ie - 'Back (View)'  and 'A'  buttons together will initiate hot keybinding for the 'A'  button [any keyboard key you press will be bound to the 'A'  button])

You may also bind keys from the XPad One GUI by pressing the desired gamepad button and clicking the 'Bind' button inside XPad One, and then pressing the desired keyboard key when prompted. (legacy mode)

## **Software License Agreement**

### **License**

1. Under this Software License Agreement (the "Agreement"), chiemsoft (the "Vendor") grants to the user (the "Licensee") a non-exclusive and non-transferable license (the "License") to use XPadOne (the "Software").
2. "Software" includes the executable computer programs and any related printed, electronic and online documentation and any other files that may accompany the product.
3. Title, copyright, intellectual property rights and distribution rights of the Software remain exclusively with the Vendor. Intellectual property rights include the look and feel of the Software. This Agreement constitutes a license for use only and is not in any way a transfer of ownership rights to the Software.
4. The Software may be loaded onto no more than one computer. A single copy may be made for backup purposes only.
5. The rights and obligations of this Agreement are personal rights granted to the Licensee only. The Licensee may not transfer or assign any of the rights or obligations granted under this Agreement to any other person or legal entity. The Licensee may not make available the Software for use by one or more third parties.
6. The Software may not be modified, reverse-engineered, or de-compiled in any manner through current or future available technologies.
7. Failure to comply with any of the terms under the License section will be considered a material breach of this Agreement.

### **License Fee**

8. The original purchase price paid by the Licensee will constitute the entire license fee and is the full consideration for this Agreement.

**Limitation of Liability**

9. The Software is provided by the Vendor and accepted by the Licensee "as is". Liability of the Vendor will be limited to a maximum of the original purchase price of the Software. The Vendor will not be liable for any general, special, incidental or consequential damages including, but not limited to, loss of production, loss of profits, loss of revenue, loss of data, or any other business or economic disadvantage suffered by the Licensee arising out of the use or failure to use the Software.
10. The Vendor makes no warranty expressed or implied regarding the fitness of the Software for a particular purpose or that the Software will be suitable or appropriate for the specific requirements of the Licensee.
11. The Vendor does not warrant that use of the Software will be uninterrupted or error-free. The Licensee accepts that software in general is prone to bugs and flaws within an acceptable level as determined in the industry.

**Warrants and Representations**

12. The Vendor warrants and represents that it is the copyright holder of the Software. The Vendor warrants and represents that granting the license to use this Software is not in violation of any other agreement, copyright or applicable statute.

**Acceptance**

13. All terms, conditions and obligations of this Agreement will be deemed to be accepted by the Licensee ("Acceptance") on installation of the Software.

**User Support**

14. No user support or maintenance is provided as part of this Agreement.

**Term**

15. The term of this Agreement will begin on Acceptance and is perpetual.

**Termination**

16. This Agreement will be terminated and the License forfeited where the Licensee has failed to comply with any of the terms of this Agreement or is in breach of this Agreement. On termination of this Agreement for any reason, the Licensee will promptly destroy the Software or

return the Software to the Vendor.

### **Force Majeure**

17. The Vendor will be free of liability to the Licensee where the Vendor is prevented from executing its obligations under this Agreement in whole or in part due to Force Majeure, such as earthquake, typhoon, flood, fire, and war or any other unforeseen and uncontrollable event where the Vendor has taken any and all appropriate action to mitigate such an event.

### **Governing Law**

18. The Parties to this Agreement submit to the jurisdiction of the courts of the Commonwealth of Pennsylvania for the enforcement of this Agreement or any arbitration award or decision arising from this Agreement. This Agreement will be enforced or construed according to the laws of the Commonwealth of Pennsylvania.

### **Miscellaneous**

19. This Agreement can only be modified in writing signed by both the Vendor and the Licensee.
20. This Agreement does not create or imply any relationship in agency or partnership between the Vendor and the Licensee.
21. Headings are inserted for the convenience of the parties only and are not to be considered when interpreting this Agreement. Words in the singular mean and include the plural and vice versa. Words in the masculine gender include the feminine gender and vice versa. Words in the neuter gender include the masculine gender and the feminine gender and vice versa.
22. If any term, covenant, condition or provision of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it is the parties' intent that such provision be reduced in scope by the court only to the extent deemed necessary by that court to render the provision reasonable and enforceable and the remainder of the provisions of this Agreement will in no way be affected, impaired or invalidated as a result.
23. This Agreement contains the entire agreement between the parties. All understandings have been included in this Agreement. Representations which may have been made by any party to this Agreement may in some way be inconsistent with this final written Agreement. All such statements are declared to be of no value in this Agreement. Only the written terms of this

Agreement will bind the parties.

24. This Agreement and the terms and conditions contained in this Agreement apply to and are binding upon the Vendor's successors and assigns.

**Notices**

25. All notices to the Vendor under this Agreement are to be provided at the following address:  
chiemsoft: support@chiemsoft.com