

Mac Support for Xbox One Controller

Published on 09/09/14

Calgary based Stonelight Pictures today announces its Kickstarter campaign for a new Xbox One controller for Mac OS X. After almost a year since the Xbox One release, the Xbox One Controller is finally getting support for Mac. Right now it is up to 3rd party developers to come up with the support the consumers want. The Xbox has been a gold gaming standard for many years, and now with the release of the Xbox One controller, the best gaming controller on the planet is here.

Calgary, Alberta, Canada - Finally. A perfect companion to the Oculus Rift. Stonelight Pictures today is proud to announce its Kickstarter campaign for a new Xbox One controller with the Mac. After almost a year since the Xbox One release, the Xbox One Controller is finally getting support for Mac OS X.

There is no official support from Microsoft for the support of the Mac OS currently. Right now it is up to 3rd party developers to come up with the support the consumers want. With new and exciting games and technologies being made for Mac, like the Oculus Rift, the Mac has gained a lot of traction in the gaming market. The Xbox has been a gold gaming standard for many years, and now with the release of the Xbox One controller, the best gaming controller on the planet is here.

In order to support the Xbox one controller on the Mac, the controller had to be reverse-engineered, and the protocol interpreted and reconstructed in a way that the Mac can understand. This levels the gaming field a little more between Mac and Windows. The Mac is becoming a serious gaming contender, and is here to stay in the long run. Support this project and get instant access to an exclusive beta preview through the Kickstarter page once the project has been funded.

Stonelight Pictures:
<http://stonelightpictures.com>

Kickstarter Campaign:
<https://www.kickstarter.com/projects/terrydemco/xbox-controller-driver-for-mac>

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Link To Article: <https://prmac.com/release-id-70419.htm>
