



GAME PAD APPARATUS AND METHOD FOR
NAVIGATION ON A DIGITAL VIDEO DISK (DVD) SYSTEM

Abstract of the Disclosure

The game pad 100 of the present invention allows a user 340 to control games requiring a keyboard 401 or a joystick, applications requiring a mouse input, and DVD-players 332. The game pad 100 provides complete application-specific programmability by the use of a translator module 368 and keymap files 362. A user 340 can customize the game pad 100 to generate the commands used by an application 366 by defining a keymap file 362 for the application 366. Then, the activation of a game or application 366 is detected, and the corresponding keymap file 362 is loaded into memory, thus allowing the game pad 100 to seamlessly control the application using the user-defined commands. Multiple keystrokes or commands may be assigned to each button 110, and multiple keymap files 362 may be created for each application 366. DVD navigation capability is fully integrated with game pad 100, including printing navigation icons on the game pad 100 and providing both keyboard and mouse mapping for the game pad 100 to allow complete DVD-player 332 control.