We would like to propose usages for identifying whether a gamepad is form fitting to a mobile device.

Background:
-----------
Applications can take smart decisions about how to handle gamepad devices when there is additional information available about the game controller. One such piece of information is whether the device is physically attached in a form fitting manner to a mobile device. This can be used by the application to query other information from the mobile device and add rich context to gamepad inputs.

Proposal:
---------
Changes are in the Game Controls Page

New usages to be added to Table 10: Game Controls Page

3A Form-fitting gamepad SF 8.4
3B-FFFF Reserved

Additions referenced by the above usages:
Section 8.4 Gamepads

Form-fitting gamepad SF - Indicates that the gamepad is form-fitting. A value of 1 means that the gamepad is form-fitting and a value of zero means that the Gamepad is not form-fitting.

Response:
--------