

Table of Contents

Xbox 360 Controller Emulator

```
[Options]
UseInitBeep=1
Log=0
Console=0
DebugMode=0
InternetDatabaseUrl=http://www.x360ce.com/webservices/x360ce.asmx
InternetFeatures=1
InternetAutoLoad=1
AllowOnlyOneCopy=1
ProgramScanLocations=C:\Program Files,C:\Program Files (x86)
Version=2
CombineEnabled=0
ExcludeSupplementalDevices=0
ExcludeVirtualDevices=0

[InputHook]
HookMode=1

[Mappings]
PAD1=IG_5739a870cf0611e88001444553540000
PAD2=IG_573a44b0cf0611e88002444553540000
PAD3=
PAD4=

[PAD1]
[PAD2]
[PAD3]
[PAD4]

[IG_5739a870cf0611e88001444553540000]
ProductName=Gamepad
ProductGuid=0000ffff-0000-0000-0000-504944564944
InstanceGuid=5739a870-cf06-11e8-8001-444553540000
AxisToDPadDeadZone=256
AxisToDPad=0
AxisToDPadOffset=0
A=1
B=2
GuideButton=
Back=9
Start=10
X=3
Y=4
D-pad POV=1
D-pad Down=
D-pad Left=
D-pad Right=
D-pad Up=
UseForceFeedback=1
ForcePercent=100
SwapMotor=1
FFBType=0
ControllerType=1
LeftMotorPeriod=60
LeftMotorStrength=100
LeftMotorDirection=0
Left Shoulder=5
Left Analog X AntiDeadZone=0
Left Analog Y AntiDeadZone=0
Left Analog X Linear=0
```

```
Left Analog Y Linear=0
Left Analog X=1
Left Analog Y=-2
Left Thumb=11
Left Analog X DeadZone=0
Left Analog Y DeadZone=0
Left Analog Y- Button=0
Left Analog X- Button=0
Left Analog X+ Button=0
Left Analog Y+ Button=0
Left Trigger=7
Left Trigger DeadZone=5
PassThrough=0
RightMotorPeriod=120
RightMotorStrength=100
RightMotorDirection=0
Right Shoulder=6
Right Analog X AntiDeadZone=0
Right Analog Y AntiDeadZone=0
Right Analog X Linear=0
Right Analog Y Linear=0
Right Analog X=3
Right Analog Y=-6
Right Thumb=12
Right Analog X DeadZone=0
Right Analog Y DeadZone=0
Right Analog Y- Button=0
Right Analog X- Button=0
Right Analog X+ Button=0
Right Analog Y+ Button=0
Right Trigger=8
Right Trigger DeadZone=0
A DeadZone=0
B DeadZone=0
Back DeadZone=0
Start DeadZone=0
X DeadZone=0
Y DeadZone=0
Left Thumb DeadZone=0
Right Thumb DeadZone=0
Left Shoulder DeadZone=0
Right Shoulder DeadZone=0
AxisToDPadDownDeadZone=0
AxisToDPadLeftDeadZone=0
AxisToDPadRightDeadZone=0
AxisToDPadUpDeadZone=0
ForcesPassThrough=0
PassThroughIndex=0
Combined=0
CombinedIndex=0
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ProductName=Gamepad
ProductGuid=0000ffff-0000-0000-0000-504944564944
InstanceGuid=573a44b0-cf06-11e8-8002-444553540000
AxisToDPadDeadZone=256
AxisToDPad=0
AxisToDPadOffset=0
A=4
B=3
GuideButton=
Back=9
Start=10
```

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X=2
Y=1
D-pad POV=1
D-pad Down=
D-pad Left=
D-pad Right=
D-pad Up=
UseForceFeedback=1
ForcePercent=100
SwapMotor=1
FFBType=0
ControllerType=1
LeftMotorPeriod=60
LeftMotorStrength=100
LeftMotorDirection=0
Left Shoulder=12
Left Analog X AntiDeadZone=0
Left Analog Y AntiDeadZone=0
Left Analog X Linear=0
Left Analog Y Linear=0
Left Analog X=1
Left Analog Y=-2
Left Thumb=11
Left Analog X DeadZone=0
Left Analog Y DeadZone=0
Left Analog Y- Button=0
Left Analog X- Button=0
Left Analog X+ Button=0
Left Analog Y+ Button=0
Left Trigger=6
Left Trigger DeadZone=5
PassThrough=0
RightMotorPeriod=120
RightMotorStrength=100
RightMotorDirection=0
Right Shoulder=11
Right Analog X AntiDeadZone=0
Right Analog Y AntiDeadZone=0
Right Analog X Linear=0
Right Analog Y Linear=0
Right Analog X=3
Right Analog Y=-6
Right Thumb=12
Right Analog X DeadZone=0
Right Analog Y DeadZone=0
Right Analog Y- Button=0
Right Analog X- Button=0
Right Analog X+ Button=0
Right Analog Y+ Button=0
Right Trigger=5
Right Trigger DeadZone=0
A DeadZone=0
B DeadZone=0
Back DeadZone=0
Start DeadZone=0
X DeadZone=0
Y DeadZone=0
Left Thumb DeadZone=0
Right Thumb DeadZone=0
Left Shoulder DeadZone=0
Right Shoulder DeadZone=0
AxisToDPadDownDeadZone=0
```

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AxisToDPadLeftDeadZone=0  
AxisToDPadRightDeadZone=0  
AxisToDPadUpDeadZone=0  
ForcesPassThrough=0  
PassThroughIndex=0  
Combined=0  
CombinedIndex=0
```

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