How to get your controller working through wine in Linux self.RocketLeague

Submitted 8 meses ago by jmlott   **Rising Star**

First of all, thanks to /u/jck for finding this method and helping me implement it in /r/linux_gaming. I'm just cleaning up the steps and spreading the knowledge here.

After the 1.08 patch, anyone running Rocket League in Linux through wine and playing with a controller was left in the dust. The changes they made to how controllers are detected were incompatible with wine because it reports all controllers as generic dinput devices. RL now expects specific xinput devices to be reported instead. Fortunately, there is a way to add xinput support to wine:

This assumes you are on the latest version of Linux Mint and already have RL installed through wine. Change the package management to suit your distro.

Install everything needed

```
sudo apt-get install gcc-multilib g++-multilib ia32-libs git joystick libsd
```

Build the Shared Object file

```
git clone https://github.com/Hinsbart/koku-xinput-wine.git
cd koku-xinput-wine
cmake .
make
sudo cp koku-xinput-wine.so /usr/lib/1386-linux-gnu/wine/
```

Download the controller config file and place it in your game directory

```
cp gamecontrollerdb.txt <your wine prefix>/drive_c/Program\ Files/Steam/stea
```

Open wine config

```
WINEARCH='win32' WINEPREFIX='<your prefix>' winecfg
```

Click on the "Libraries" tab and scroll down to find "xinput1_3" in the first box. Add it and Edit it to be "builtin". Hit Apply and Ok.

Load the so file you created earlier

```
export LD_PRELOAD=/usr/lib/i386-linux-gnu/wine/koku-xinput-wine.so
```

Run the game

```
WINEARCH='win32' WINEPREFIX='<your prefix>' wine <your prefix>/drive_c/Progr
```

I recommend using wine-staging as it adds some graphical improvements like CSMT and PhysX support, but any recent version of wine or PlayOnLinux should work with this method.

P.S. I realize an official Linux version is coming out "soon", but for those of us with an addiction and want to play now, this is a working solution.

8 comentários   compartilhar