







[SOLVED] Wine Applications & XBOX Controllers

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2014-08-10 14:13:13	
timurkiyivski	
#1	
<div><div>Member</div><div></div><div>Registered: 2013-03-07</div><div>Posts: 19</div></div>	
<p>Greetings, Arch community!</p> <p>I have a <b>Logitech F710</b>controller (capable of both XINPUT &amp; DINPUT) and I have already configured it using xboxdrv (although it works just fine with xpad). Linux native games via Steam work just fine with the controller but I have yet to get it working with games on Wine. I'm using PlayOnLinux and have a 32 bit WINEPREFIX using Wine 1.7.4-CSMT running Windows 7.</p> <p>I believe these are relevant overrides:</p> <ul style="list-style-type: none"><li>• xinput1_1 (native)</li><li>• xinput1_2 (native)</li><li>• xinput1_3 (native)</li><li>• xinput9_1_0 (native)</li><li>• dinput (builtin, native)</li><li>• dinput8 (builtin, native)</li></ul> <p>I have tried switching about overrides to no avail as well as tried using x360ce to configure. However, x360ce does not detect the controller when I set either dinput to (native) only. Using ditool (to detect input devices), I see the controller detected just fine in both XINPUT &amp; DINPUT. The games I wish to have the controller working with are:</p>	

Offline		<ul style="list-style-type: none"><li>• Grand Theft Auto IV</li><li>• The Legend of Korra</li></ul> <p>Note: These games work just fine with mouse &amp; keyboard but I would much prefer to be able to lay back and play them with a controller.</p> <p>I'm willing to provide relevant output to get this working because after many tries, it still does not work. Thanks in advance.</p> <p><i>Last edited by timurkiyvinski (2014-10-26 13:36:29)</i></p>
2014-10-25 11:27:07		#2
<div>Member</div> <div></div> <div>Registered: 2013-02-17 Posts: 166</div> <div>Offline</div>	If your problem persists, you can still use a program like qjoypad or antimicro	
2014-10-25 11:27:07		#3
<div>Member</div> <div></div> <div>Registered: 2013-03-07 Posts: 19</div> <div>Offline</div>	Those would be my last resort. I've been trying various options, even a new WINEPREFIX to get it working. GTA IV has always been problematic, even on Windows so I'm not too concerned about that. However, Legend of Korra is really controller optimized.	
2014-10-25 11:27:07		#4

<p><b>Member</b></p> <p>Registered: 2014-10-25 Posts: 7</p> <p>Offline</p>	<p>As a matter of fact, I'm also trying to play korra with my F310 (also capable of both XINPUT &amp; DINPUT). Korra is utterly impossible to play with mouse and keyboard (it does warn about that lol).</p>
<p>2014-10-08 18:05 <b>hognison</b> #5</p>	
<p><b>Member</b></p> <p>Registered: 2014-10-25 Posts: 7</p> <p>Offline</p>	<p>Have you tried <a href="https://github.com/KoKuToru/koku-xinput-wine">https://github.com/KoKuToru/koku-xinput-wine</a> it does seem a little old though</p>
<p>2014-10-08 19:05 <b>timurkiyoski</b> #6</p>	
<p><b>Member</b></p>  <p>Registered: 2013-03-07 Posts: 19</p> <p>Offline</p>	<p>Yes, my friends are using controllers too but they have Windows based PCs, I prefer not to since gaming is the only use for Windows I (might) have use for. Wine is capable of XINPUT, GTA:SA works fine on Wine using both XINPUT &amp; DINPUT. The problem seems to be with newer games that do not auto detect it, strangely enough although I wouldn't know where to start debugging the issue.</p>
<p>2014-10-08 19:36 <b>hognison</b> #7</p>	
<p><b>Member</b></p> <p>Registered: 2014-10-25 Posts: 7</p>	<p>Well, at least wine runs it with no problem. I have enabled the xinput driver in wine, but Korra still doesn't detect it. Perhaps we should ask the wine devs?</p>

Offline	
2014-10-08 19:02:18 timurkiyvinski #8	
<p><b>Member</b></p>  <p>Registered: 2013-03-07 Posts: 19</p> <p>Offline</p>	<p>Looking <b>here</b>, there is a gamepad comment that says it allows all controllers to be used. I could not get it working previously but maybe you would have better luck than me? This might work with LOK as well.</p>
2014-10-08 18:51 boghison #9	
<p><b>Member</b></p> <p>Registered: 2014-10-25 Posts: 7</p> <p>Offline</p>	<p>So, that converts dinput to xinput as far as I understood. Wine should support xinput (it does have a dll for that). Anyway, I'm still looking for a XINPUT solution.</p>
2014-10-08 18:58 timurkiyvinski #10	
<p><b>Member</b></p>  <p>Registered: 2013-03-07 Posts: 19</p> <p>Offline</p>	<p>Wine does keep both DINPUT &amp; XINPUT as is, used ditool.exe to test in both modes. Just happens not to work with a few games, though.</p>
2014-10-08 18:11:09 boghison #11	
<p><b>Member</b></p> <p>Registered: 2014-10-25 Posts: 7</p> <p>Offline</p>	<p>I fixed it:<a href="http://steamcommunity.com/app/221410/discussion/860178892/">http://steamcommunity.com/app/221410/discussion/860178892/</a></p>
2014-10-26 13:12:34 timurkiyvinski #12	

Member



Registered: 2013-03-07

Posts: 19

Offline

Yeah, I've tried that and it doesn't work. Are you using the Steam version of LOK? What Wine overrides are you using?

2014-08-10 11:21:13 **timothywinski**

#13

Member



Registered: 2013-03-07

Posts: 19

Sorry for double post. Got it working. Should've just removed all overrides all this while. Shall just split games that require this into a different WINEPREFIX then.

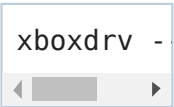
Solution:

**boghison wrote:**

I fixed it:  
<http://steamcommunity.com/app/221410/discussions/0/860178892/>

(Assuming you already have xboxdrv set up)

1. Download everthing from **here**. (Some random link)
2. Paste it into the same directory as the executable.
3. With your controller running in XINPUT mode, as root run:



4. Make sure your user has permissions to

read the outputted events.

5. Disable all XINPUT & DINPUT overried in wine by removing them.

After that, all works great.  
Thanks for the link!

*Last edited by timurkiyivinski  
(2014-10-26 13:31:14)*