



# How to setup x360ce and make it work with BBT

Von Rahnelg

So, are you having problems with x360ce? Fear not, my noble friend! This guide was made by me to help those in need! This is a semi-newbie-friendly guide, teaching you how to download, install, configure and make the x360ce work with BBT and other hard-headed games.

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## Introduction

First of all, I'd like to say that, as stated in the description and implied by the title, this is also a guide on how to install and configure the x360ce.

**So, If you already know how to configure it, just skip to the "Making it work with BBT (And other hard-headed games)" section.**

Now, ahem, I'd like to say that I created this guide because I noticed many players having issues with x360ce. At first, I'd put only how to make it work with BBT, then my mind was all like "hey, listen!", and then I was like "oh, God, what is it?", and then it was like "why don't you tell other people how to use it too?" and then I was "nah", and it was like "Just do it, mot♥♥♥♥♥♥♥♥♥♥", and I was "nah, leave me alone", and then it pointed a shotgun to my face and kindly asked me to do it. And then I did it! How can one refuses a beautiful offer from their mind when it asks so kindly while points a shotgun to their face? So this is the result!

Enjoy!

## What is "x360ce"?

For those friends at the SS Friendship who doesn't know what it is, here is a little FAQ-like explanation (You can skip it if you want, just, you know, scroll down or click on the next section over there at your right):

- "What does "x360ce" stand for?"

"x360ce" stands for Xbox® 360 Controller emulator, and is an Xbox® 360 Controller Emulator! Yay! :D

- "What does it do?"

It will make you have an Xbox® 360 Controller without having one! :D

- "Okaaaay... How does it do that?"

It emulates one! :D

- "..."

No, really, it emulates! :D

- "Dude, I'm going to close this guide and look for something in the forums."  
But I'm telling the truth! It emulates! D:
- "Goodbye."  
Noooo! Come back, please! Don't leave me here! Pleeaaaaaaase! D,: Ahem, I mean... You see, most gamepads, steering wheels and these thingamajingas uses something called "direct input". Roughly saying, it works like a driver for those hardwares. But there's one of them that is different. The Xbox® 360 Controller. Why, you ask? Because, as you may already know, Microsoft® likes to do things their own way, and that's why. So, thanks to that, the Xbox® 360 controller utilizes a different input called "xinput". Sure is a creative name, right?
- "Tell me more."  
Oh! You came back! He came back! Oh mah gawd, he came baaaaaaaack! :D
- "... So...?"  
So you came back, and that's really nice and...
- "... Sigh... I'm really gonna search in the forums."  
You're an unsympathetic fellow, aren't you? Ok, Mr. I-Don't-Give-A-Damn-And-Only-Wanna-Know-What-x360ce-Do, read this carefully as I'm only going to tell it once...
- "You do know that I can read it more than once, right?"  
... Ok, do whatever you please, as long as you're not leaving the guide, anyway... So, look, most games nowadays only support xinput controllers and, if you try to use a dinput controller, your computer goes **BOOM**, and that's all of it.
- "..."  
Aw, c'mon, that scared the s♥♥♥ out of you, you can admit it to me, I won't tell anyone. Pinky promise!
- "I'm outta here..."  
Sigh... Are you always like that? Fine, so, if you try to use a dinput controller on a game that doesn't support it, the controller will respond awfully (like in Jet Set Radio®, where the "Start" button is assigned to the "R2"/"RT" counterpart) or will not be detected by the game at all (like in BattleBlock Theater®). So, this is where the x360ce enters: If you want to use an USB gamepad—
- "I use a PlayStation® 3 gamepad with an USB adapter."  
... **OR** a PlayStation® gamepad with an USB adapter—
- "It's a PlayStation® 3—" **IT DOESN'T MATTER, ALRIGHT?** Geez... So, if you want to use your *freaking dinput gamepad*, because, you know, you paid for it (and for its adapter) and don't wanna buy a Xbox® 360 controller just to use on your computer, you can use the x360ce. It will take your feeble and now-useless dinput controller and turn it into a powerful and beefy xinput controller (Physical changes not guaranteed) ready for action with any game! (Now that sounded weird...)
- "Such wall of text only to say that? Damn, better look somewhere else..."  
Nooooooooo! D,:

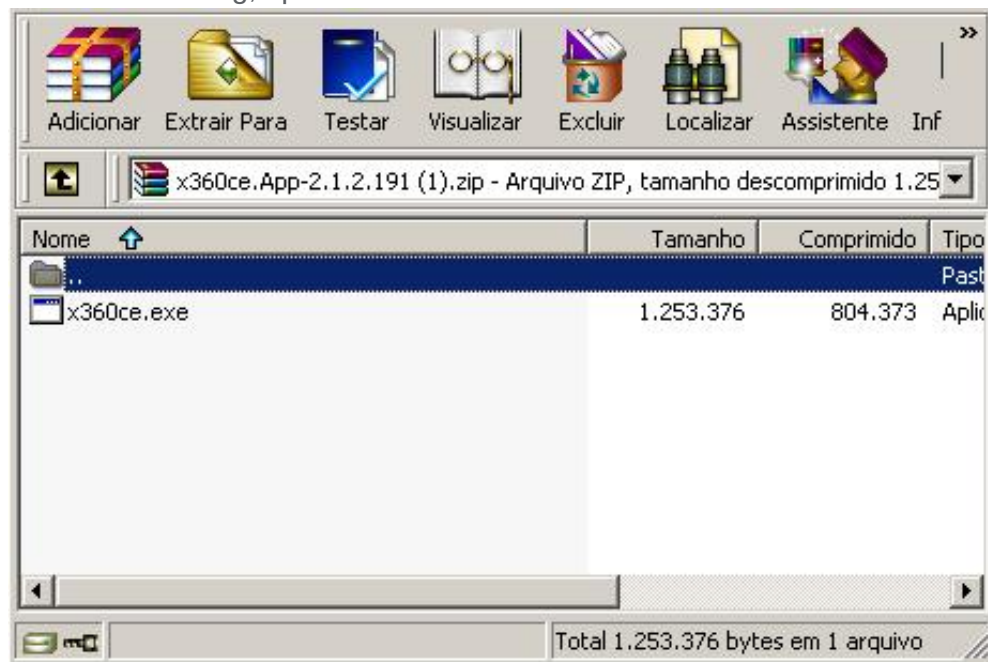
## Downloading

If you don't own a copy already and wants to put your hands on one, just click [here](#) and then the blue name under "file" to download it. It's free of charge! But feel free to donate some bucks to them.

## Installing

x360ce is *SOOOOOOOOOOOO* hard to install you will cry your blood, no, you will cry your heart out. Luckily, you have this guide to help you. Just follow these simple steps and you should be fine.

1. After downloading, open the .rar file.



(Yeah, I'm using XP SP3 with low graphics to increase performance.)

2. You'll notice an *infinite number* of files inside. Just extract every single one of them to a single folder (I suggest putting this on some place you will remember and with easy and fast access, like C:/Games/x360ce or C:/Documents and Settings/User/)
3. Go drink some water or do other things while you wait for the *HUGE* extraction time.
4. *After some months, you can finally use your pc again.* Congratulations, you just installed x360ce!

Note: Italic text in this section means irony.

## Configuring

Now that you're a proud owner of an installed copy of x360ce, you might just wanna configure it. Here are the steps:

1. Run the x360ce.exe
2. You will be prompted if you want to create the x360ce.ini file. Just hit "Yes", as this is a fundamental file.
3. You will be prompted again, this time is if you want to create the xinput1\_3.dll. Hit "Yes" again, as this is another fundamental file.
4. Then, you may, or may not, be prompted about automatically searching for a configuration online or on your pc. You may cancel it, as it will probably give you some weird configuration (mainly if you're using third-party USB joysticks or adapters). But canceling may sometimes cause a weird problem that makes the program crashes all the time (If this happens, you can just delete all the files on the folder you extracted it to, and then re-extract it), so, just press next, you don't wanna wait more months extracting that infinite number of files again, do you?

5. You should be facing this menu now:



Now, to make things more simple, I'll call "button" the physical buttons on your gamepad, and "keys" the x360 controller buttons on the software, or else I might say things like "to assign a button to a button" (lol, though). Ok, so, to assign a button (remember: gamepad) to a key (x360), just click the dropdown menu of the desired key and these options will show up:





The simplest way is to just hit "Record" and then press a button. To know if the software is actually recording an input, just look for a flashing "Rec" sign (You know, that little red circle) on one of the keys. If that doesn't work, mouse over "Button", "Axis" or "Dpad" and then choose the desired option. If you don't have any idea of what number is the button of your gamepad, just choose something and go by trial and error (you can see if a button is assigned to a key by pressing the desired button. If a key lights up on the x360ce, then it mean the button's assigned to that key. If no key lights up, obviously, that button is not assigned yet). Of course, the "<empty>" option is to clear that key.

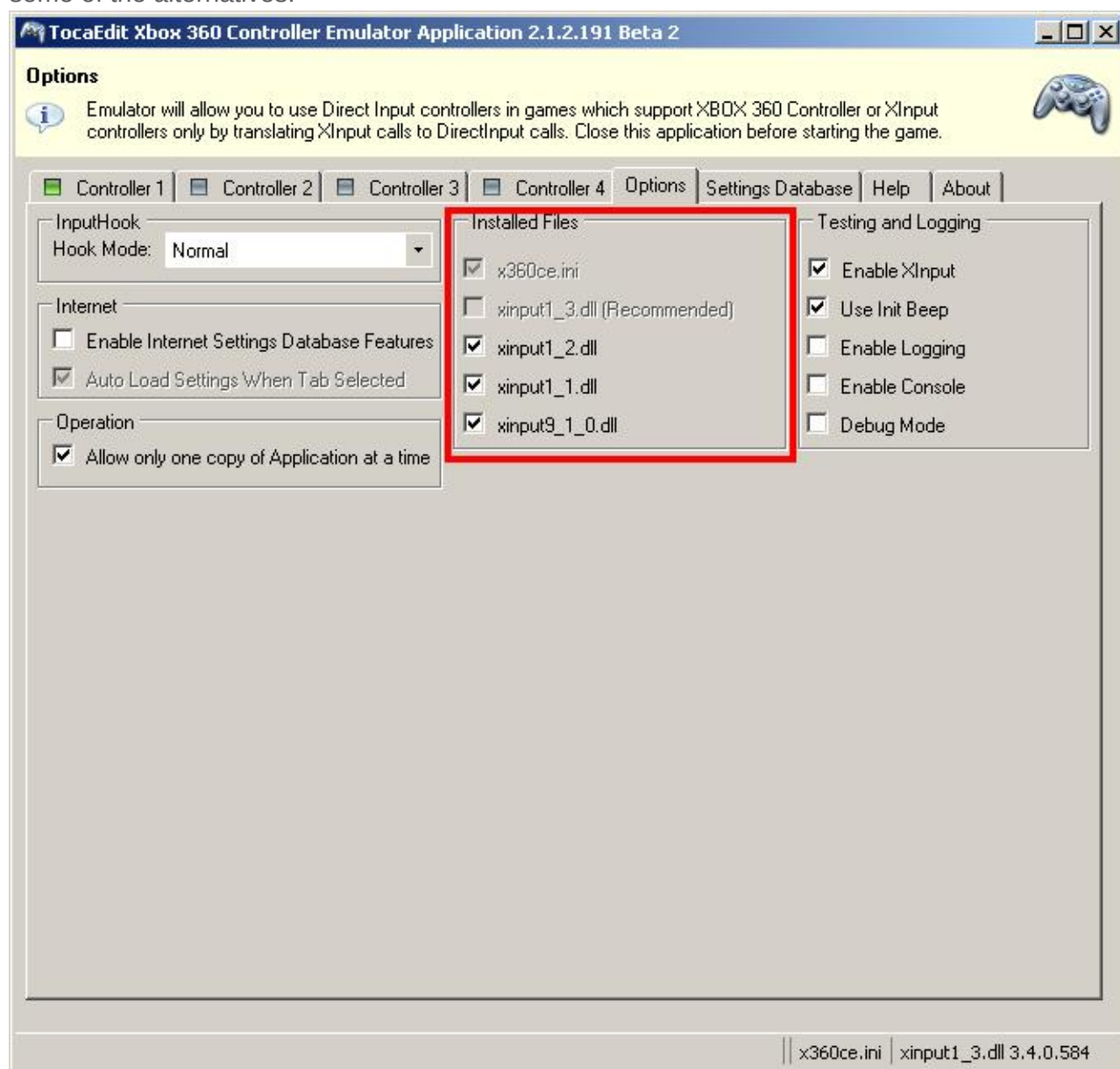
*Note: You don't need to assign a button to the WHOLE menu. For instance, if you want to assign your d-pad, just open the "dpad" dropdown, right below the "Guide" button (Which is also unnecessary to assign) and record one of the 4 buttons of the d-pad to it. By doing that, you don't need to assign the d-pad buttons individually at the bottom of the menu, unless your gamepad is having issues (like having an inverted configuration) with the single "dpad" option. The same goes for the axis (sticks), where you can either assign only the X and Y axis for each axis, or the 4 directions individually for each axis. (Don't forget to configure both axis!)*

*Note2: For the Axis, you might just wanna try the options by yourself instead of using the "Record".*

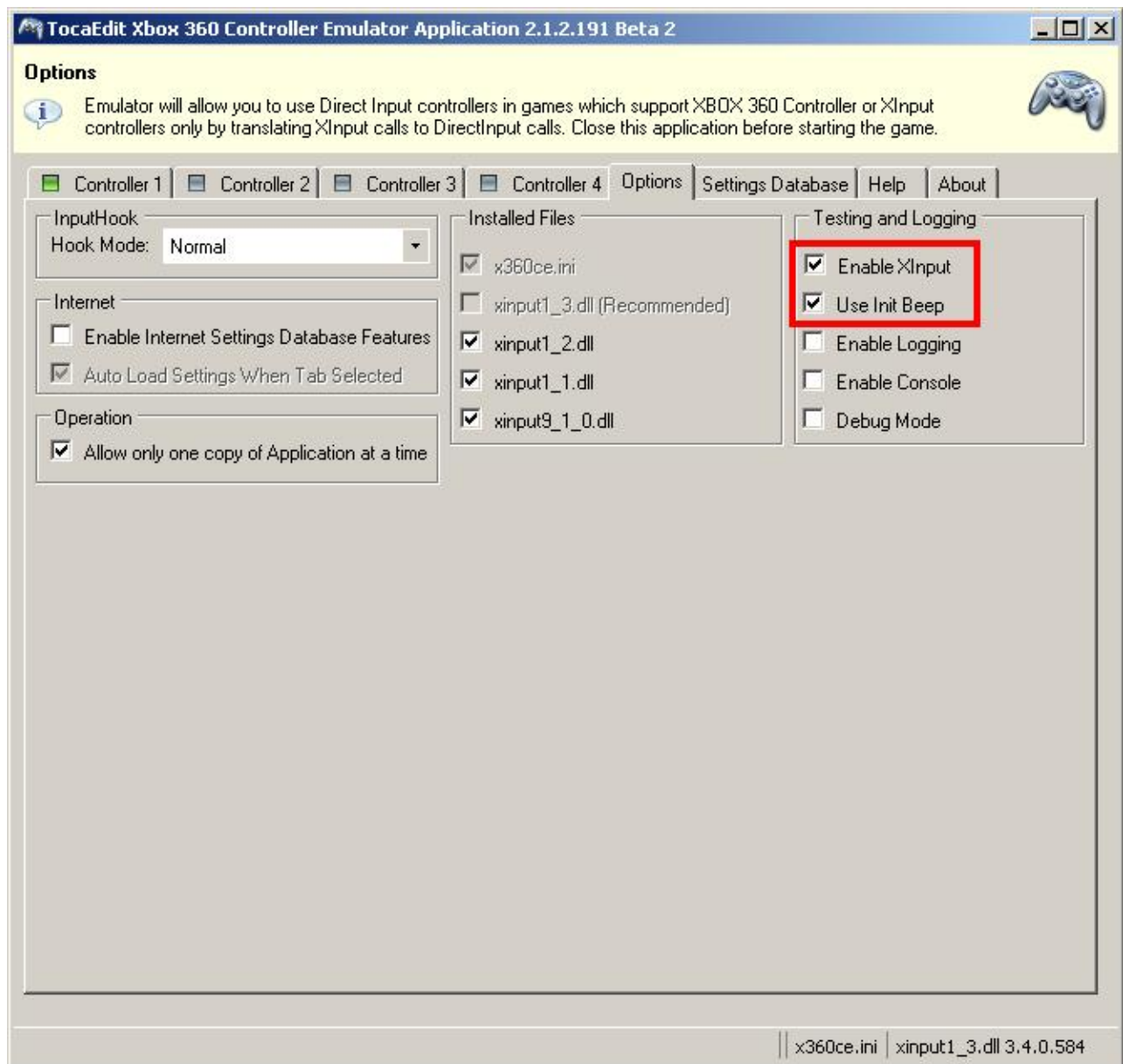
6. After all is done here, you can click the "Options" tab (or click Controller 2/3/4 if you want to

configure another controller).

7. Under the "Options" tab, you might want to check all the checkboxes under the "Installed Files" section. Some games use a different .dll than the usual xinput1\_3.dll. Those 3 under there are some of the alternatives.



8. Under the "Testing and Logging" section, you might want to let "Enable Xinput" and "Use Init Beep" checked. The "Init Beep" is a windows error sound that will sound when the x360ce is executed. It's useful to know if the x360ce started to run properly when you open a game.



That's it! Your x360ce is configured now. You might want to look over it's other options by yourself later. For now, just close it and it will ask if you wanna save the configuration. Hit "Yes" and proceed to the next section.

## Putting it to work

So, now that you have everything done, you might be thinking "Ok, now I just have to launch the game and it will work!" Well, my noble friend, I'm sorry to say it is not that simple. First, you need to copy the correct xinput .dll file (or all of them, like I did and do) and paste it (or them) into the same folder as the desired game's .exe (except if it is a source-based game, then you need to put it/them on the "bin" folder, but who wanna play a source-based game with gamepads, anyway?).

Just remember to close the x360ce.exe before running the game.

*Note: Most of the games will already have an xinput .dll file inside their folder, so you just need to overwrite it (**but I suggest backuping the original first!**)*

*Note2: To quickly find a Steam game's .exe folder, just go to your library, right-click the desired game,*

click on "Properties", then go to the "Local Files" tab, then click "Browse Local Files..." and the folder will pop up.

## Making it work with BBT (And other hard-headed games)

You see, some games, like The Behemoth's BattleBlock Theater, still treat your controller as a dinput, even after all the trouble you went to download, extract, install and configure (and read this guide). Sure was a lot of trouble, right? But why then it doesn't work? I have no idea. But I do have an idea on how to counter this: you can simply copy all files from the x360ce folder into the game's folder (including the x360ce.exe and x360ce.ini). Easy as that. Now you can enjoy your favorite game with your favorite gamepad while eat your favorite food! Careful with your controller, though. You don't want your favorite controller all dirty and greasy and... ew...

*Note: If you open the x360ce after copying it to the hard-headed game's .exe folder, then go to the "Settings Database" tab, you'll notice that the "Product / Game Name:" dropdown menu is now selectable and with the game's name as the selected option.*

## Why x360ce?

Some people ask me why I use x360ce instead of <insert name of a different emulator for joysticks here>. Often, I ignore them, and live happily with my ice cream, because I think this is about opinion, and my opinion says that those guys doesn't respect mine nor my ice cream. My opinion also says that mint ice cream is good, although it prefers grape and strawberries.

But sometimes I do feel like answering, and this is one of those times. (I'll also put this here so I can copy-paste it next time).

olist? Yeah, olist.

1. x360ce saves my configuration like a x360 controller, so I can use my gamepad as if it was a x360 controller, no matter what the game is, as long as it supports xinput;
2. I don't need to configure a whole new layout for each game. I just need to copy-paste the files on the game's folder;
3. Sometimes, after installing a game, the xinput1\_3.dll might be missing and that would stop the game from running. By using the x360ce's xinput1\_3.dll, I don't need to reinstall the game; And:
4. It's small and consumes almost nothing of ram (my old pc had only 512mb of ram, so I developed a rationalizing consciousness).

## That's all, folks!

Thank you for reading!

Don't forget to rate it up if it helped you, or rate it down if not (do it because you want to, not because I'm telling you to).

## Small troubleshooting

As stated by Danras in the comments section:



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Steam Community :: Guide :: How to setup x360ce and make it work with BBT

"If still doesnt work, just rename the file xinput1\_3.dll to xinput9\_1\_0.dll, mine worked after that; thanks"