

Steam Controller

The **steam** package (starting from version 1.0.0.51-1) will recognize the controller and provide keyboard/mouse/gamepad emulation while Steam is running. The in-game Steam overlay needs to be enabled and working in order for gamepad emulation to work. You may need to run `udevadm trigger` with root privileges or plug the dongle out and in again, if the controller doesn't work immediately after installing and running steam. If all else fails, try restarting the computer while the dongle is plugged in.

If you can't get the Steam Controller to work, see [#Steam Controller Not Pairing](#).

Alternatively you can install **python-steamcontroller-git** ^{AUR} to have controller and mouse emulation without Steam.

Wine



The factual accuracy of this article or section is disputed.

Reason: Binaries from questionable hoster. There is also **x360ce** , but it is most likely different project. (Discuss in [Talk:Gamepad#](#))



python-steamcontroller-git ^{AUR} can also be used to make the Steam Controller work for games running under Wine. You need to find and download the file `xbox360cemu.v.3.0.rar` (e.g. from here: [Download Link from 2shared](#)). Then copy the files `dinput8.dll`, `xbox360cemu.ini`, `xinput1_3.dll` and `xinput_9_1_0.dll` to the directory that contains your game executable. Edit `xbox360cemu.ini` and only change the following values under `[PAD1]` to remap the Steam Controller correctly to a XBox Controller.

`xbox360cemu.ini`

```
Right Analog X=4
Right Analog Y=-5
A=1
B=2
X=3
Y=4
Back=7
Start=8
Left Thumb=10
Right Thumb=11
Left Trigger=a3
Right Trigger=a6
```

Now start `python-steamcontroller` in Xbox360 mode (`sc-xbox.py start`). You might also want to copy `XInputTest.exe` from `xbox360cemu.v.3.0.rar` to the same directory and run it with Wine in order to test if it works. However neither mouse nor keyboard emulation work with this method.