

# Getting to know Xpadder.

Before we get started we will familiarize ourselves with the different parts of Xpadder and what they do. First we should define some terms:

- Assignment- action performed by Xpadder when a control element of a controller is activated.
- Controller Setup- the process of creating a controller layout by detecting control devices of a controller and placing them on a controller background image with Xpadders Controller Settings window.
- Drivers- the software from a manufacturer or a third party required for hardware to work with Windows.
- Emulation- to provide the function of a device through software.
- Profile- a collection of assignments, controller settings, and sets.
- Set- a single collection of assignments for all of the control element of a controller.



Xpadder

This is the Xpadder program (.exe) file. This file is available from the [Official Xpadder Homepage: Download](#) page as a compressed (.zip) file. It is a self contained application that does not require a separate installer or additional support files. The uncompressed file can be placed in any folder and updates can be copied on top of an older version without any reconfiguring.



Xpadder

This is the Xpadder configuration settings (.ini) file. It is generated in the same folder as Xpadder after the program is run and closed for the first time. It is a text file that stores Xpadders options, themes, a list of last used profiles, window locations, and defaults for the dead-zones and file locations. All options are available through the various Xpadder windows. There should be no reason to edit this file.



New Language

This is an Xpadder Language (.xpadderlanguage) file. It is a text file that stores Xpadders translations. It can be generated by Xpadder to create a new translation or translated versions can be downloaded from the [Official Xpadder Homepage: Download Languages](#) page as a compressed file. The uncompressed language file is placed in the Xpadder folder and Xpadder needs to be restarted for the new language to take effect. The language file is a text file and includes instructions on how to translate.



xbox360

This is an Xpadder Controller (.xpaddercontroller) file. This file is generated by Xpadder during the controller setup procedure. It is a text file that Xpadder uses to store controller information such as button names, control locations, and axis assignments. Each type of controller you setup with Xpadder will have its own controller file. There should be no reason to edit this file.



WinXP

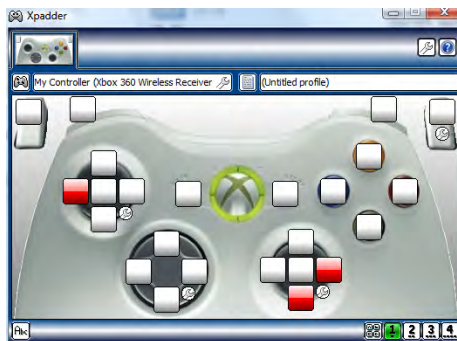
This is an Xpadder Profile (.xpadderprofile) file. This file is generated by Xpadder when a profile is saved or downloaded from the [Official Xpadder Homepage: Profiles](#) page. It is a text file that Xpadder uses to store keyboard and mouse assignments for each button, Dpad, stick, and trigger. Generally each program and game for which you would like to use your controller with will have its own profile. There should be no reason to edit this file.



Microsoft Xbox360

This is an uncompressed Bitmap Image (.bmp) file. Xpadder uses this type of file for controller background images and Xpadder themes. Controller background images are used as a reference to line up buttons and sticks and makes Xpadder easier to work with. These bitmaps must be 8 or 24 bit color and 256 pixels high and 512 pixels wide with transparency support. Many premade controller images are available at the [Official Xpadder Homepage: Download Controller Images](#) page. Bitmaps for themes are used to personalize the main Xpadder window and must be 8 or 24 bit color but are 360 pixels high and 520 pixels wide. The [Download Themes](#) page includes many beautiful works of art by Xpadder Theme Designer Robert P. These files are optional.

## Main Xpadder Window



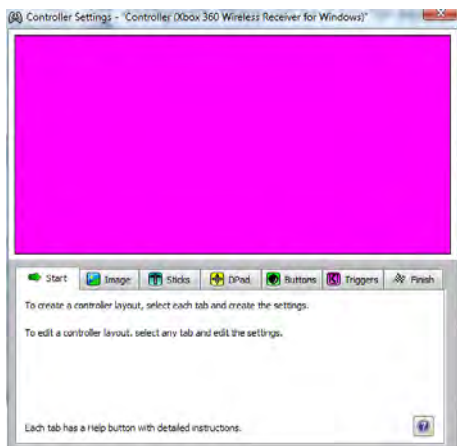
This is the main Xpadder window. It is the starting point all of the following windows. It is dominated the tabbed controller pane. This screen shot shows an example with an Xbox 360 controller already configured. There will be a tab for each controller connected. The tab of the currently selected controller will have a white background while the others will have a grey background. The tab also provides one click access to Xpadders Controller Properties window. To the right of the



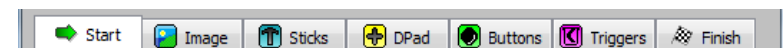
tabs are the controls to adjust Xpadders settings and to view the main Xpadder help system. Below this is the controller and profile menu bar. This provides access to the new, open, and save dialogs for the controllers and profiles. Clicking on the controllers name will open the Controllers Settings window.

Clicking on the name of the profile will bring up a fly out menu with the last few used profiles and an option for the open dialog. The bottom left of the window has the Names toggle button to show the name of the assignments. On bottom right of the window is the current set indicator/selector buttons.

## Controller Settings Window



The Controller Settings window is used to setup a controller configuration for Xpadder or edit an existing configuration. It works similarly to a traditional setup wizard but you have to manually change to the next step. The top portion of the window is used to graphically represent the controller and its control elements. It is replaced with a controller background image. The bottom portion is a set of tabbed dialogs that walk through the process of adding a controller



background image and detecting the sticks, Dpad, buttons, and triggers. As in the rest of Xpadder each tab has a help system button that provides task specific help.

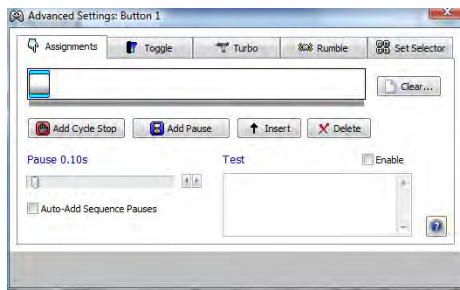
## Assignment Window



The Assignment window, sometimes referred to as the on-screen keyboard, is used to assign key strokes and mouse movements to control elements. The top of the keyboard has media specific keys while to the right is mouse movement, mouse buttons, and scroll wheel. The bottom has check boxes for toggle, turbo repeat, and rumble. A textbox to name

the assignment and an **Advanced...** button that brings up the **Advanced Assignment window** completes the bottom.

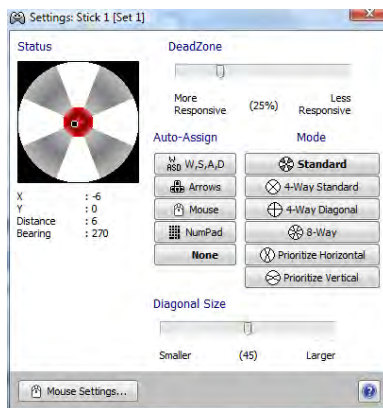
## Advanced Assignment Window



The Advanced Assignment window is accessed by clicking the Advanced button in the Assignment window and used to create multi-key combos and sequences including cycle stops and pauses. There are an infinite number of slots that can be added. A cycle stop waits until the next press of the controller button and pause waits a defined amount of time to execute the next slots. All keys not separated by a cycle stop or pause will be sent at the same time. This window is also used to configure the turbo repeat and the rumble left and right forces.

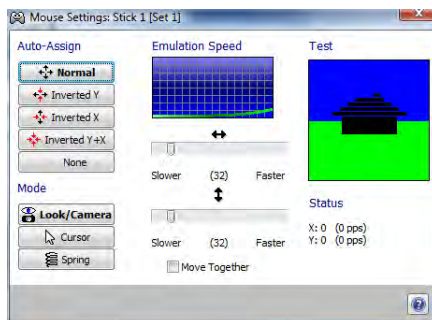
Each of these can be tested in their respective tabs. The Set Selector tab provides access to the set selection and set selection while held options.

## Stick Settings Window



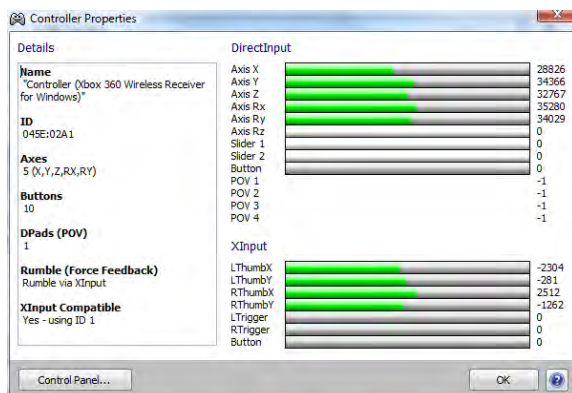
An Assignment Group button is next to each stick, Dpad, and trigger in the main Xpadder window. It gives you access to the auto-assign settings for that group of buttons. The sticks, Dpads, and triggers each have different windows with settings specific for its use. The Status portion of the window is a visual representation of the current input state of the selected control element with the red circle representing the size of the dead-zone. The grey and white areas represent different assignment zones. The DeadZone slider allows for adjustment of sensitivity of the stick. DeadZone represents the amount of distance the stick must travel for Xpadder to initiate the assigned key press or mouse movement. The Auto-Assign buttons allow for selection of preconfigured assignment group. The Mode buttons determines how the zones of the stick behave. The Mouse Settings... button opens the Mouse Settings Window.

## Mouse Settings Window



The Mouse Settings Window can be opened from the Sticks Settings Window or directly through the Assignment Group Menu. The Auto-Assign buttons selects preconfigured mouse assignments to the assignment group. The Mode buttons determine how the mouse behaves. Look/Camera filters accidental diagonals to prevent drifting, Cursor applies no filters, and Spring matches the cursor position to stick position. Emulation Speed is the speed of the mouse as determined how far the stick is held from center. The test area shows a representation of the effects of the current mouse settings and mode.

## Controller Properties Window



The Controller Properties window is accessed by clicking the controller tab in the main Xpadder window. It is helpful in troubleshooting problems with the controller. It is used to check the real-time data being sent to Xpadder from Windows. The Details pane shows the controller information as reported by Windows. **The Control Panel... button in the bottom left** opens Windows Game Controllers control panel applet. XInput data will be shown if XInput is enabled in the Xpadder options and is supported by the controller.

## Let's get this party started.

You just spent all your money on a new game controller, what do you do now? Well you get Xpadder to actually make it useful. And the price is right- **FREE! As in free beer, everyone likes free beer. If they don't they're no friend of mine.** So what is Xpadder.

**Xpadder** is a freeware program that has the ability to emulate a mouse and/or keyboard using a controller or joystick. This is primarily used for playing games with poor or no controller support, but Xpadder can be used in a web browser, media player, or almost any other application. Xpadder supports the use of up to 16 controllers simultaneously. If a controller supports it, Xpadder can assign a button to make the controller rumble, it runs on the Microsoft Windows family of operating systems including Vista 32-bit and 64-bit.

From <http://en.wikipedia.org/wiki/Xpadder>

That sound great, what doesn't it do?

Xpadder does not work on some online multiplayer games which make use of Anti-Hacking software. Servers with PunkBuster running don't seem to detect or think Xpadder is hacking software so PunkBuster enabled games are okay to use with Xpadder. There is also a dual-core whitescreen/freeze error with the current build. Setting the affinity (number of cores running Xpadder) to just 1 CPU will temporarily fix the problem. This error affects all computers with dual core or virtual dual-core CPUs (i.e. a Pentium 4 with HT technology). The creator has said the next release will fix this error and will be optimized with dual-core and single core CPUs.

From <http://en.wikipedia.org/wiki/Xpadder>

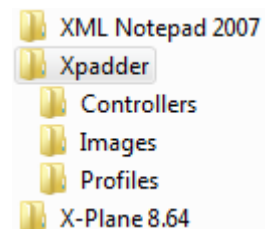
**Let's get started. First thing you'll need is to make sure your game controller is working in windows.** You may need to load manufactures specific drivers. These are usually included on a CD that came with your game controller or available on-line. Please refer to your game **controller's** manufacturer. You can verify the proper function of your game controller by checking the Game Controller applet in the Windows Control Panel. If your game controller **doesn't show up there it won't show up in Xpadder.**

If you haven't done so yet, **download Xpadder.** What are you waiting for?



You can download the latest and previous versions of Xpadder from <http://www.xpadder.com/download.html>. While you're there check out the [controllers](#) page to find an image file of your controller. If it's not there you can make your own. English not your native language? Xpadder may speak yours; find translations in the [languages](#) page.

Now decide where in the world or on your computer to put it. To install Xpadder just open the zip file and drag and drop it any where. No complicated install program to drop files in every nook and cranny of your harddrive. Put it any where and it works. You can place it on your desktop, root of your c: drive, or make a special folder to keep it safe. Where ever you put it, after you run it for the first time it will create an .ini file in the same folder. Some people like to keep their computers clean and create a Xpadder folder structure in the Program Files folder.

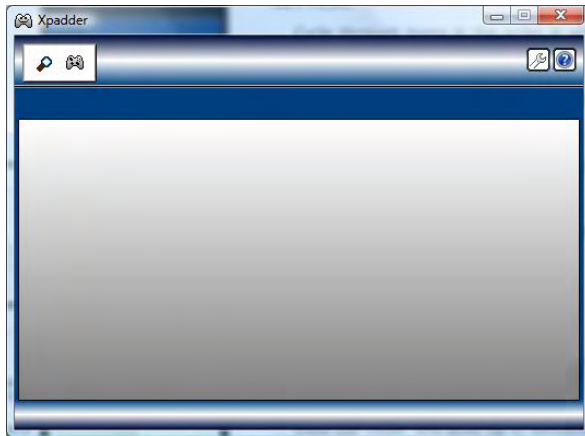


Why is my computer beeping at me?

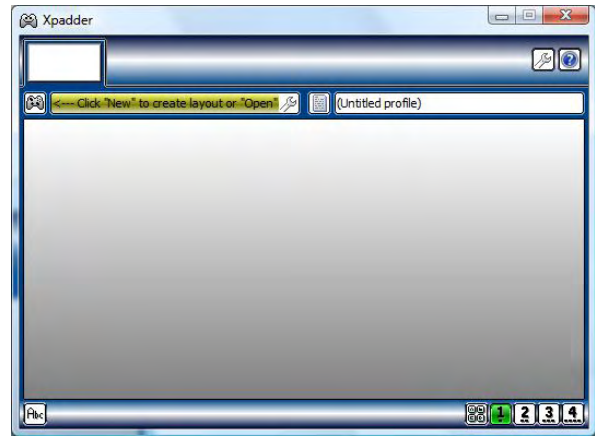
Microsoft tries to help save your computer by "protecting" certain system folders including the %program files% folder. Vista *User Access Control* will require administrative rights to access this folder and is not recommended to place Xpadder files here.

If you downloaded a language file extract it into the same folder as Xpadder. Any controller images you **downloaded need to be unzipped, if you created a Xpadder folder structure place them in the "Images" folder.** You can also extract your downloaded preconfigured profiles at this time. Now that we have all the pieces assembled we can start building our ultimate controller setup. Start Xpadder by double clicking the icon where you extracted the file to.



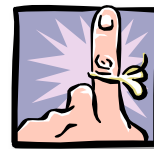
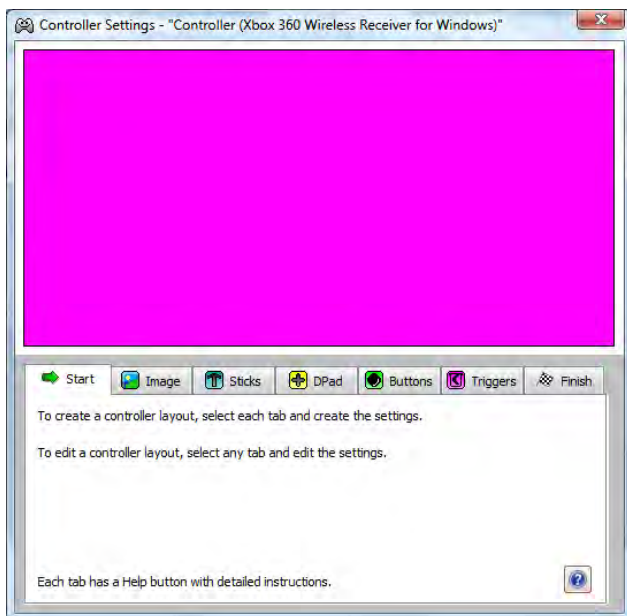
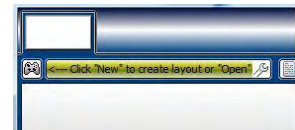


If your controller isn't connected or is broken you will be greeted with this window.



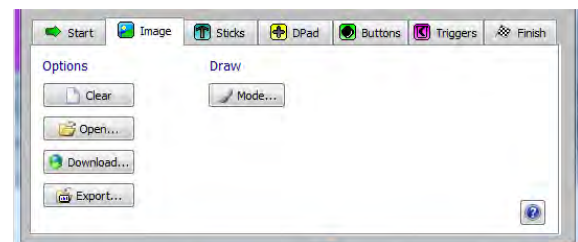
If you see this you are ready to get started.

Now we are ready to setup Xpadder to work with our controller. Start by clicking on the **←**--- **Click "New" to create layout or "Open"** in the upper left of the Xpadder window. The follow window should open.



Any time you are unsure what something does try clicking on the Help button. It is you friend.

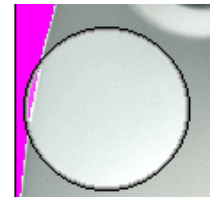
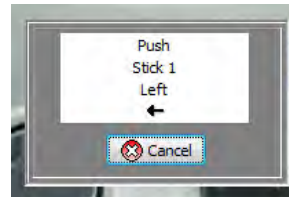
With this screen we will start with the left tab and work our way right. Clicking the image tab we can add the image of our controller you download earlier from the Xpadder web site.



Click the **Open...** and navigate to where you saved your controller image. If you added the image folder to your Xpadder folder **above things will be easier to find**. If you couldn't find an image of your controller Xpadder comes with a basic set of drawing tools. You can try your hand at drawing your controller from scratch using the tools in the **Mode...** button. With a little patients you might have a pretty crappy representative of your controller. You can then save your masterpiece by clicking the **Export...** button. Once that is done we start adding each of control pieces of our controller. Moving on to the sticks tab.



Now we are staring at the Controller Settings screen with a beautiful image of our controller. Click in the check box under Stick 1 and a little window will pop up and tell you push the stick left and then up. After moving the stick the window goes away and you are left with a grey circle.

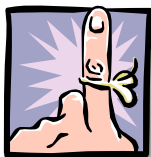
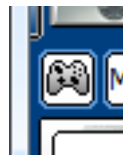


You need to drag this circle with the mouse over the spot of stick. You can see movements of the stick in this circle. If you accidentally press the wrong part of the controller click the detect button to repeat the process. Use the same process for the rest of the tabs. Continue to the finish tab and click Close. You should see something like the following.



The Xbox 360 controllers have buttons that are activated by pressing the left and right sticks.

Save your controller setup by clicking the small generic controller button and choose **Save As...** If you created a controllers folder, browse to it.

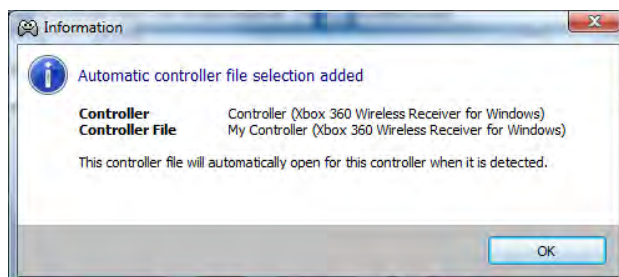


Though Xpadder defaults to the users Documents folder, Xpadder will remember the last used folders for saving and opening files.



Where did my files go?

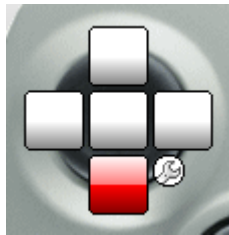
With Vista if you try to save files within the *Program Files* folder from a program, Vista will “protect” the folder by saving the files in the users “Virtual Store” folder. By default it located in the C:\Users\User\_name\AppData\Local\VirtualStore\Program Files\Xpadder folder.



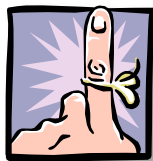
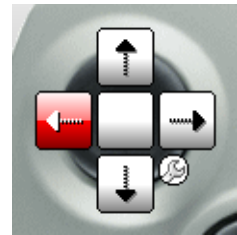
If you have made it this far in one piece you're doing well. You have created and saved an Xpadder Controller file (.xpaddercontroller). You are well on your way to becoming an Xpadder novice, soon maybe an expert. Next we'll take a crack at making a useful profile.

## Let's make this thing do something useful.

Now that you have successfully setup your controller with Xpadder we need to get it doing something, that means opening or creating a profile. A profile is a collection of assignments and controller settings. Multiple controllers each have their own profile. A new blank profile is automatically created when Xpadder is started. If you downloaded a preconfigured profile from the Xpadder site, you can click where it says "(Untitled profile)". It will bring up a menu with the last used profiles (of which you have none at this point), and an option to find one (it says "[All]"). Clicking the "[All]" option will bring up an Open Profile window to browse to where you extracted the preconfigured profile. But what is more satisfying is creating your own. Let's begin by assigning the left analog stick as mouse movement.

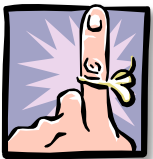


Let's start by using the Assignment Group button for the left analog stick. It is the little wrench that is circled in the lower right corner of Stick, DPad, and Trigger. Clicking on this button gives you quick access to a menu of settings for these groups of buttons. The current settings icon will be highlighted in green. Choose Mouse – Normal to assign that movement to the stick. Your mouse is almost ready for retirement.



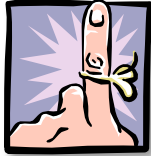
By choosing **Settings...** from the Assignment Group menu you can adjust the deadzone area and get more detailed control of the assignment. The **Mouse Settings...** option will allow adjustment of mouse specific control options. Some people prefer to turn the Emulation Speed up for more responsiveness in first person shooter type games.

Now let's add a left mouse click button. With the mouse click on the picture of Button 1 in the main Xpadder window which is the green A button in this example. Xpadder's Assignment windows on-screen keyboard will appear. Notice that the large NONE button is yellow. This indicates the current assignment of that particular control element. The blue colored buttons are assignments of other control elements. Use the mouse to click on the left mouse button represented with the number one. The Assignment window will close and the A button is now assigned the left mouse click as indicated by the left mouse button graphic in the main Xpadder window. Good bye mouse.



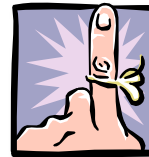
Xpadder uses colors to indicate the current status of each control element. Red means the control is within its deadzone area. Green controls are those that Xpadder is receiving inputs from. Yellow is for the currently selected control being assigned.

So now you know you can assign individual control elements by clicking on them with the mouse. (By now you should have put that mouse away and should be using the mouse functions assigned to your controller.) And you can adjust and assign common commands to groups by clicking on the Group Assignment wrench. The controls within the Group Assignment can also be assigned individually just like with the buttons. Go ahead and try assigning the right mouse button to the red B button 2 and the mouse scroll wheel and click to the right analog stick.



Xpadder can add a mouse scroll wheel or keyboard media keys even if your mouse or keyboard **doesn't include them**. That's an upgrade provided free of charge to you thanks to Xpadder.

Hopefully you have something that looks like the image to the right. **Now we'll try a combo. Let's make** the close window combo which is [alt + F4]. You could assign [alt] to one button and [F4] to another button. To use this combo you would need to hold the first button while pressing the second button. Not the most efficient so we will assign both keys to the blue X button. Start by clicking on the blue X button with the mouse in the main Xpadder window to bring up the Assignment window. You can press the [alt] key on your keyboard or with the mouse on the Assignment window on-screen keyboard. Alt is assigned to that button but the on-screen keyboard does not close because the [alt] key is a modifier key along with the [ctrl] and [shift] keys. Modifier keys are used to change the effect of another key. **For example, [shift + s] makes "S". Xpadder waits for another key to be added, so choose [F4] and the on-screen keyboard will close. Notice that the button now has "alt" above "F4". Every time this button is pressed both keys are sent closing the active window. If you want to just assign a modifier key close the Assignment window after pressing the modifier.**



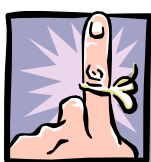
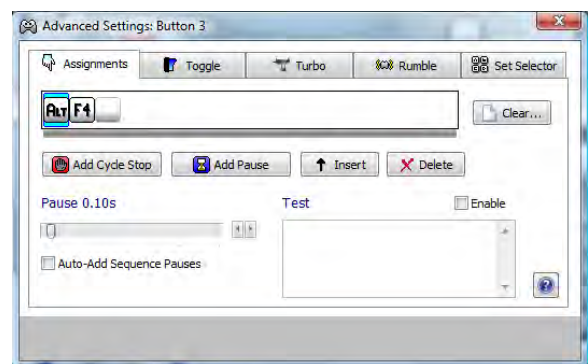
For a list of common keyboard shortcuts go to Microsoft Support [here](#).



Vista users can find keyboard shortcuts at Microsoft Windows Help [here](#).

Another method of creating a combo is click on the **Advanced...** button on the bottom of the on-screen keyboard to open the Advanced Settings window. **Let's explore this window, click back on the blue X button and click on the Advanced...** button.

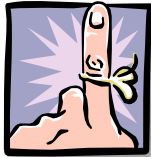
What we see in the Assignments tab is our two key combo. **As it's assigned now**, a press of the button will send [alt+F4]. If we insert a cycle stop by clicking the Add Cycle Stop button will send [alt] and the first button press and send [F4] on the next button press and then repeat on the next button presses. If we insert a pause by clicking the Add Pause button each press of the controller button will send [alt] then [F4] after waiting the pause time. To test the key assignment click the Test Enable check box and pressing the controller button but our example will close the window.



Buttons with a cycle stop assignment will be shown with a black hashed outline and the next key in the sequence. The assignment sequence will not reset to the beginning until all assignments are pressed through. A paused sequence is indicated by a light blue outline. A single button press will start the sequence and it will play from beginning to end unless the button is pressed again before it has finished. Sequences can include both pauses and stops.

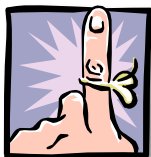


The Toggle tab allows us to enable the toggle function. Pressing the controller button will make Xpadder hold the button until the next press of the same button. The Turbo tab allows us to enable and adjust the turbo function. Turbo automatically presses and releases the key repeatedly while you hold the button. The Rumble tab allows us to enable and adjust the rumble feature on supported controllers. Rumble provides tactile feedback from the controller. Rumble is created by Xpadder and does not indicate in-game status.

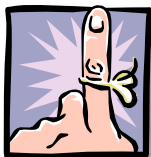


The bottom of the button in the main Xpadder window will be blue to indicate that toggle is enabled. The top of the button will be pink to indicate the turbo is enabled. The sides of the button will be yellow to indicate that rumble is enabled. The rumble feature of Xpadder is only available with driver support.

Now we will talk about sets. A set is the assignments of all the buttons, Dpads, sticks, and triggers of the controller. Each profile has four sets available. **Multiple sets are used when you don't have enough buttons on your controller** to do everything you want it to do. So far we have only used the first set. We can select an alternative set by clicking on one of the set buttons on the bottom right of the main Xpadder window. The easiest way to assign the control buttons in a set is by manually selecting the set and assign the keys **and sequences**. **But this isn't an effective way to change between sets once the set is created**. So we will assign the left shoulder button to toggle to set two. Click on the left shoulder button in the main Xpadder window and click the **Advanced...** button. In the Advanced Settings window select the Set Selector tab. In the Enable **drop down menu choose "Selects Set 2"**. If you press the controllers left shoulder button Xpadder will change to set two until the left shoulder button is pressed again. This is useful for making a profile for a game that uses different controls for movement and combat. The other option in the Set Selector **tab** is **"Selects Set 2 while held"** which is **self explanatory**. This is handy for **commands that aren't used a lot**.

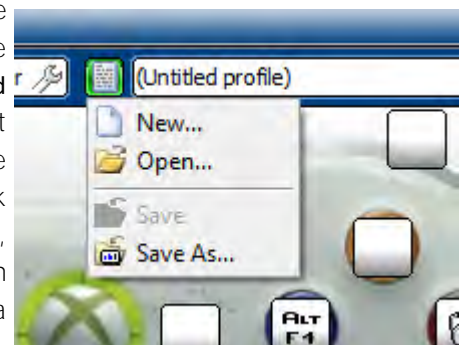


Outside of the main window Xpadder does not announce which set is currently active. Xpadders Settings Options tab has an option to return to set one on minimize and on restore. Key presses can be used in conjunction with set selection, most helpful when the set is selected while the button is held for example with the [win] key combos.



The bottom of the button in the main Xpadder window will show small boxes that indicate which set is selected when pressed. If the bottom includes the color blue the set will be toggled. No color means the set is selected while the button is held.

After all this hard work it would nice to not have to redo it every time we want to use Xpadder. In the main Xpadder window click on the profile icon located to the left of the **"(Untitled profile)"** profile selection bar and choose **Save As...** Give it a descriptive name and choose a convenient place to save it (you are using the folder structure from section one **aren't you?**). Xpadder will remember your last saving location. If you click on the profile selection bar (now with the name of your saved profile), Xpadder will display your last few used profiles. Now you have created an Xpadder Profile (.xpadderprofile). You can be proud to call yourself a **proficient Xpadder user**. **Next we'll work on your Expert Xpadder badge**.



## Let's take Xpadder to another level.

You've setup your controller; you've made some profiles; now you're looking to get the most out of Xpadder. This section will cover some tips, tricks, and tweaks to harness the power of Xpadder to execute your every wish. We'll cover controller setups, profiles, and advanced features.



The best place for information about using Xpadder is the [forums](#). There are plenty of people willing to help and are always up for a challenge. You may even have your question answered by Xpadder's own developer, Jonathan. You can even keep current on development, make suggestions for improvement, report a bug, or help out quality checking betas.

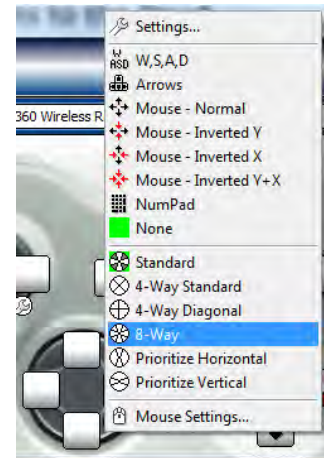
### 1. Add more controllers.

Unless you're a poor sport you may want to play games with your friends. It couldn't be simpler to add a controller, just plug it in. Each controller will appear as its own tab in the main Xpadder window. And as an added bonus, if the new controller is the same model of a previously setup controller it will replicate its configuration. Each identical controller can have its own profile or use the same. If more than one profile in use has mouse movements assigned they will compete for control of the mouse if moved at the same time. The current selected controllers tab will have a white background while the others will have a grey background. When Xpadder is started the first controller will be loaded with the last used profile while the second controller will load with the next last used profile.



### 2. Add additional buttons to the Dpad.

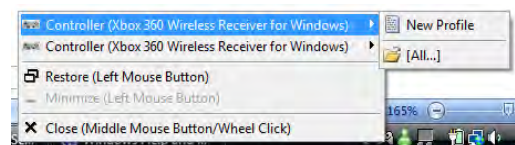
The Dpad is considered a point-of-view (POV) control by windows. On flight stick type controllers the POV switch is the hat switch on the top of the stick operated with the thumb. In many flight simulator type games this would change the in-game view as if the pilots head was moving. It is a digital (on/off) switch with eight directions of movement. Xpadder defaults to a 4-way switch good for directional movements with arrows keys or the wasd game standard method of control. A lot of **game pads don't have** the Dpad in a convenient location to use as the main method of moving so the Dpad is delegated to being used as regular buttons. Might as well have eight buttons. In the main Xpadder window click on the Group Assignment icon in the lower right of the Dpad and choose the 8-Way option. It may take some practice to get used to pressing the diagonals without accidentally press another direction.



Thanks to roast.

### 3. Change profiles while Xpadder is minimized.

Restoring Xpadder to change profiles then minimize again is time consuming. A quicker way is to right click on the Xpadder icon in the notification area (system tray). Hover over the controller of which you want to change profiles, a fly out menu with the most recent used profiles will appear. Click on a profile or on the [All...] option to browse for the profile.



#### 4. Add a key press on set selection.

The Windows Logo key is kind of a mutant. It can be used by itself to open the Start Menu or used as a modifier with other keys like the [alt] key. First create a button, say the left trigger, to select Set 2 while held in the Advanced Settings window. Before closing the Assignment window assign the left windows key. As it is now when you hold the trigger set 2 will be selected, when you release the trigger the Start Menu opens. Select set 2 in the main Xpadder window to start assigning buttons. If your version of Windows includes Media Center assigning a button [alt+enter] will in use make [win+alt+enter] which opens Media Center. [win+r] will open the run dialog. You can also add media keys and Windows will ignore the Windows Logo key. Assigning volume controls or browser commands will work as normal.



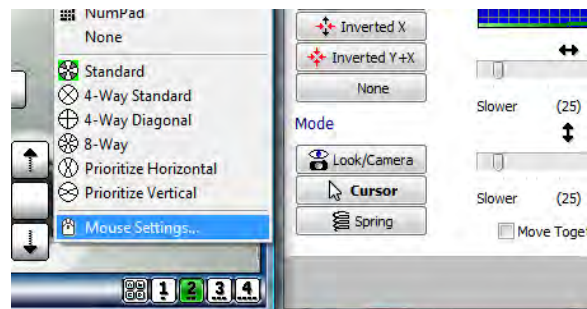
#### 5. Name your buttons.

Sometimes if you haven't used your profile for a long time you forget what the different buttons do. In the Assignment window at the bottom center is a text box for a Name for the button's assignment. Then in the lower left corner of the main Xpadder window click the Names button to display the buttons assignment name. It's also useful if you plan on sharing your profile with others.



#### 6. Add precision mouse movement.

In first person shooter games it's nice to have a fast, responsive mouse for moving. But having a quick method to change to a slower, precise movement for long range sniping shots is possible with Xpadder. Create your profile as usual and assign a button to select an alternate set while held, I like to use the left trigger. Now duplicate your original set in the secondary set but adjust the mouse emulation speed to a lower setting in the Mouse Settings window and change the mouse mode to "Cursor".



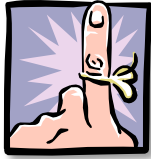
#### 7. Use mobile phone style text entry.

One common request is to add support for the Xbox 360 controllers **Messenger Kit's** Chat Pad keyboard. As soon as Microsoft releases drivers you know this will be added. In the mean time you can use this assignment configuration as posted to the [Help Forum](#) by TBD2007. Start by adding the eight-way button option to an analog stick as described above. Now click on the "Up" button of the stick and open the Advanced Settings window. Press the [A] key on the Assignment on-screen keyboard then add a pause in the Advanced Settings window then back in the on-screen keyboard click [left shift] and [left arrow]. Now add a cycle stop from the Advanced Settings window. Continue this sequence for B, C, and 2. This will cause an "a" to be sent and then highlighted on the first up press of the stick, "b" on then next and so on. Use this procedure for D-E-F-3, G-H-I-4, J-K-L-5, M-N-O-6, P-Q-R-S-7, T-U-V-8, and W-X-Y-Z-9. For



completeness add [space], [1], and [0] to the upper left button of the stick. You'll notice in the screen shot that the "A" button is assigned with the [right arrow] key. This will move the cursor over to add more letters. Example: "me"=right; "A" button; upper right; upper right; "A" button. Note: as with all cyclic assignments the assignment will begin where it was last ended.

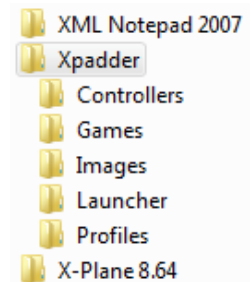
Thanks to TBD2007.



To expand on this tip you can add capital letters and punctuation. Duplicate this assignment in another set but include a [shift] before each of the letter and number keys. In the original set add a button to select the alternate set while held. This will create a virtual shift key for the capital letters and punctuation.

## 8. The poor man's profile loader/game launcher.

Many requests have been made for built in game detection to load a specific profile. We can work around this issue using the little known command line options detailed in the Advanced Starting page of the help system. To keep it simple we need to create a new folder in the same folder that has Xpadder and name it something descriptive like "Games". This folder will hold the shortcuts to each of our games. The easiest way to do it is drag the shortcut in to this new folder while holding the right mouse button and upon release choose "Copy Here". Once you have all your shortcuts copied, we need to make another folder in the Xpadder folder where we will put the Xpadder shortcuts we will modify for each game. Again a descriptive name will help, I called mine "Launcher". Now we create a shortcut to Xpadder in the "Launcher" folder by dragging the Xpadder program file to the new folder while holding the right mouse button and choosing the "Create Shortcuts Here" option. We need to add some command line options to this new shortcut. Right click on the shortcut and choose "Properties". The shortcut properties "Shortcut" tab will be selected. We need to add some things to the end of what is in the "Target:" text box. First we add the name of the profile we have for the game, in my example the name of the profile is COD4. Add "[space]Profiles\COD4" without the quotes. The .xpadderprofile extension will be assumed if not included. Now we add the shortcut link by adding "[space]Games\COD4.lnk" without the quotes. Include "/m" to run Xpadder minimized, by default Xpadder selects set 1 when minimizing. While we're here we should change the icon to the Call of Duty 4: Modern Combat icon by clicking on the "Change Icon..." button and browsing to the appropriate file. If we change to the "General" tab we can change the name of the shortcut to something more rememberable like "Call of Duty 4- Modern Combat with Xpadder". After filling the "Launcher" folder with new shortcuts for all your games, you can create a shortcut to this folder on your Desktop. Now your game and Xpadder profile is one double click away.



If using Vista, do not copy shortcuts from the "Games" folder. Copy them from the Start menu or create new ones.

