AtGames Legends Ultimate
Dinput -> XInput
Manual

v0.3

by

VariableBits

# Required Files

X360ce.exe (modded version)

joystick_driver.exe

x360ce.engine.dll
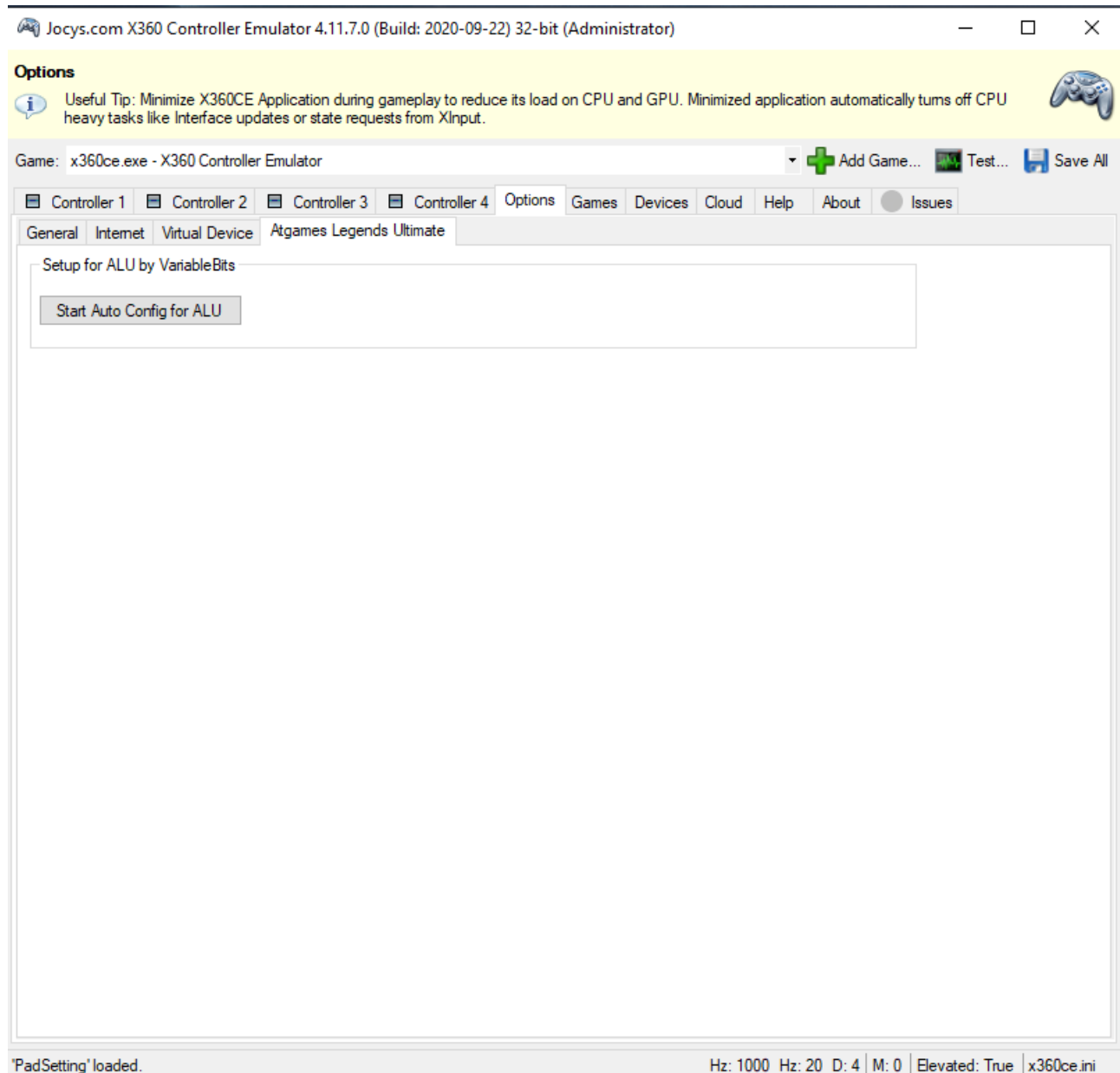
**Optional Files**

controls.conf – CoinOps Next config (not for Next 2, Diamonds, etc)

default.cfg – ALU setup for mame. If using any version of Coinops, replace the mame\cfg file with this one.
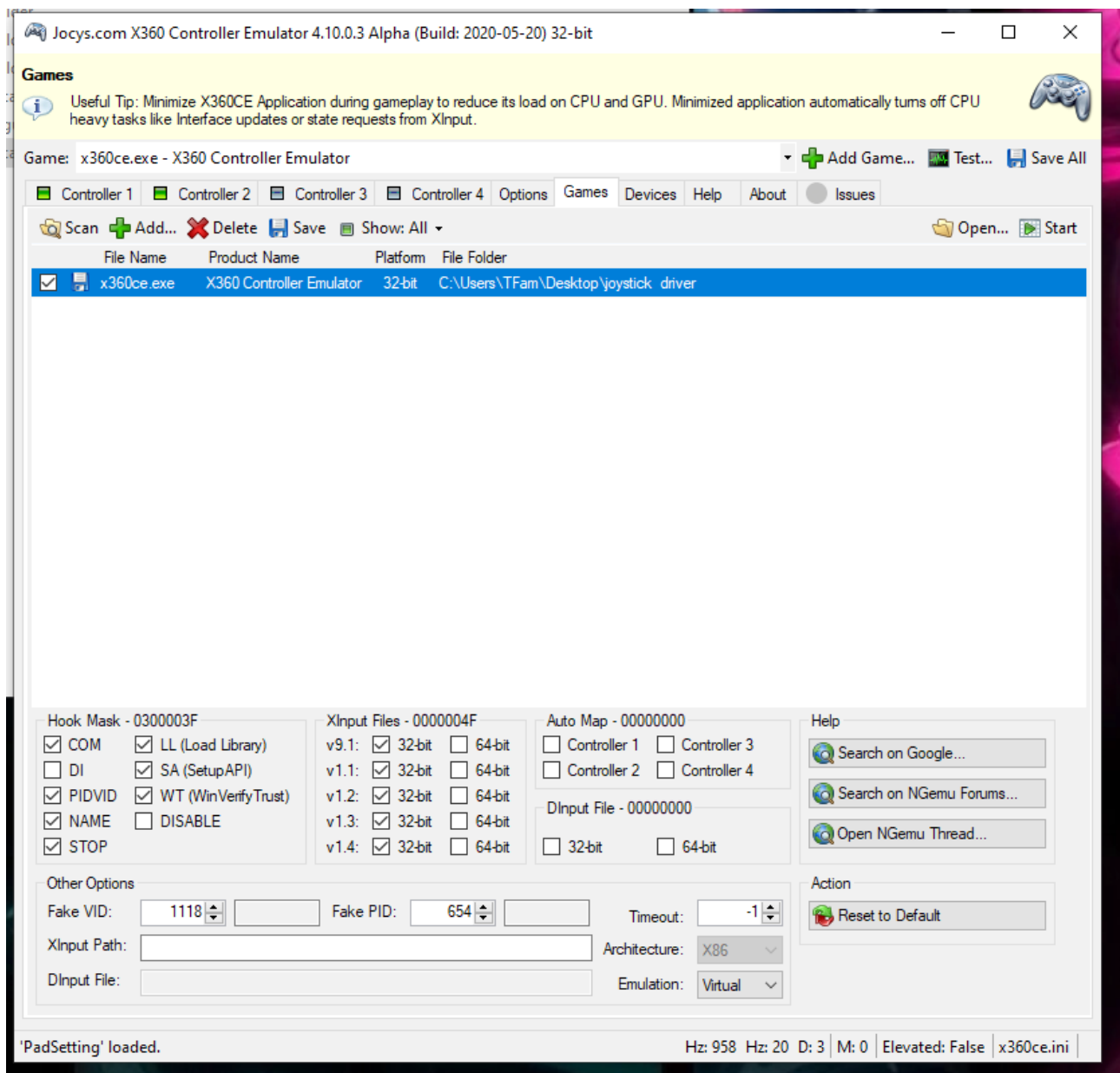
# Setup

Copy the files to a folder. For example C:\joystick_driver

Open xboxce.exe and then click on the Options tab, then the Atgames Legends Ultimate Tab, and then click on the "Setup Auto Config for ALU" button.
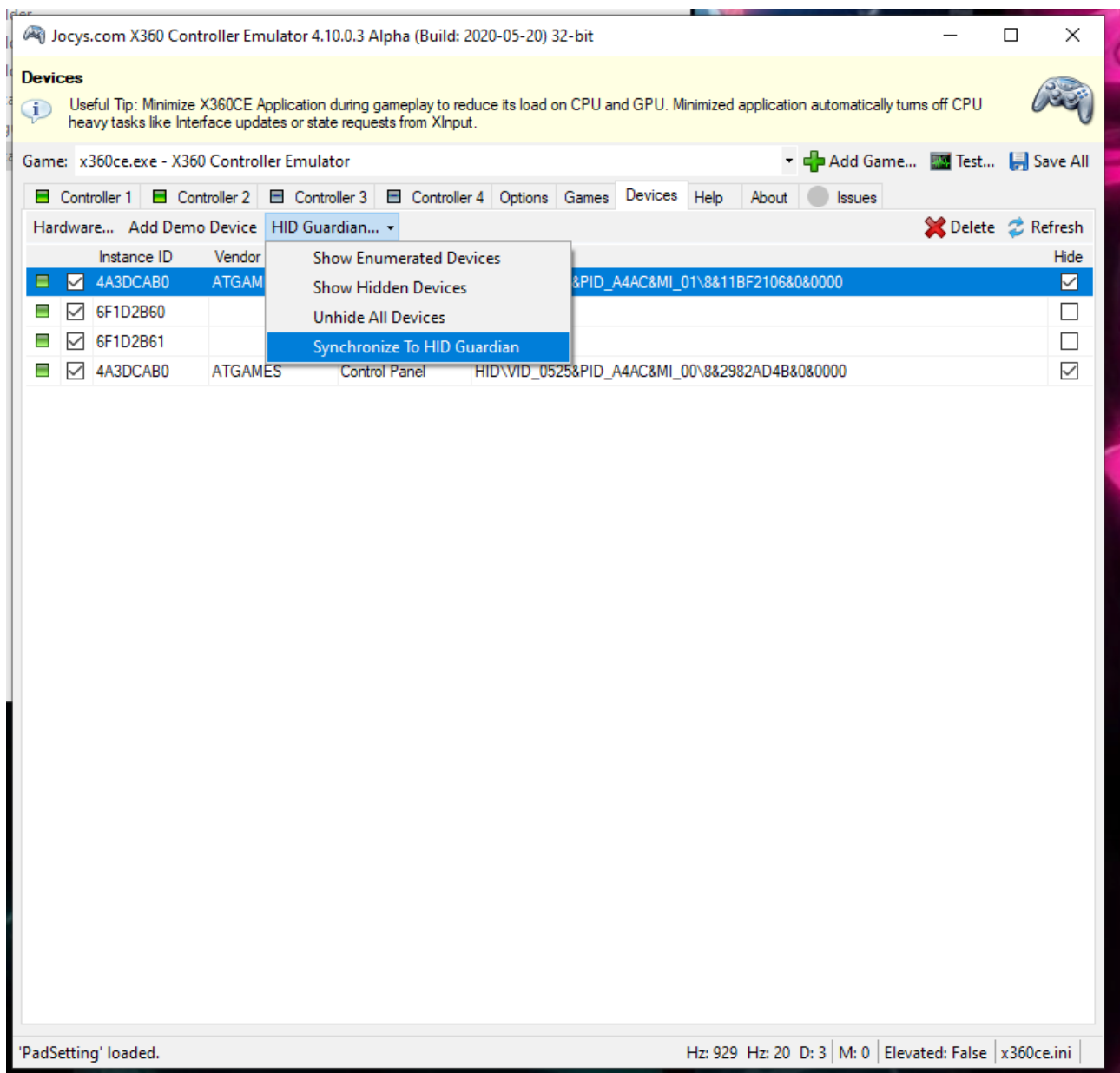


Once that completes, click on okay.

Next Click on the Games tab and make sure all the boxes are checked like the image and Emulation is set as virutal
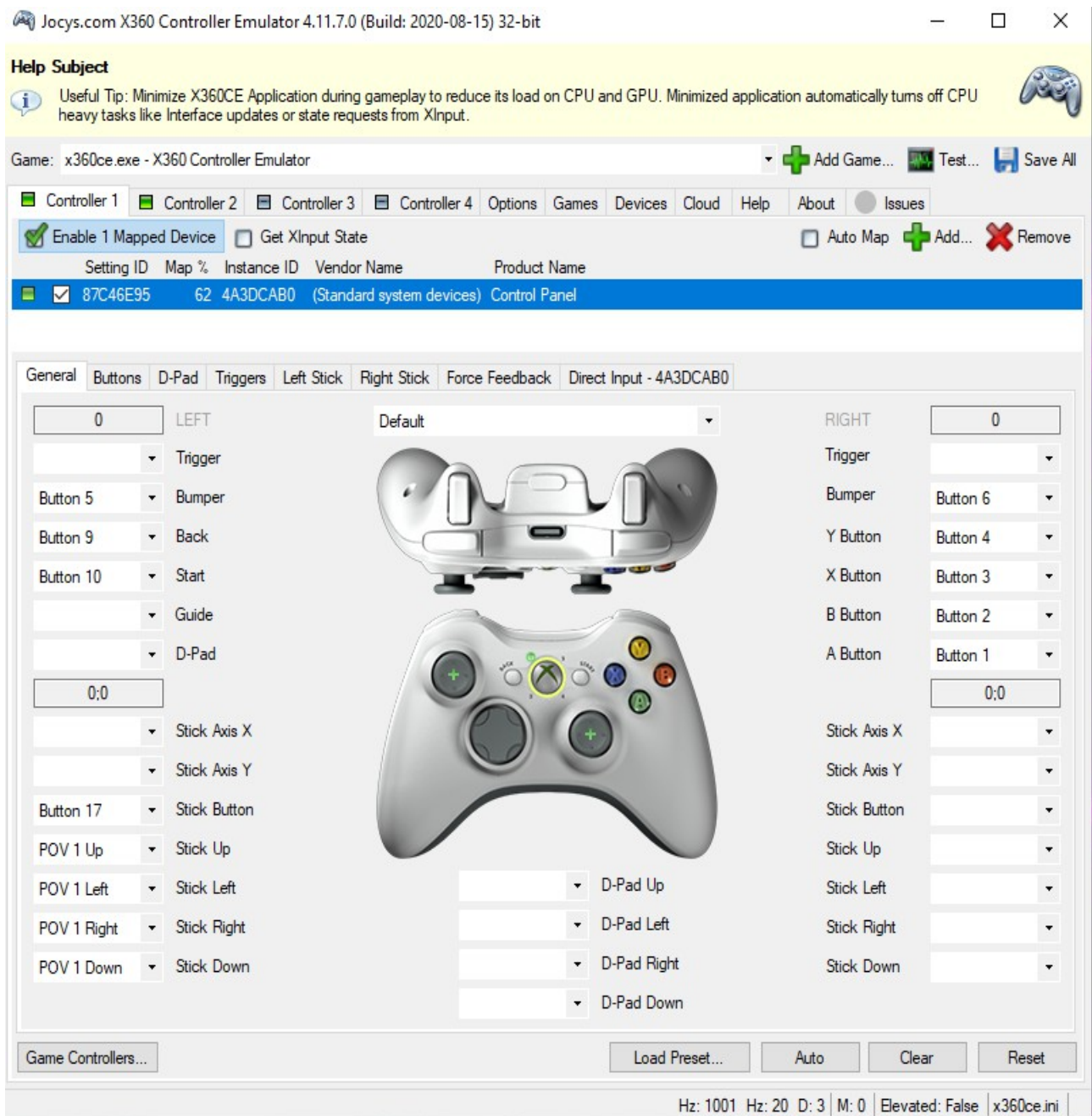
Once that is completed click on the Devices tab.

Click on the 2 Atgames Hid devices and check the box Hide as shown above. After those are check click on Synchronize to HID Guardian.

Next let us setup the controllers.

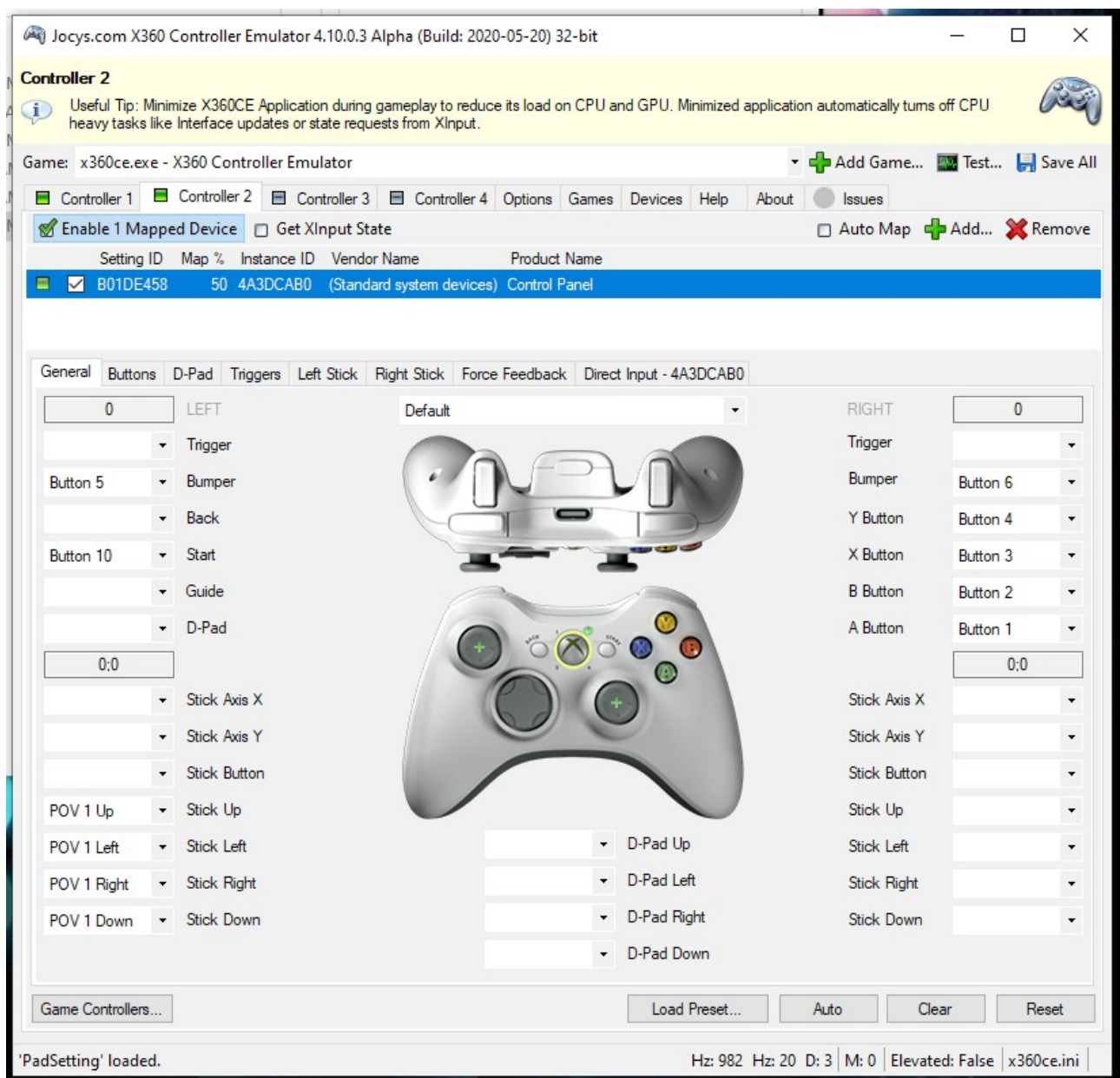Click on controller 1 and check the Enable 1 Mapped Device. Then click the "+ Add..." button to the right.

Find the atgames controller and click okay. (2 will be listed, you will need to figure out which is player 1, mine is usually the bottom one). Setup the button layout as shown above, by clicking the dropdown and selecting **record**, then pressing the correct button. (Button 17 is the menu button)

| Action Name | Assignment on ALU Control Deck |
| --- | --- |
| POV Up | Control stick up |
| POV Down | Control stick down |
| POV Left | Control stick left |
| POV Right | Control stick right |

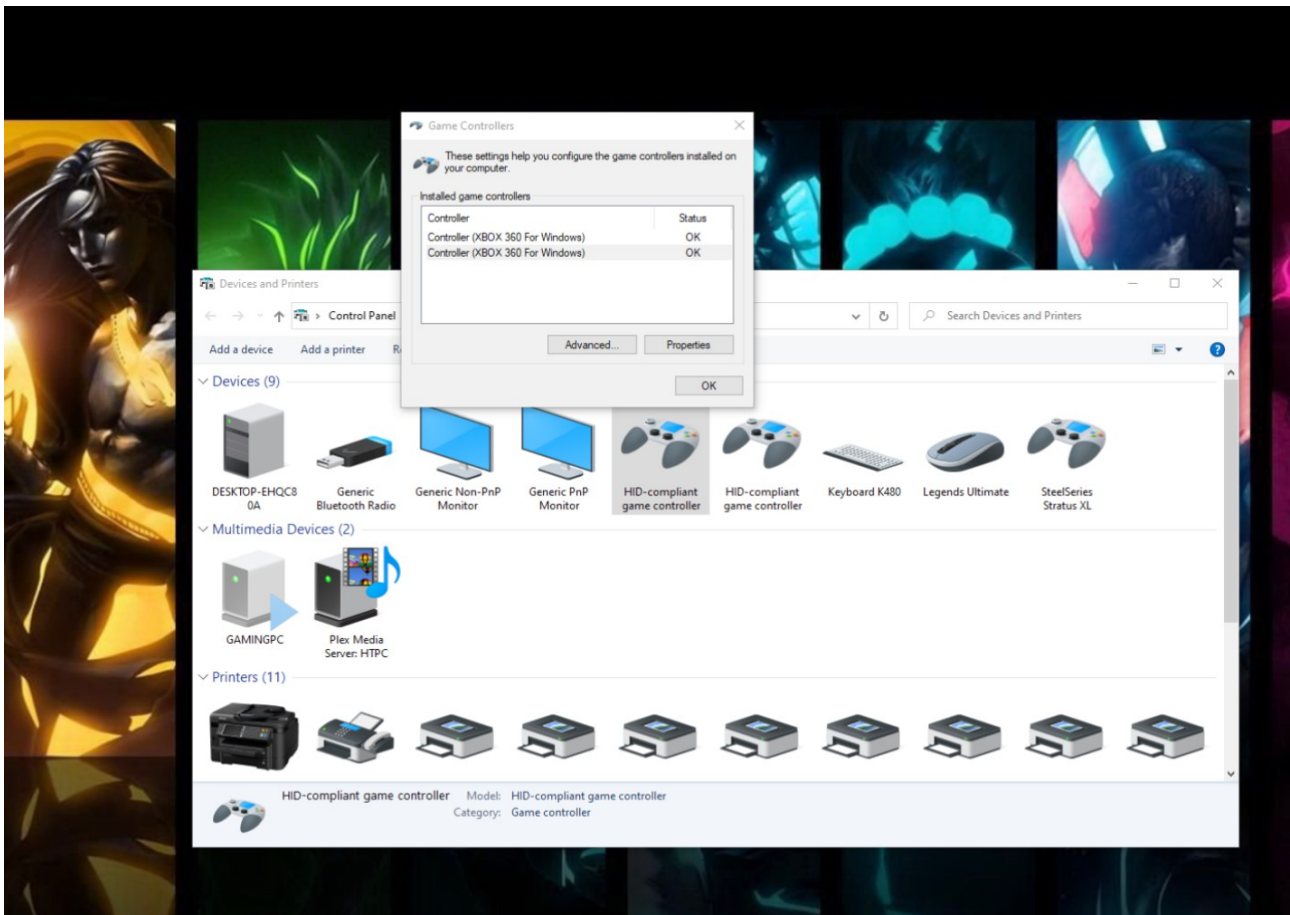| Button 1 | A |
|---|---|
| Button 2 | B |
| Button 3 | X |
| Button 4 | Y |
| Button 5 | Z |
| Button 6 | C |
| Button 9 | Rewind |
| Button 10 | Start |
| Button 17 | Menu |

Next we will setup controller 2.

Follow the setups for P1, but look for the controller 2 hid device. Setup P2 as follows.

Now click on save all at the top right and restart your computer.

Your computer should now only show the xbox controllers like the following when selecting game controllers.

That's it. Do not close the x360ce app, just minimize it otherwise your controls will be disabled. If that happens, just use a physical mouse and relaunch x360ce. The mouse mode designed for this will automatically launch after x360ce full loads.You will need to define your buttons in the emulators, PC Games, and steam as usual when setting up an xbox controller.

Included is the xbox alu layout files for Coinops mame.

Place the controls.conf in the root of Coinops and the default.cfg in the coinops\emulators\mame\cfg folder

**Notes:**

If you wish to uninstall, first go to the device tab and unhide the atgames controllers. Then click sychronize with hid guardian. Then uninstall vigem bus and hid guardian.

If you used x360ce prior and have the x360ce.ini and xinput files generated in a game folder for pc games, please delete those as that will interfere with this.

If you are running a previous verison of mouse mode, please close it and remove from startup.

FAQ

**My ALU controllers are detected as Swapped is there a way to fix it with this?**

Yes, no matter what order or controller number Windows assigns the ALU controllers, you can change the order by selecting Controller 1 and assiging the ALU controller you want to controller 1. Do the same with controller 2.

**When I add a game to the drop down list my controls assignments get messed up.**

This is a known bug for version 4.xx.xxx, not sure how far back it goes, but currently looking into fixing this to be able to use alternative mappings for games when they launch automatically.

**Do I need to setup each game?**

Yes, if you are using emulators you will need to configure the controllers. PC games should be playable by default and you can change the buttons in the game if you do not like that layout. The x360ce.exe game selection will be the default layout it uses for all applications.

**Do I need to keep the same layout as in the pictures?**

No, but if you are using the joystick_driver for mouse mode, you need to the back, start, left stick button the same. Otherwise certain features will not work. If you change the assignment of buttons 1-3, those will be your mouse click buttons instead of A (button 1)=left click, B(button 2)=right click, C(button 3)=middle click.

**What if a firmware update changes the controller number again?**

You can click on the x360ce controller and click add select the controller number the firmware has switched it too. The button layout will not have to be changed again.

**My ID isn't the same as the one in the screenshot.**

This is normal as everyone's device ID may be different.

**I am unable to disable mouse mode.**

This occasionally happens when first setting up the x360ce driver and it loads the 2$^{nd}$ controller first.This doesn't affect the controller designation for x360ce. It does affect the designation for joystick_driver as it checks to see which controller loads first. To fix this click on options->virtual device->uninstall ViGEm bus. Then click on install.