

EBOOK

Michael Andre Franiatte

**Joycons Configuration
with Codes in Gamepad Libraries
to Play PC Games**

JoyconsTheory Configuration Files

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Joycons Configuration with Codes in Gamepad Libraries to Play PC Games

JoyconsTheory Configuration Files

Michael Franiatte

06/09/2019



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Joycons Configuration with Codes in Gamepad Libraries to Play PC Games

Michael Franiatte *

Abstract

Some example is given in this book for configuration in PC games using JoyconsTheory interfacing with keyboard and mouse events. With this book and the book untitled “C# and C++ in Gamepad Libraries to play PC Games”, by the same author, it’s possible to understand and have fast practice knowledge, in order to configure easily custom programs to play your favorite PC games.

Keywords: *configuration, files, JoyconsTheory, mouse, keyboard, events, games*

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1. Introduction

• Knowing how to program isn't enough when you want to make a competitive gamepad using gamepad libraries on PC. Obviously it needs you play different games and a lot, also a lot of time. The works have been achieved previously by the same author of this book, in a book giving codes to play very well with gamepads, corresponding to 6 or 7 years of works. When well designed electronically and technically, the only limit to make a competitive gamepad is how it's coded.

2. Joycons Theory Configuration Files

```
C:\Users\Mic\Documents\micedit\JoyconsOnPC\borderlands1 (xbox)
//brink
False
//metro
True
//titanfall
False
//cursor
False
//warface
False
//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
True
//LS2 accuracy
False
//wheel script
False
//LS2 view on
False
//LS2 aim plus
False
//stick view
False
//wheel view
False
//RSR RSL view
False
//rebind keys
True
//lock features and options
False
//push r l'
False
//cancel reload x
False
//LS2 RS2 switch
False
//LS press I/O
False
//driver mouse
True
//driver keyboard
```

True
//swap
False
//cancel reload x

//joy con left stick
Shift
//joy con left up
up
//joy con left down
down
//joy con right S2
left click
//joy con left S2
right click
//joy con plus
G
//joy con minus
T
//joy con right stick
Tab
//joy con right home
Escape
//joy con right S1
Tab
//joy con left left
left
//joy con left right
right
//joy con left SL
Y
//joy con right SR
U
//joy con right SL
E
//joy con left SR
Q
//joy con right to front
R
//joy con left to front
V
//joy con left stick up
Z
//joy con left S1
Space
//joy con left stick
Shift
//joy con right stick down
down
//joy con left stick down
S
//joy con right stick left
left
//joy con right stick right
right
//joy con right stick up
up
//joy con left stick left
Q
//joy con left stick right
D
//joy con right up
R
//joy con right down
C
//joy con right left
X

```

//joy con right right
Space
//joy con left capture
Escape
//joy con right to front push r time extra setting
1000
//cancel reload waiting LS2 time extra setting
1800
//brink or titanfall time extra setting
30
//bo3 time extra setting
15
//smooth time extra setting
15
//aim plus latency time extra setting
300
//aim plus quantity extra setting
30
//anti-tearing outer size
0
//hardness quantity
90
//aim speed axis x quantity
100
//aim speed axis y quantity
100
//aim speed accuracy size of center axis x extra setting
0
//aim speed accuracy multipler of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multipler of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out
2000
//zoning quantity
190
//zoning hardness quantity
190
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.
C:\Users\Mic\Documents\micedit\JoyconsOnPC\butcher (xbox)
//brink
False
//metro
True
//titanfall
False
//cursor
False
//warface
False

```

```

//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
True
//LS2 accuracy
False
//wheel script
True
//LS2 view on
True
//LS2 aim plus
False
//stick view
False
//wheel view
False
//RSR RSL view
False
//rebind keys
True
//lock features and options
False
//push r 1'
False
//cancel reload x
False
//LS2 RS2 switch
False
//LS press I/O
False
//driver mouse
True
//driver keyboard
True
//swap
False
//cancel reload x

//joycon left stick
Shift
//joycon left up
X
//joycon left down
C
//joycon right S2
left click
//joycon left S2

//joycon plus
G
//joycon minus
T
//joycon right stick
Tab
//joycon right home
Escape
//joycon right S1
Tab
//joycon left left
Y
//joycon left right

```

U
 //joycon left SL
 Y
 //joycon right SR
 U
 //joycon right SL
 E
 //joycon left SR
 Q
 //joycon right to front
 R
 //joycon left to front
 V
 //joycon left stick up
 Z
 //joycon left S1
 Space
 //joycon left stick
 Shift
 //joycon right stick down
 down
 //joycon left stick down
 S
 //joycon right stick left
 left
 //joycon right stick right
 right
 //joycon right stick up
 up
 //joycon left stick left
 Q
 //joycon left stick right
 D
 //joycon right up
 G
 //joycon right down
 F
 //joycon right left
 T
 //joycon right right
 R
 //joycon left capture
 Enter
 //joycon right to front push r time extra setting
 1000
 //cancel reload waiting LS2 time extra setting
 1800
 //brink or titanfall time extra setting
 30
 //bo3 time extra setting
 15
 //smooth time extra setting
 35
 //aim plus latency time extra setting
 300
 //aim plus quantity extra setting
 30
 //anti-tearing outer size
 0
 //hardness quantity
 90
 //aim speed axis x quantity
 100
 //aim speed axis y quantity
 100
 //aim speed accuracy size of center axis x extra setting
 0


```

//aim speed accuracy multipler of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multipler of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out
2000
//zoning quantity
100
//zoning hardness quantity
100
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.
C:\Users\Mic\Documents\micedition\JoyconsOnPC\default.txt
//brink
False
//metro
False
//titanfall
False
//cursor
False
//warface
False
//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
False
//LS2 accuracy
False
//wheel script
False
//LS2 view on
False
//LS2 aim plus
False
//stick view
False
//wheel view
False
//RSR RSL view
False
//rebind keys
True
//lock features and options
False

```

```

//push r 1'
False
//cancel reload x
False
//LS2 RS2 switch
False
//LS press I/O
False
//driver mouse
False
//driver keyboard
False
//swap
False
//cancel reload x

//joycon left stick
Shift
//joycon left up
1
//joycon left down
4
//joycon right S2
left click
//joycon left S2
right click
//joycon plus
G
//joycon minus
T
//joycon right stick
Control
//joycon right home
Escape
//joycon right S1
Enter/Tab
//joycon left left
2
//joycon left right
3
//joycon left SL
Y
//joycon right SR
U
//joycon right SL
E
//joycon left SR
Q
//joycon right to front
R
//joycon left to front
V
//joycon left stick up
W
//joycon left S1
Space
//joycon left stick
Shift
//joycon right stick down
down
//joycon left stick down
S
//joycon right stick left
left
//joycon right stick right
right
//joycon right stick up

```

```

up
//joycon left stick left
A
//joycon left stick right
D
//joycon right up
R
//joycon right down
C
//joycon right left
X
//joycon right right
F
//joycon left capture
Escape
//joycon right to front push r time extra setting
1000
//cancel reload waiting LS2 time extra setting
1800
//brink or titanfall time extra setting
30
//bo3 time extra setting
15
//smooth time extra setting
15
//aim plus latency time extra setting
300
//aim plus quantity extra setting
30
//anti-tearing outer size
0
//hardness quantity
100
//aim speed axis x quantity
100
//aim speed axis y quantity
100
//aim speed accuracy size of center axis x extra setting
0
//aim speed accuracy multiplier of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multiplier of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out
2000
//zoning quantity
100
//zoning hardness quantity
100
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

```

```

C:\Users\Mic\Documents\micedition\JoyconsOnPC\enterthegungeon (xbox)
//brink
False
//metro
True
//titanfall
False
//cursor
False
//warface
False
//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
True
//LS2 accuracy
False
//wheel script
True
//LS2 view on
True
//LS2 aim plus
False
//stick view
False
//wheel view
False
//RSR RSL view
False
//rebind keys
True
//lock features and options
False
//push r 1'
False
//cancel reload x
False
//LS2 RS2 switch
False
//LS press I/O
False
//driver mouse
True
//driver keyboard
True
//swap
False
//cancel reload x

//joycon left stick
Shift
//joycon left up
Y
//joycon left down
U
//joycon right S2
left click
//joycon left S2

//joycon plus
G

```

```

//joy con minus
T
//joy con right stick
Tab
//joy con right home
Escape
//joy con right S1
X
//joy con left left
X
//joy con left right
X
//joy con left SL
Y
//joy con right SR
U
//joy con right SL
E
//joy con left SR
Q
//joy con right to front
R
//joy con left to front
V
//joy con left stick up
Z
//joy con left S1
Space
//joy con left stick
Shift
//joy con right stick down
down
//joy con left stick down
S
//joy con right stick left
left
//joy con right stick right
right
//joy con right stick up
up
//joy con left stick left
Q
//joy con left stick right
D
//joy con right up
C
//joy con right down
F
//joy con right left
R
//joy con right right
V
//joy con left capture
Enter
//joy con right to front push r time extra setting
1000
//cancel reload waiting LS2 time extra setting
1800
//brink or titanfall time extra setting
30
//bo3 time extra setting
15
//smooth time extra setting
35
//aim plus latency time extra setting
300
//aim plus quantity extra setting

```

```

30
//anti-tearing outer size
0
//hardness quantity
90
//aim speed axis x quantity
100
//aim speed axis y quantity
100
//aim speed accuracy size of center axis x extra setting
0
//aim speed accuracy multiplier of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multiplier of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out
2000
//zoning quantity
100
//zoning hardness quantity
100
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.
C:\Users\Mic\Documents\micedition\JoyconsOnPC\forzahorizon2 (xbox)
//brink
False
//metro
True
//titanfall
False
//cursor
False
//warface
False
//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
False
//LS2 accuracy
False
//wheel script
False
//LS2 view on
False
//LS2 aim plus

```

False
 //stick view
 False
 //wheel view
 True
 //RSR RSL view
 True
 //rebind keys
 True
 //lock features and options
 False
 //push r 1'
 False
 //cancel reload x
 False
 //LS2 RS2 switch
 False
 //LS press I/O
 False
 //driver mouse
 True
 //driver keyboard
 True
 //swap
 False
 //cancel reload x

 //joycon left stick

 //joycon left up

 //joycon left down

 //joycon right S2
 G
 //joycon left S2

 //joycon plus
 Escape
 //joycon minus

 //joycon right stick
 Tab
 //joycon right home
 Escape
 //joycon right S1
 T
 //joycon left left

 //joycon left right

 //joycon left SL

 //joycon right SR
 left click
 //joycon right SL
 right click
 //joycon left SR

 //joycon right to front

 //joycon left to front
 V
 //joycon left stick up

 //joycon left S1
 Space

```

//joycon left stick

//joycon right stick down
Q
//joycon left stick down

//joycon right stick left
Y
//joycon right stick right
U
//joycon right stick up
up
//joycon left stick left

//joycon left stick right

//joycon right up
right
//joycon right down
left
//joycon right left
up
//joycon right right
down
//joycon left capture

//joycon right to front push r time extra setting
1000
//cancel reload waiting LS2 time extra setting
1800
//brink or titanfall time extra setting
30
//bo3 time extra setting
15
//smooth time extra setting
15
//aim plus latency time extra setting
300
//aim plus quantity extra setting
30
//anti-tearing outer size
0
//hardness quantity
100
//aim speed axis x quantity
100
//aim speed axis y quantity
100
//aim speed accuracy size of center axis x extra setting
0
//aim speed accuracy multiplier of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multiplier of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out

```



```

2000
//zoning quantity
100
//zoning hardness quantity
100
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.
C:\Users\Mic\Documents\micedit\JoyconsOnPC\horizonchaseturbo (xbox)
//brink
False
//metro
True
//titanfall
False
//cursor
False
//warface
False
//bo3
False
//fake
False
//mw3
False
//xaim
False
//LS2 press I/O
False
//LS2 accuracy
False
//wheel script
False
//LS2 view on
False
//LS2 aim plus
False
//stick view
False
//wheel view
True
//RSR RSL view
True
//rebind keys
True
//lock features and options
False
//push r 1'
False
//cancel reload x
False
//LS2 RS2 switch
False
//LS press I/O
False
//driver mouse
True
//driver keyboard
True
//swap
False
//cancel reload x

//joycon left stick

```

//joy con left up
 //joy con left down
 //joy con right S2
 G
 //joy con left S2
 //joy con plus
 Escape
 //joy con minus
 //joy con right stick
 Tab
 //joy con right home
 Escape
 //joy con right S1
 T
 //joy con left left
 //joy con left right
 //joy con left SL
 //joy con right SR
 left click
 //joy con right SL
 right click
 //joy con left SR
 //joy con right to front
 //joy con left to front
 V
 //joy con left stick up
 //joy con left S1
 Space
 //joy con left stick
 //joy con right stick down
 Q
 //joy con left stick down
 //joy con right stick left
 Y
 //joy con right stick right
 U
 //joy con right stick up
 up
 //joy con left stick left
 //joy con left stick right
 //joy con right up
 right
 //joy con right down
 left
 //joy con right left
 up
 //joy con right right
 down
 //joy con left capture
 //joy con right to front push r time extra setting
 1000

```

//cancel reload waiting LS2 time extra setting
1800
//brink or titanfall time extra setting
30
//bo3 time extra setting
15
//smooth time extra setting
15
//aim plus latency time extra setting
300
//aim plus quantity extra setting
30
//anti-tearing outer size
0
//hardness quantity
100
//aim speed axis x quantity
100
//aim speed axis y quantity
100
//aim speed accuracy size of center axis x extra setting
0
//aim speed accuracy multiplier of center axis x extra setting
0
//aim speed accuracy size of center axis y extra setting
0
//aim speed accuracy multiplier of center axis y extra setting
0
//no recoil quantity extra setting
0
//RS2 switch interval time extra setting
6
//RS2 switch press delay time extra setting
18
//tick time
6
//wheel script stick limit in
33
//wheel script stick limit out
2000
//zoning quantity
100
//zoning hardness quantity
100
//no recoil step quantity
0
//List of possible entries:
WASD, ZQSD, arrow keys, AD, QD, left right arrow keys, A, B, C, D, E, ..., X, Y, Z, 0, 1, 2, ..., 8, 9, F1, F2, F3, ..., F11,
F12, Capslock, Alt, Back, Apostrophe, left, right, up, down, Escape, Control, LControl, RControl, Shift, LShift, RShift,
Enter, Space, Tab, wheel down, wheel up, middle click, left click, right click, 0-4, 5-9, Enter/Tab.

```

3. Conclusion

- This book can be used as shortcut when you want play PC games with keyboard and mouse events. The configurations presented are the same on all computers. It corresponds to a lot of game genre because a lot of games are considerate with their own configuration. So it becomes easy for you to make the same in other games. Other explanations are available with the book “The Best of Fun with Chemistry and Gaming” by the same author.

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