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# Joycons Setting
# with Codes in Gamepad Libraries
# to Play PC Games
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**Michael Franiatte**
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Joycons used on PC Games can be very competitive compared to keyboard and mouse and more enjoyable than joystick because it use motion recognizing and only four fingers are used to push the buttons, other fingers are used to stabilized the Joycons. All buttons and motion recognizing are easy of access. Information about license, EULA and contract for using these following works can be found at https://michaelfraniatte.wordpress.com.

# Joycons Setting with Codes in Gamepad Libraries to Play PC Games

Michael Franiatte[*]

## Abstract

With this book you will have easy to have a competitive controller or gamepad able to interface in all your PC (Personal Computer) games. The Joycons are designed to be the best controller for having the best of fun, when the program to play Joycons have the settings adapted to your games. The codes used to take the control of games are the best than you can find in comparison to other programs or other platforms. Since 2008, the works made on this controller have never touched such a perfection, and in comparison with other programs or controllers or platforms, such an enjoyment to play with it… because such a perfect controller with such perfect codes, on the best platform to play which is a PC, using a native program language, made the gameplay very realistic and immersive. If you don't have trouble to aim something or drive a car, Joycons connected with a Bluetooth key, the information presented here is made for you to enjoy a maximum to play all PC games on your favorite platform which is the PC having the best game fluidity and resolution. All other platforms with all other controllers can't have such realistic, easy and immersive gameplay.

**Keywords:** *Joycons, Nunchuck, PC, controller, play, codes*

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## 1. JoyconsTheory for Playing Joycons on All Games



| Mouse controls | Keyboard controls | | | | | |
|---|---|---|---|---|---|---|
| f1 = brink | | | | | | |
| f2 = metro | Left Joycon | ☐ | | Right Joycon | ☐ | |
| f3 = titanfall | To front | V | To front | R | |
| f4 = cursor | Shoulder 1 | Space | Shoulder 1 | Enter/Ta | |
| f5 = warface | Shoulder 2 | right click | Shoulder 2 | left click | |
| f6 = bo3 | Minus | T | Plus | G | |
| f7 = fake | Stick up | W | Stick up | up | |
| f8 = mw3 | Stick right | D | Stick right | right | |
| f9 = xaim | Stick down | S | Stick down | down | |
| f10 = driver | Stick left | A | Stick left | left | |

**Mouse controls**
- ☐ f1 = brink
- ☐ f2 = metro
- ☐ f3 = titanfall
- ☐ f4 = cursor
- ☐ f5 = warface
- ☐ f6 = bo3
- ☐ f7 = fake
- ☐ f8 = mw3
- ☐ f9 = xaim
- ☐ f10 = driver

**Mouse options**
- ☐ f11 = S2 accuracy
- ☐ f12 = S2 press I/O
- ☐ F1 = S2 view on
- ☐ F2 = S2 aim plus
- ☐ F3 = stick view
- ☐ F4 = wheel view
- ☐ F5 = SR SL view
- ☐ F6 = swap

**Keyboard options**
- ☐ F7 = LS2 RS2 switch
- ☐ F8 = push r 1'
- ☐ F9 = cancel reload x
- ☐ F10 = wheel script
- ☐ F11 = LS press I/O
- ☐ F12 = driver

**Keyboard controls**

Left Joycon ☐

| | |
|---|---|
| To front | V |
| Shoulder 1 | Space |
| Shoulder 2 | right click |
| Minus | T |
| Stick up | W |
| Stick right | D |
| Stick down | S |
| Stick left | A |
| Up | 1 |
| Right | 3 |
| Down | 4 |
| Left | 2 |
| Capture | Escape |
| Left shoulder | Y |
| Stick | Shift |
| Right shoulder | Q |

Right Joycon ☐

| | |
|---|---|
| To front | R |
| Shoulder 1 | Enter/Ta |
| Shoulder 2 | left click |
| Plus | G |
| Stick up | up |
| Stick right | right |
| Stick down | down |
| Stick left | left |
| Up | R |
| Right | F |
| Down | C |
| Left | X |
| Home | Escape |
| Left shoulder | E |
| Stick | Control |
| Right shoulder | U |

Cancel reload X

JoyconsTheory

## Mouse controls
- [ ] f1 = brink
- [ ] f2 = metro
- [ ] f3 = titanfall
- [ ] f4 = cursor
- [ ] f5 = warface
- [ ] f6 = bo3
- [ ] f7 = fake
- [ ] f8 = mw3
- [ ] f9 = xaim
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## Mouse options
- [ ] f11 = S2 accuracy
- [ ] f12 = S2 press I/O
- [ ] F1 = S2 view on
- [ ] F2 = S2 aim plus
- [ ] F3 = stick view
- [ ] F4 = wheel view
- [ ] F5 = SR SL view
- [ ] F6 = swap
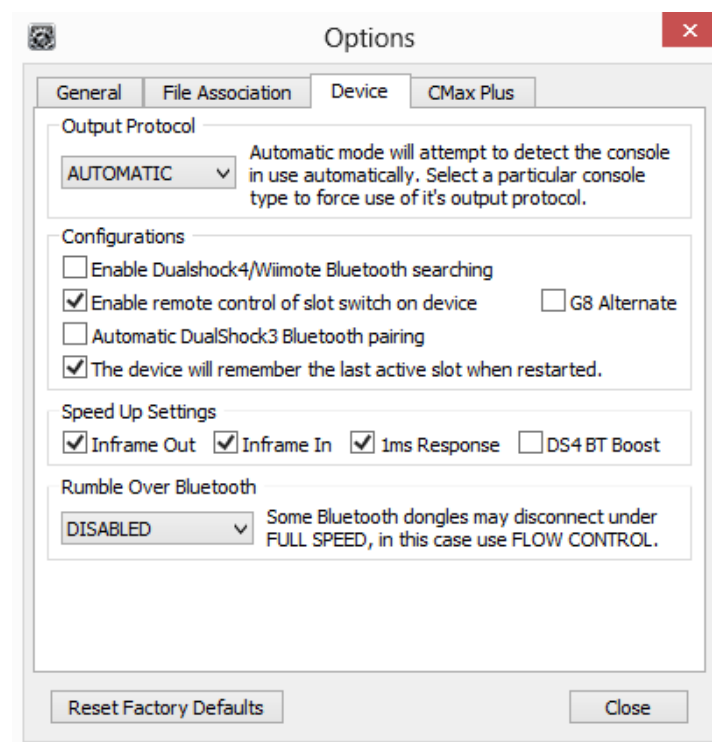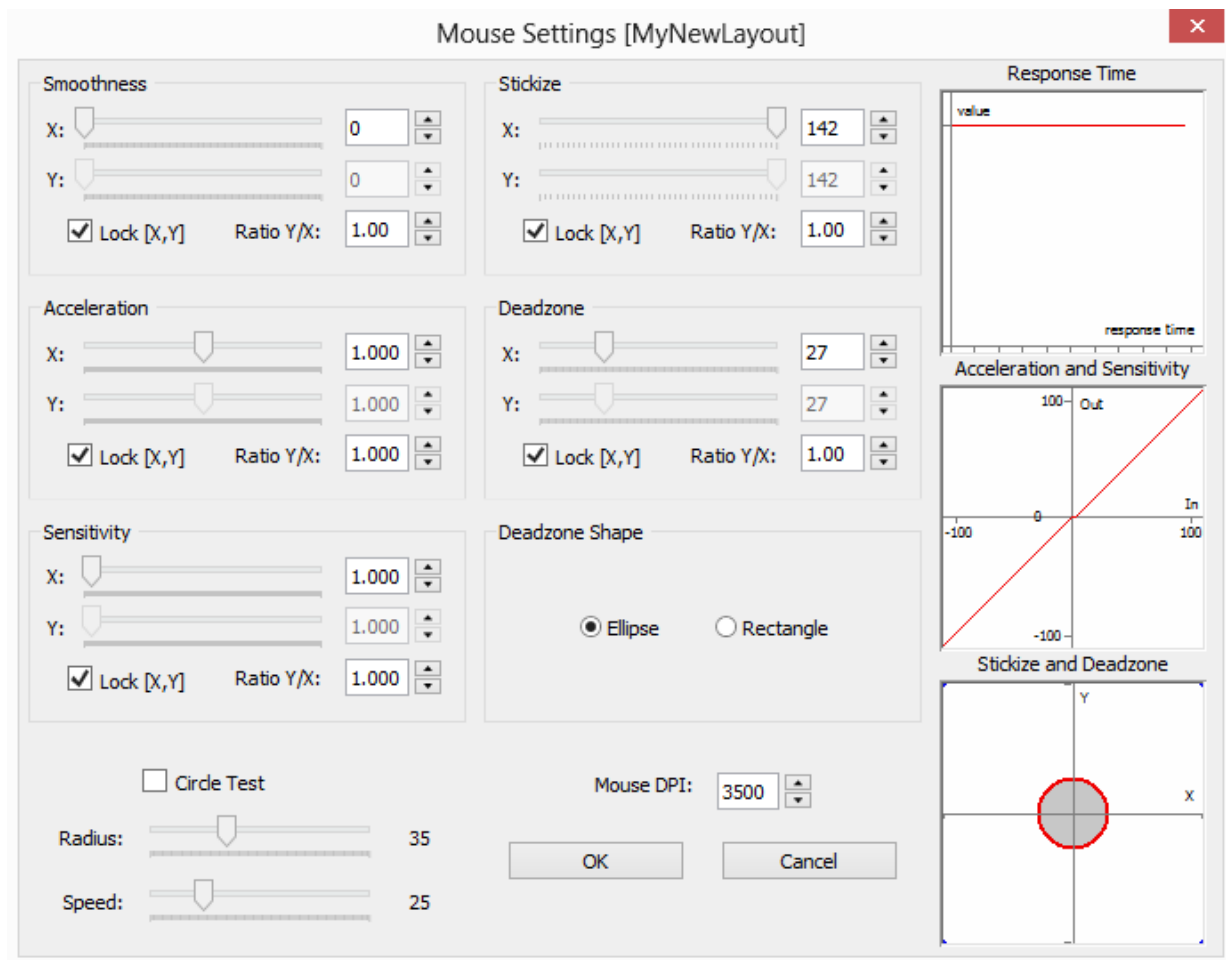
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- [ ] F7 = LS2 RS2 switch
- [ ] F8 = push r 1'
- [ ] F9 = cancel reload x
- [ ] F10 = wheel script
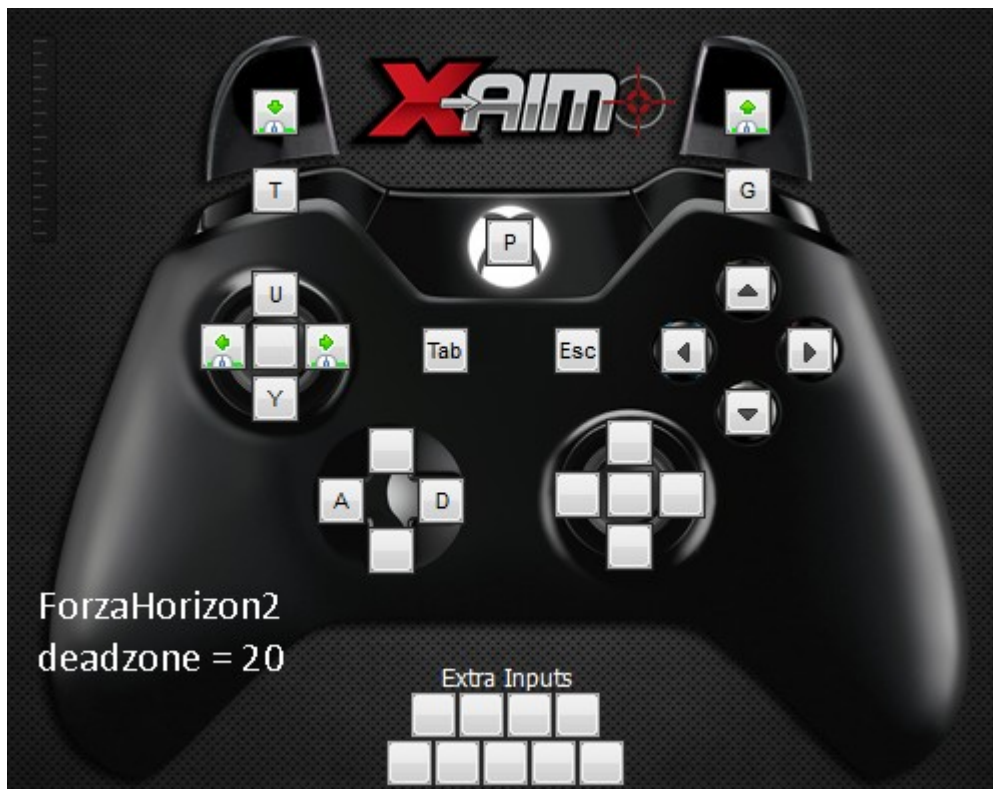- [ ] F11 = LS press I/O
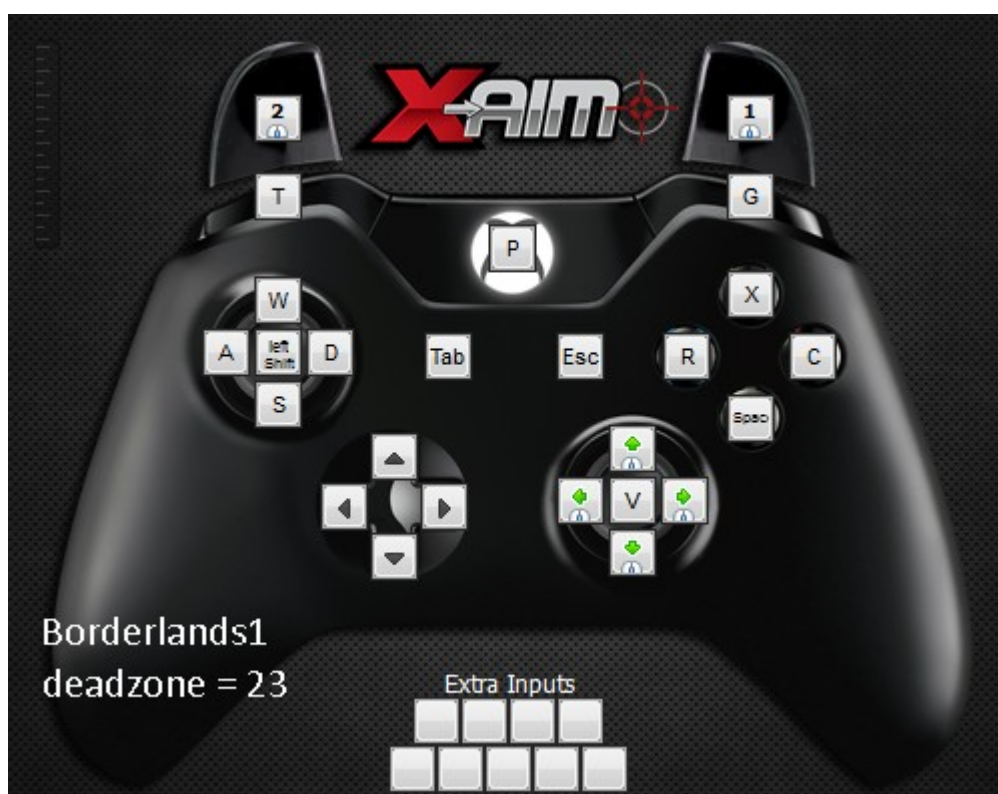- [ ] F12 = driver

## Mouse/Keyboard parameters

| Value | Parameter |
|---|---|
| 300 | aim plus latency time |
| 30 | aim plus quantity |
| 30 | brink or titanfall time |
| 15 | bo3 time |
| 15 | smooth time |
| 0 | no recoil quantity |
| 0 | no recoil step quantity |
| 0 | anti-tearing outer size |
| 100 | hardness quantity |
| 100 | aim speed axis x quantity |
| 100 | aim speed axis y quantity |
| 100 | zoning quantity |
| 100 | zoning hardness quantity |
| 0 | aim speed accuracy size of center axis x |
| 0 | aim speed accuracy multipler of center axis x |
| 0 | aim speed accuracy size of center axis y |
| 0 | aim speed accuracy multipler of center axis y |

| Value | Parameter |
|---|---|
| 1000 | joycon right to front push r time |
| 1800 | cancel reload waiting LS2 time |
| 6 | RS2 switch interval time |
| 18 | RS2 switch press delay time |
| 33 | wheel script stick limit in |
| 2000 | wheel script stick limit out |
| 6 | tick time |

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## 2. Configuration in plugin X-Aim of Cronusmax Pro application

ForzaHorizon2
deadzone = 20

Extra Inputs



HorizonChaseTurbo
deadzone = 20

Extra Inputs

Borderlands1
deadzone = 23



Butcher
deadzone = 20

EnterTheGungeon
deadzone = 20

## 3. Use and Agreement Contract

**Owner:** Michael Andre Franiatte.

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**Proof of Owning:** Works published, and writings/speakings all over.

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