Michael Andre Franiatte

**Joycons Configuration**

**with Codes in Gamepad Libraries**

**to Play PC Games**

*JoyconsTheory Configuration Files*

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EBOOK

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| ebook |
| Joycons Configuration with Codes in Gamepad Libraries to Play PC Games |
| JoyconsTheory Configuration Files |
|  |
| **Michael Franiatte** |
| **06/09/2019** |

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| --- |
| This book presents some configuration to play PC games using mouse and keyboard events. Information about license, EULA and contract for using these following works can be found at <https://michaelfraniatte.wordpress.com>. |

## joycons - left.pngjoycons - right.pngJoycons 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. JoyconsTheory Configuration Files

C:\Users\Mic\Documents\micedition\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 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

up

//joycon left down

down

//joycon right S2

left click

//joycon left S2

right click

//joycon plus

G

//joycon minus

T

//joycon right stick

Tab

//joycon right home

Escape

//joycon right S1

Tab

//joycon left left

left

//joycon left right

right

//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

R

//joycon right down

C

//joycon right left

X

//joycon right right

Space

//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

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\micedition\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 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\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

//joycon minus

T

//joycon right stick

Tab

//joycon right home

Escape

//joycon right S1

X

//joycon left left

X

//joycon left right

X

//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

C

//joycon right down

F

//joycon right left

R

//joycon right right

V

//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\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 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\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

//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 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.

## 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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**Contact:** [michael.franiatte@gmail.com](mailto:michael.franiatte@gmail.com).

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