

This is my setup guide, I wanted to make it because every time I get back into this game the setup confuses me. This setup uses Steam and DxWnd - It uses Steam big picture mode so you can use a gamecube controller from a mayflash adapter & DxWnd to play in windowed mode and reduce crashing.

1. **Install LSW1**

- [LSW1 Download](#) (From Elle_Tree)
- Download Entire File Folder
- Follow Install Wizard

2. **Install DxWndReloaded**

- [DxWndReloaded](#)
- Click 'Code' > Download Zip
- Unzip, Save somewhere on computer

3. **Config LSW1** (not sure if this does anything for everyone but it doesn't run without this for me and some others)

- Go to install location (C:\Program Files (x86)\Giant\LEGO Star Wars Game)
Right click on LegoStarwars.exe
- Click Properties > Compatibility
- Check 'Run this program in compatibility mode for:' > Select in the dropdown: 'Windows XP (Service Pack 2)'
- Check disable fullscreen optimizations
- Check run this program as an administrator

4. **Cap Frame-Rate & Disable V-sync**

- Right click desktop and open Nvidia Control Panel
- Click Manage 3D settings > Click Program Settings > Add > Browse... > Add LegoStarwars.exe > Select Ok
- Scroll down to Max Frame Rate > Select 60fps
- Scroll all the way down to V-sync > Select Off
- Click Apply

5. **Config DxWnd**

- Navigate to save location > DxWnd.reloaded-master\build
- Right click on dxwnd.exe > Click Properties > Compatibility > Check run this program as an administrator
- Open LSW1 Install Location (C:\Program Files (x86)\Giant\LEGO Star Wars Game)
- Drag LegoStarwars.exe into DxWnd window

- Name the executable whatever and press ok

6. **Run Game**

- Double Click your LSW1 executable in DxWnd

You could stop here if you're not using a gamecube controller with mayflash

7. **Steam + Gamecube Config**

- In steam library select 'Add a Game' > 'Add a Non-Steam Game' > 'Browse' > Go to DxWnd install location (??/DxWnd.reloaded-master/build) > Add dxwnd.exe
- Set mayflash adapter to PC mode - Make sure you don't have another controller plugged in (even if your gamecube works in big picture, it might not work in LSW1 if you have another kind of controller plugged in that steam's trying to read, like DS4)
- Open Steam Big Picture Mode
- Navigate to dxwnd with gamecube controller

And you're done!