

FAQ - Troubleshooting for Keys2XInput (v2.2.0+)

(for help with v1 - [click here](#))



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64bit only

Installer for Windows 10 & 11.

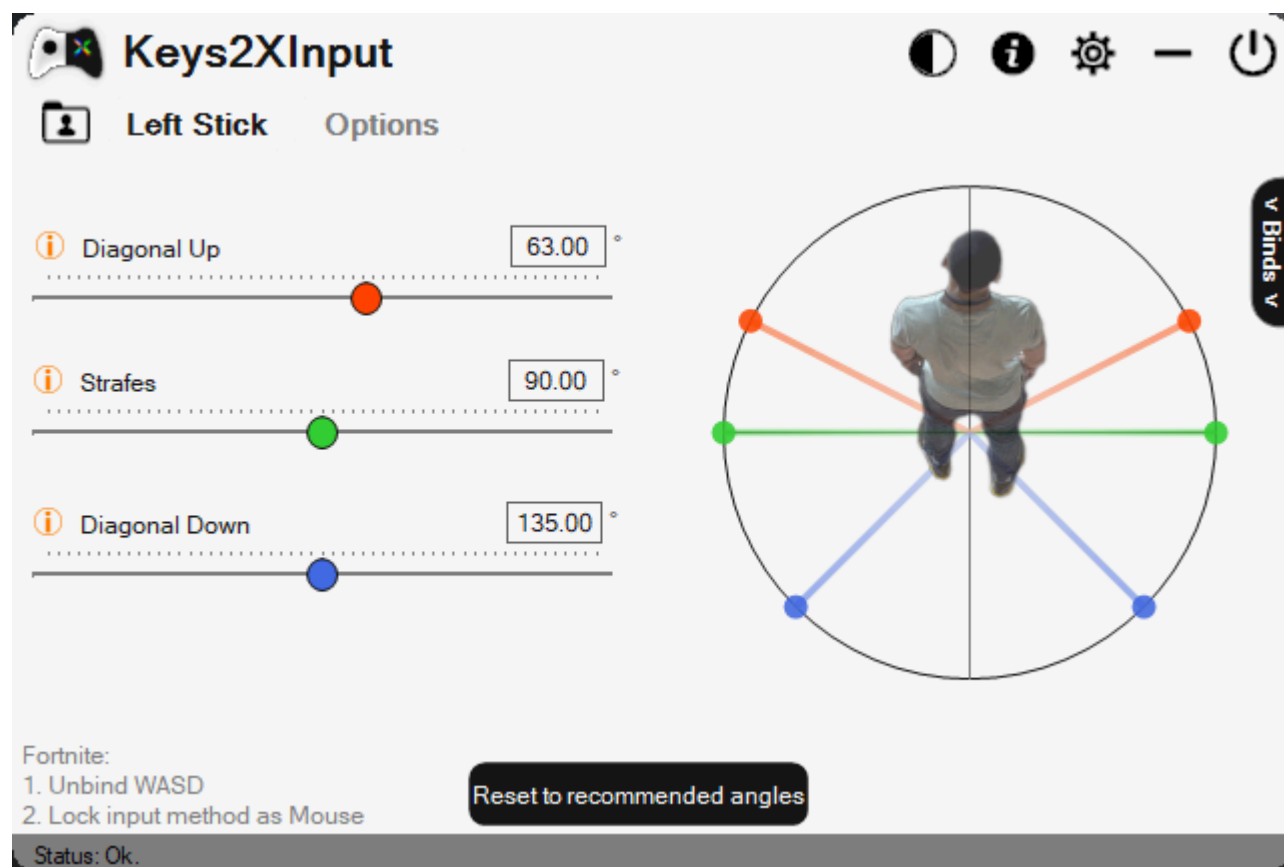
For Windows 7/8/8.1 users, you must use the non-installer and read the included readme.txt

Will this get you banned? In your game we do not know, you must read the games TOS/EULA to understand what is or isn't allowed.

Fortnite users: There has been some clarification

<https://www.epicgames.com/fortnite/competitive/en-US/news/fortnite-competitive-rules-clarifications>

"To be clear, key remappers are permitted within Fortnite.." **However please read and understand it for yourself!**



Common issues:

1. Player 1. (xbox/x360/xinput)

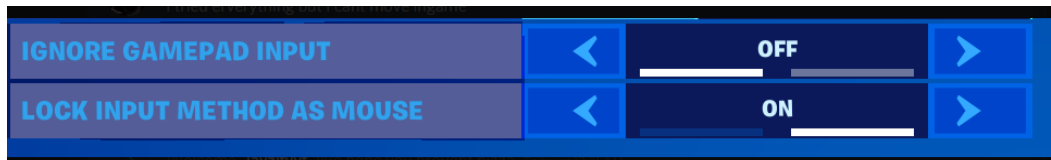
Most single player games read from Player 1 only. A red status “**error 1**” means that the keys2xinput controller is not located as Player 1. This can be fixed by disconnecting all controller devices such as real Xbox/Playstation controllers, AND all emulated double-movement softwares. Then fully restart Keys2XInput after.

You could also try the controller type "Playstation/DS4" in the options.

For advanced help with all **error** codes and further information, go to Part 8 [Here](#)

2. Fortnites turbo building is not working.

“settings - mouse and keyboard - lock input method as mouse - ON”

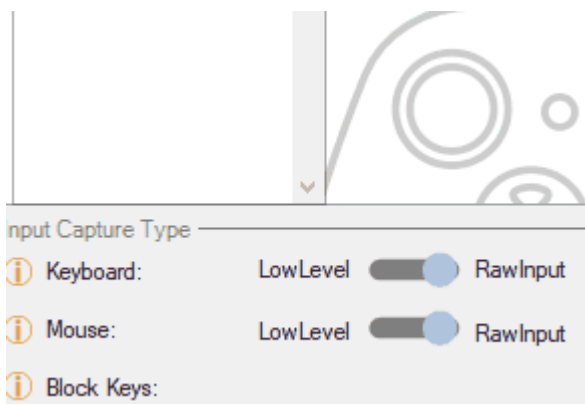


Note: lock input currently does not work in the inventory. Two options 1. Ask epic to fix. 2. Don't move, just use auto run when needed.

3. LLkeyboard, RawInput, block keys? What exactly is all this?

Note: v2.2+ we have forced the most optimal options here, if you want to change this you still can, by configuring the usage type to “Generic Use” in the options.

Our implementation of LLkeyboard (v1+v2) and RAWinput (v2 only) should both have near 0.1ms response times as long as your PC was made in the past 10 years. We highly recommend RAWinput for the majority of users, and it is the default when making any new profile.



When using LLkeyboard (low level) key detection, you get the option to block the text output.

We recommend to Enable block keys, if using LLkeyboard! Enabling it means that your keyboard binds (WASD) will output only as a controller, and not as both keyboard and controller together. If you turn this off OR use RAWinput, then you must unbind your movement (WASD) within your game.

4. Can not move in game *correctly* (Works when your game is NOT focused).

Within your games settings, check that gamepads are not disabled/ignored.

Fortnite - Go to: settings -> Mouse and Keyboard -> "Ignore Gamepad Input" is off

- a) It appears your user account privileges in Windows are incorrect. You should repair this or it can be avoided by starting Keys2xinput "as **Administrator**":



- b) There is a rare issue some people are having due to a Fortnite bug: Unbinding WASD in-game is failing to fully unbind. Please test this with Keys2X fully turned off - you should not be able to move in game.
- If this is happening to you, the solution is to repair your Fortnite settings by doing a full in-game keybind reset. **Choose a new "preset" template.**
 - This is all found in the bindings page "keyboard controls"

5. Can not move in game (does NOT work at all, even in joy.cpl)

First make sure you are on the latest version. And check common [issue 1](#). about Player slot allocation. You may have too many controllers connected and your game will only read from Player 1.

The easiest way to fix this may be: **Change the controller output type to "Playstation/DS4"**, this avoids dealing with xbox controllers.

Otherwise, if you want to repair Xbox/XInput devices:

Try uninstalling all controllers (see 10. "[Uninstall a controller](#)")

All Error codes can be referred to in [issue 8](#) (status errors)

We are also aware that some Razer Synapse softwares/versions are not compatible with keys2xinput. In this case, you must disable Razer from automatically starting up with Windows (this will stop Razer from injecting a controller into your pc's player1 slot). Otherwise uninstalling Razer software and restarting your pc may also work.

There may be incompatibilities we are unaware of with other softwares, and of course other remapping softwares. You may have to try uninstalling some other programs that could be related or even game mods.

6. SOCD - e.g. when A&D is pressed together, what happens? Can it be neutral? Standing still, so you are not moving.

Answer: Yes, this is called "SOCD" (Simultaneous Opposite Cardinal Direction) cleaning - K2X has options to use two methods "SIP" - which means Second Input Priority. But what you may be looking for is SOCD "Neutral".

To change this:



N.b. from v2.0.0 onwards, Neutral is the default, SIP is v1 standard (and is applied if you create/import a v1 profile using v1 values), but it can switch your directions too quickly for some people, increasing the likelihood of “stuttering” your movement depending on your playstyle.

Examples:

Neutral



SIP



7. Jumping out of the Bus - not diving.

(v2.2.2+ has fixed this issue)

When jumping out of the bus the first input can fail to register, this is consistent with everyone.

The solution: Update to at least v2.2.2

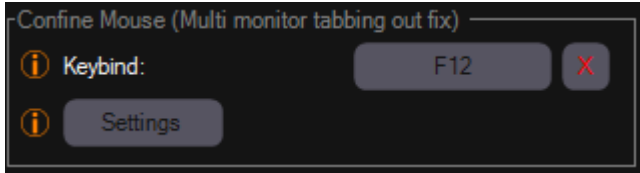
Otherwise: When you have loaded on to the starting island hit **W+A** or **W+D** and move around, before the bus starts.

Errors and Advanced Help

8. RANDOM ALT-TABBING out of the game.

This is a bug in Fortnite/Windows when using multiple monitors AND mixed input.

This issue has a workaround feature (Confine Mouse to window hotkey) in version 2.2 and above.



When the key is bound, press this key once when you are using your chosen application/game. Your mouse will never leave this window unless you manually alt-tab or hit the key bind again.

- Otherwise you must disable your secondary monitor (Windows Key + P)
- You can also file a bug report to Epic about this Mixed Input issue.

9. Status Errors.

Status (0). OK

Keys2Xinput is running correctly.

If the controller type is xbox, then "Controller (XBOX 360 For Windows)" is connected AND the player 1 slot has been found.

If the controller type is Playstation, then "Wireless Controller" is connected. Player slot number is unavailable for Playstation, this could be managed by your game.

Status (1). Keys2xinput is not player 1

Most single player games require the user to connect their controller as player 1.

To check how many controllers you have connected to windows:

Hit the windows key + R, type: "joy.cpl" and click OK

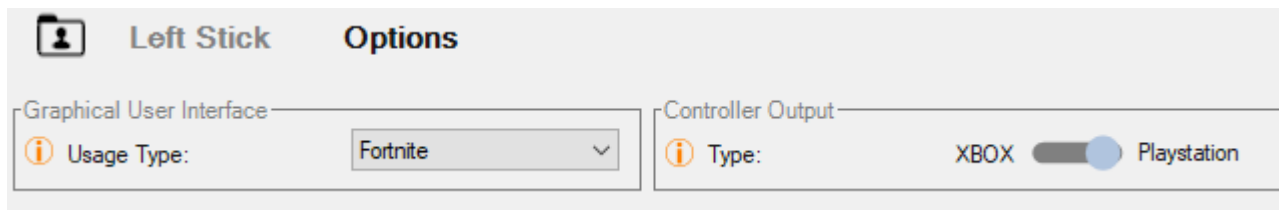
If you see more than one controller in Windows "game controllers", then Windows may be recognising a different controller that is not K2X, as player 1.

Controllers could be: A physical real device, or other emulation softwares (Rewasd/wooting/UCR). If you have used one of these softwares previously, there could be traces left over from them, they could still be running in the background. **Please disconnect/disable/uninstall all controllers/emulations AND restart Keys2Xinput.**

If you still see this status error after restarting K2X, then there is a persisting hidden controller connected:

The easiest way to fix this can be: **Change the controller output to Dual-shock mode**

"Playstation/DS4" - this will create a "Wireless Controller" in joy.cpl instead of an xbox's "Controller (XBOX 360 For Windows)"



Otherwise, to get a K2X controller working:

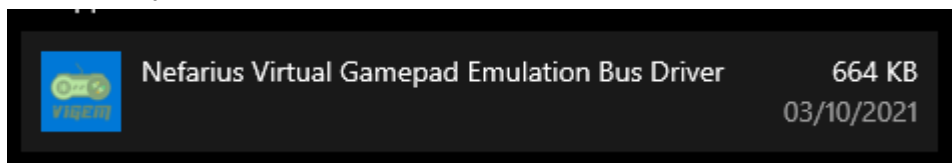
Remove all controller devices ([see "Uninstall a Controller"](#)). To try and get XInput working correctly.

Status (2). "Not enough memory available."

Error, RAM/memory usage is too high. Your PC appears to be short on RAM. Try restarting your PC.

Status (3). "Can't connect to the ViGEm Bus."

Check that your ViGEm installation is intact, it should appear in Windows "Apps & Features"



If you see this, then you can try an uninstall, restart your PC. And reinstall/repair keys2xinput.

If you have uninstalled a different piece of controller related software recently (e.g. Wooting/UCR/DS4Windows), then it may have uninstalled the shared ViGEm Bus driver. This can be fixed by reinstalling ViGEm manually, or using the keys2xinput installer and clicking "repair" to reinstall the missing necessary backend driver.

Status (4). (5). (7). & (8). "Too many Xbox controllers on your PC..."

The simplest solution to switch controller type to: "Playstation" may fail on these status' because you have too many controllers connected, and a new one can not be created.

You must follow the ["Uninstall a Controller."](#) help section to remove ALL installed devices.

Status (6). "ViGEm returned an API error."

Try switching from controller type: xbox - to - playstation, to restart ViGEm.
Otherwise you need to uninstall (then restart your PC) and reinstalling ViGEm.

Status (9). "Can't hook input"

Can't read from the keyboard. Try running your application as administrator.

Status (10). "Status None"

Core is not running or is missing. Repair or Reinstall Keys2xinput using the latest installer.

10. Error codes on INSTALLATION

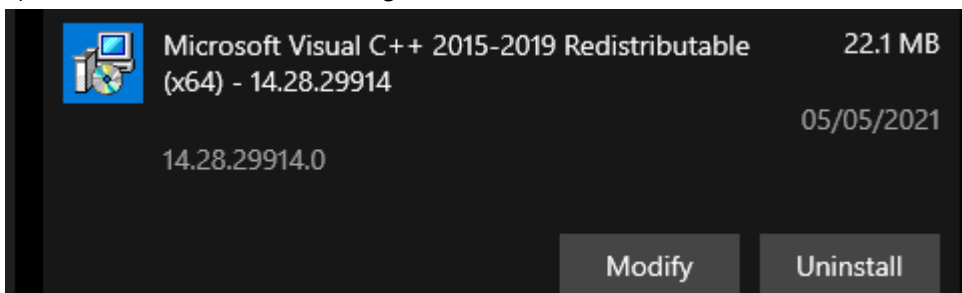
Important: K2X has been designed to install on Windows 10 64bit. **We do not support a custom/modded version of Windows 10!** Windows 11 has had limited testing, and appears functional. Please keep your version of Windows Updated.

If you are not on Windows 10 or 11, then go to our download page:

<https://www.embenco.nl/keys2xinput/download/> - and read the small text carefully!

0x80070666 - Can be a clash with an already installed Microsoft c++ distributable

a). Go to Add or Remove Programs and uninstall



b). Reinstall Microsofts genuine version of vc_redist.x64.exe

And be sure to do this! As other applications/games on your computer might break if you do not, this is a normal installation applied with many other programs.

A direct link: [Microsofts vc_redist.x64.exe found here](#)

Taken from <https://support.microsoft.com/en-us/topic/the-latest-supported-visual-c-downloads-2647da03-1eea-4433-9aff-95f26a218cc0>

0x80070643 - It seems the ViGEm Bus Driver is failing to install.

This might be resolved by starting/restarting a service called "windows installer" and/or "device install service". This can be found by hitting Win-key + R and typing: "services.msc". Be careful here to do only what is necessary.

A helpful youtube tutorial can be found here: <https://www.youtube.com/watch?v=tUk6kGAmg0Q>

If you are manually installing ViGem and get this code:

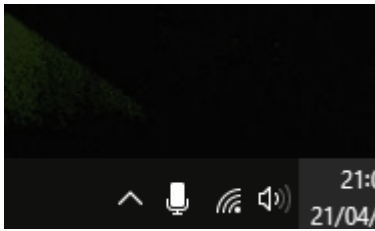
"**Error 2503**" whilst installing ViGem, then this can be fixed using the video here:

<https://youtu.be/6JtEDq0L0Us?t=179> (Thanks to GeneralMo) ~3mins in.

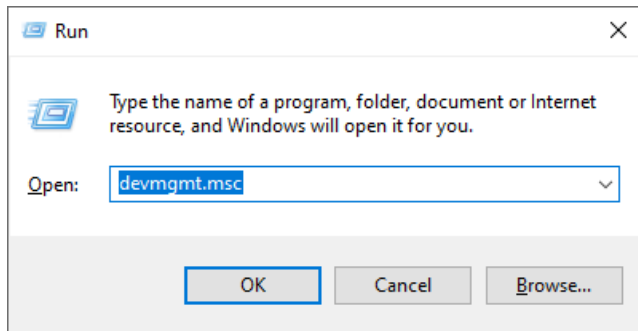
You execute the installer by cmd as admin - However this error implies you do not have enough permissions or you may have some corrupt windows registry entries.

11. Uninstall a controller.

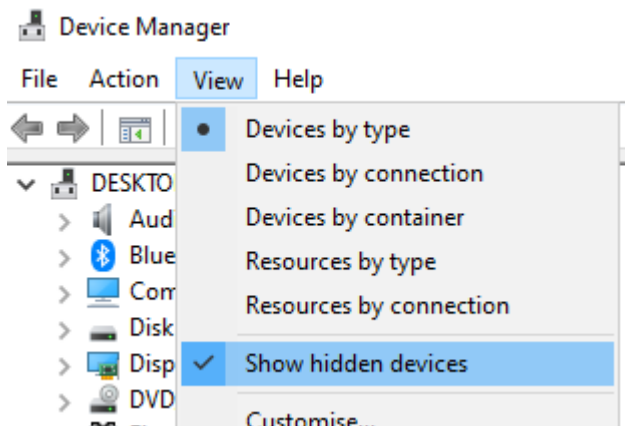
Make sure Keys2xinput is fully closed.



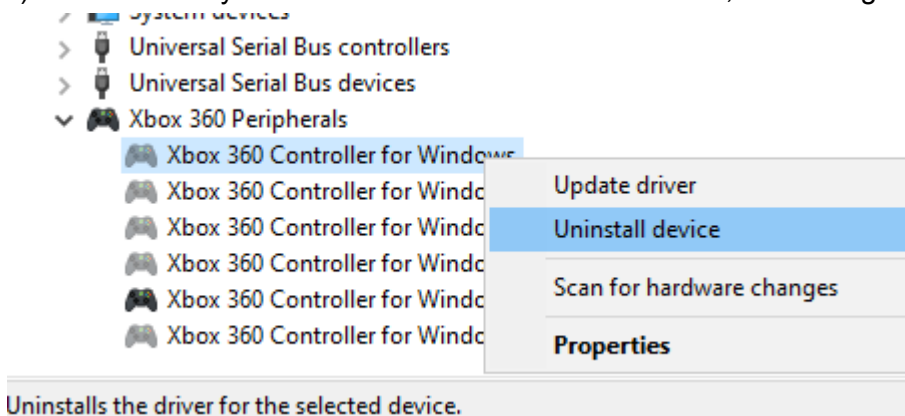
Open the Device Manager: Press the windows key+R and type "devmgmt.msc" - click OK.



a) Click: view - and tick "show hidden devices"



b) At the bottom you should see all xbox 360 controllers, something like:



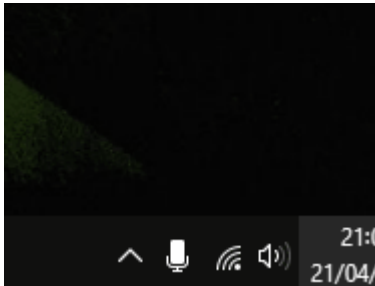
Right click on every controller, and click "Uninstall device" - Uninstall.

Restart your PC after all devices have been removed.

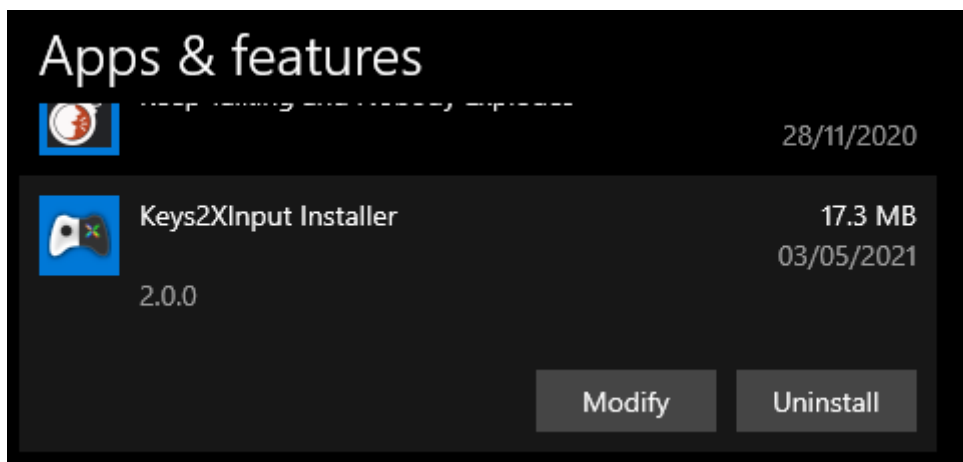
Re-check the device manager to see if any controllers reappear. If a controller reappears here before you have started keys2xinput, then something is forcefully adding a controller at the start up of Microsoft Windows, you must find out what it is and remove/uninstall it.

12. Uninstall Keys2XInput

K2X - first close the application fully and in the system tray:



Then use Add or Remove “Apps and Features” in Windows, and click uninstall:



Note: if you did not use the installer “keys2xinputsetup_x64.exe”:

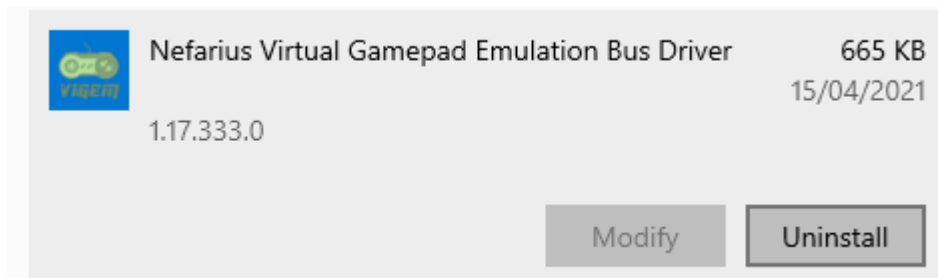
You can simply delete "keys2xinput.exe" and the .zip it came in to remove it from your PC

Then uninstall ViGEm if you require, (as instructed next).

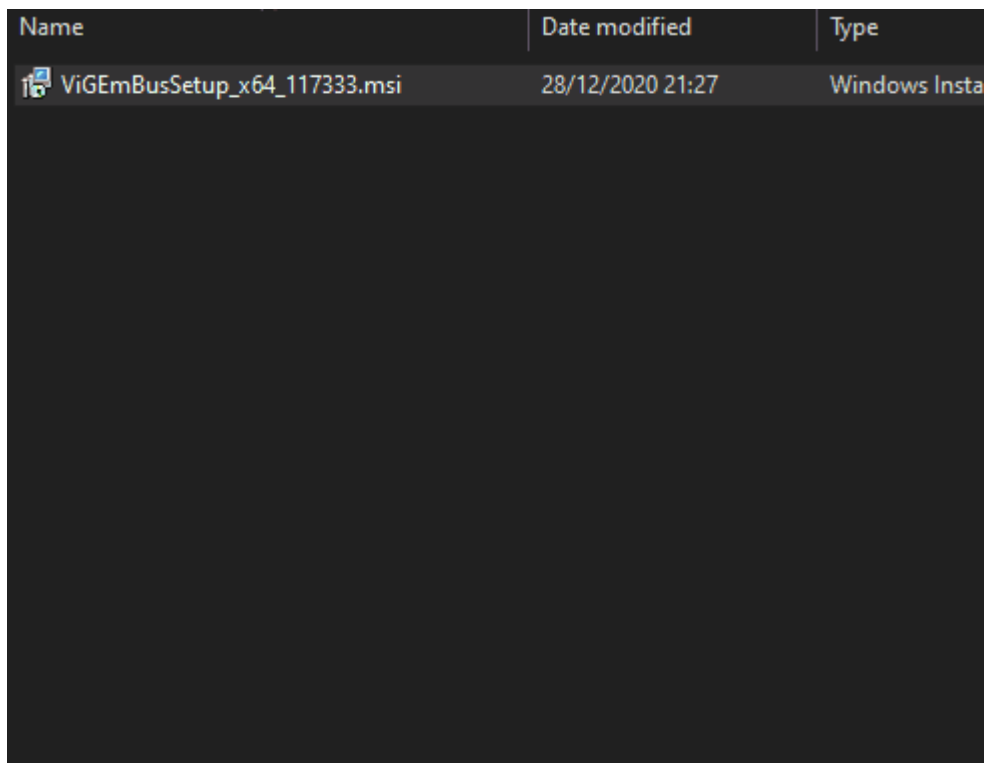
13. Uninstall ViGem

***warning** - ViGem is a shared resource, it may be required by other controller emulation programs you may have installed. Uninstalling this could break other applications using it. Examples: DS4windows, Rewasd, some HP devices, Oculus. [Many more](#)

For uninstalling ViGem: hit the Windows key - type "add or remove programs" and uninstall "Nefarius Virtual Gamepad Emulation Bus Driver"



Or you can run the ViGem installer if you have it, and click through remove:



14. Other Notes

- Monitor not sleeping. Rare issue, when using Keys2XInput the monitor does not go to sleep. If you close the application, the monitor will go to sleep. Seen on Windows 10 & 11.

This issue seems to be due to a Microsoft driver:

<https://answers.microsoft.com/en-us/windows/forum/all/windows-10-screen-wont-turn-off-after-specified/51ede8de-2899-4d0c-a5cb-a45529396d2b>