

Required:

<https://github.com/Snoothy/UCR> (Use 0.8, NOT 0.9) (used to map gamepad to virtual keyboards/mouse)
<https://github.com/HidWizards/UCR-Plugins> (used for mouse controls)
<https://www.tetherscript.com/hid-driver-kit-home/> (used to create virtual keyboard and mice)
<https://github.com/oblitum/Interception> (used to make UCR detect mice and keyboard as output)

UCR: Download and unzip into a folder you can easily access.

UCR Plugins: Download and unzip all the .dll files into UCR.Plugins folder found in UCR\Plugins\UCR.Plugins

HID Driver Kit: Download and go through the installer. Go into the folder it created and find Devices Signed. Go into the keyboard folder and edit install.bat as an admin. Remove the uninstall lines and save the file. Now as admin, run install.bat as many times as you need the keyboard (so 4 times for 4 keyboards, 3 for 3, etc). Repeat the time for either MouseAbs or MouseRel. I haven't noticed a difference between the two yet, but I think MouseAbs is more precise. Once done, open Device Manager and check under Human Interface Devices and see if you have the appropriate amount of tetherscript virtual keyboard and mice

Interception: Download and unzip into a folder. Once unzipped, find the folder and go into command-line-installer. Find install-interception but don't run it. Press windows and type cmd and run as administrator. Once opened, type the path where install-interception is and type /install. It should look similar to:

```
C:\Windows\System32\drivers\Interception\command-line-installer\install-interception /install
```

Once installed, restart the PC for it to take effect.

Basic Tips for Setting Up the UCR Profile:

While what the profile does will vary depending on what game you want to play, here's a basic rundown on how to set it up.

- When creating it, add all of the controllers you want as inputs and all the necessary keyboards and mice as outputs
- Start adding button mappings to the profile you'll mainly want to use
 - Button to Button (for controller buttons to keys or mouse buttons)
 - Axis to Button (for analog triggers if your controller uses those)
 - Axis to Delta (joystick to mouse movement)
- You'll need to map each controller individually so it could take a while
- Once set, test it out in UCR and make sure it all works

Congrats it should be all set up now, try it out in Nucleus and have fun!