

Xpadder gamepad configuration for Guild Wars 2

– By Tomkatt

The configuration is set up for mouse turning and look on the right stick, and strafing and movement on left stick. Links to files for the configuration, including software needed, can be found on the next page.

Button Layout:

- **Left stick:** Forward, Back, Strafe left and right
- **Right stick:** Camera look up and down, turn left and right (mouse turn, not keyturn)
- **Weapon Swap:** L3 (click left stick)
- **Dodge:** R3 (click right stick)
- **Jump:** A
- **Skill 1:** X
- **Skill 2:** Y
- **Skill 3:** B
- **Skill 4:** RB
- **Skill 5:** RT
- **Interact:** Back button
- **Map:** Start
- **Virtues (or equivalent F1, F2, F3, F4 skills):** Dpad left, up, right, down, in that order

Holding Left Trigger is a modifier that accesses the 2nd selector set.

- **Skill 6 (heal):** LT+RT
- **Skill 7 (utility 1):** LT+X
- **Skill 8 (utility 2):** LT+Y
- **Skill 9 (utility 3):** LT+B
- **Elite Skill:** LT+RB
- **Quick Turn:** LT+Start or L3 (added option for comfort/convenience)
- There is rudimentary mouse cursor movement on the Dpad while holding the Left Trigger

Holding Left Bumper is a modifier that accessed the 3rd selector set

In this set you have more detailed mouse control for the cursor for ground targeting and map movement on the right stick. Also, mob targeting and name highlighting is enabled here.

- **Left mouse button:** LB+RB
- **Right mouse button:** L3 (left stick click)
- **Next target:** LB+X
- **Nearest Target:** LB+Y
- **Previous target:** LB+B
- **Call Target:** LB+Dpad Right
- **Take Target:** LB+Dpad Left
- **Zoom camera out:** LB+Dpad Down
- **Zoom camera in:** LB+Dpad Up
- **Show Ally Names:** LB+LT
- **Show Enemy Names:** LB+RT
- **Auto-Run:** LB+A
- **Zoom map in and out on map screen:** LB+Back and Start
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IMPORTANT! This setup assumes nearest target command set to 'shift+T' and quick turn on 'X'. Set these in your controls in-game.

Files:

Xpadder Freeware version (5.3) can be downloaded here:

[Xpadder.v2015.01.01.Repack.Multilingual.Retail.rar](#)

Standard Configuration and Profile:

[Configuration](#) and [Profile](#)

Inverted Camera Y-axis Configuration and Profile:

[Configuration](#) and [Profile](#)

Important note regarding inverted profile: The inverted profile is the one I personally use and my Dodge skill is mapped to Mouse Button 4 instead of the 'V' key. Please be aware of this and either update any mouse 4 entry in the configuration to 'V' or update your dodge mapping in-game to mouse button 4.

Alternatively, if you are not comfortable updating the profile but want inverted look, you can use the standard configuration files and set "camera y-axis inverted" in the in-game options. I prefer using this profile though, as it allows me to switch to the mouse every now and again if I want to.

For use with PS3 controller:

If you want to use this with a PS3 controller instead of an Xbox controller or other Xinput controller you can [download SCP Toolkit here](#). Also, here's a separate [config file with a PS3 Controller background](#) overlay, instead of Xbox buttons.

General Notes

I've done my best to make this setup as user-friendly as possible. All bar skills (attack, heal, utility) are on the right side of the controller, on the face buttons and the right bumper and trigger. Modifiers on are on the left shoulders.

General abilities like jump and dodge (especially dodge) work even when modifier buttons are held down.

Mouse turning was set as high as I would consider comfortable while allowing for speed of actual mouse turning, and should be a vast improvement over keyturning on the controller. Actual mouse cursor movement while holding the left bumper has been made a bit slower than the character turning, as I noted keeping the speed the same made for some difficulties with accurate ground targeting.

I've tried my best to map skills to buttons that make sense, at least to me, but if you have ideas for improvement, feel free to PM me on Reddit.

There may still be room for improvement, and there are a few things that are not ideal. For example, as an elementalist, you will have to take your thumb off of the movement stick to swap to a different attunement on the Dpad. This applies to any profession that makes a lot of use of the F-keys, so engineers may also be affected.

This configuration will be most ideal to melee classes, but I have tested it on my engineer and elementalists, and it is pretty functional. Ground targeting may still need improvement in terms of mouse sensitivity. Feel free to tweak the mouse looks speed via the steps below:

In xpadder click the direction you want to change, then click the wrench, and there will be a mouse emulation speed slider. I've included screenshots below. Be sure to back up the profile file in case anything gets messed up.

Step one: <http://i.imgur.com/TfMeM.png>

Step two: <http://i.imgur.com/vmuCS.png>

Step 3: <http://i.imgur.com/A7ecP.png>

Please be sure to back up the original configuration and profile before you make changes (trust me, losing your config and needing to start over sucks, I know).

I hope you like this, and that this can make your gaming experience more enjoyable.

-Tomkatt

Change Notes for latest update:

- Added camera zoom controls, moved target calling and taking to allow for this.
- Fixed a glitch that made pressing LT and LB together stick profile on set 2 forcing tab out to fix
- Added nearest target option
- Increased horizontal camera turning speed slightly, previously was a bit slower than expected

New!

- Updated Xpadder configuration to include 360 controller background image for easier button remapping!
- Updated mappings for untargeting, map zoom, and autorun.
Updated link to Xpadder (old link no longer worked).