



PlayStation Gyro-Optimized Configuration

Introduction

PlayStation Gyro-Optimized Configuration (formerly known as DS4 Gyro-Optimized Configuration) aims to take full advantage of PlayStation Controller's accelerometer and gyroscope function (IMU) to PC Games.

Ever since the release of Splatoon, "Motion Aiming" has been slowly becoming popular over the years, but starting in Nintendo Switch's lifecycle, Motion Aiming, now known as "Gyro Aiming", became more common, to the point that third-party games are implementing it on the Nintendo Switch version, despite Dualshock 4 supporting the same gyro features as the Switch Joycons and Pro Controllers, DS4 is often ignored by developers way more than PlayStation Vita.*

*Although, more first and third-party developers are starting to support it on PlayStation consoles.

However, Valve added Dualshock 4 support to Steam via Steam Controller API (now called SteamInput API) back in 2015 and has allowed players an option to enable Gyro function to any game. Because of that, players can bring Splatoon-style Gyro setup to any FPS/TPS games.

I decided to make my own gyro-focused config that optimizes PlayStation Controllers's Gyroscope to its fullest potential while utilizing DualShock 4/DualSense's Touchpad and Light Bar. While there's various Input Mappers that can do the same function, all of my configs are based on Steam Input Gamepad Emulation.

Unlike Steam's Community Config Browser, This curated docs will help give you access to all of my currently available Configs, FAQ, controls tutorials and Compatibility Lists.

Of course, I will be adding more games (while updating existing ones) to the list, so keep an eye out for this doc overtime.

Too see my configurations in action, go watch my Demonstration Livestream:

<https://youtu.be/2KNKZVomu4E>

For more information about the Gyro Aiming, here's three different videos from myself, Nerrel and Jibb Smart/Gyro Gaming:

AL2009man: How Gyroscopic/Motion Controls can improve the Controller

<https://youtu.be/1bpKIB9iGIs>

Gyro Gaming / Jibb Smart: CS:GO with Gyro + Flick Stick on a DualShock 4 (JSM)

<https://youtu.be/GzbZq4OjEwE>

Nerrel: Motion Control and the Rejection of Progress

<https://youtu.be/binPB4YbWmM>

Question & Answers / Troubleshooting:

Q: How do I use your configuration?

A: If this is your first time with Steam Input or haven't enabled configuration support for your controller: You'd need to head over to General Controller Settings, to go there, you must proceed to do the following:

On Desktop: Steam > Settings > Controller > General Controller Settings

On Big Picture Mode: Settings > Controller > Controller Settings

On Steam Deck: Press the Guide button (the Steam/PS/Xbox/Nintendo Switch Home button) Settings > Controller > External Gamepad Settings.

Afterwards, you need to enable [PlayStation Configuration Support]. Enabling it should allow you to use Steam Input Gamepad Emulation instead of In-Game Controller Setup. You can do the same with the rest of the controller types you currently have.

After that, Hover to the Games category to see the list of games that I have configured myself, copy the link and paste it into your Web Browser's Address bar to redirect you to Controller configuration and apply it. **Note that this doesn't work on Mobile Devices.**

Wanna switch back to the default layout? Go back to your [Preferred game]'s Manage Game (either in Steam Overlay/Big Picture Mode or within Steam Library) > Controller Configuration > press [Browse Configs] and you can select any of the categories and choose a completely different configuration from the community-- But you wanna revert it back to default, so go to

either [Recommended] (if the developers has its official configuration) or [Template] and pick your preferred config layout.

Q: Your Configs are broken, it shows the basic KB+M / Controller template.

A: Due to compatibility issues, all of my Configs were made within Steam Client Beta...

I recommend you to opt-in to Steam Client Beta beforehand.

Here's a guide on how to Opt-in: [Click Here](#).

Q: I Have a DualSense Controller, will any Gyro-Optimized Config support it?

A: [As of November 18th, 2020, Valve has added DualSense Controller Support support to Steam Input Gamepad Emulation](#) via Steam Client Beta, with most of the controller's feature set such as LED, Touchpad, Rumble Emulation*, and gyro functions. **Haptic Feedback* and Adaptive Triggers aren't in, yet.** For the time being, don't expect all DualSense configs to take advantage of Adaptive Triggers.

*DualSense's Haptics are Audio-based (Quadraphonic/4.0 Speaker), the Front comes from Headphone Jack, but the Rear Speakers are inside the Controller. ~~Theoretically, it is possible for developers to easily support DualSense's Haptic Feedback (and various Playback Audio) with an option to send Audio Feedback/Cues as its own separate Audio Output, similar to how Death Stranding's PC Version handles BB's Voice Output.~~ As of this writing; Metro Exodus PC Enhanced Edition is one of the major games to natively support DualSense's full fat feature-sets (only works on USB, btw), but it won't work on Steam Input due to compatibility reasons.

It doesn't help that there isn't any proper documentation on PlayStation Controllers on Windows PC (minus for Linux) and you may need to be a PlayStation Dev Partner to get access to those tools. Alternatively: both Steam Input API and SDL2 does have Partial* Support for DualSense Controller, even in Bluetooth mode.

Regardless, The current limitation right now is Windows OS's method of Playback Devices and Lack of Bluetooth Audio support for Gamepads..

Steam allows you to use Other Controller Type's Configurations and will convert it to your Controller Type. **I can say that all of my DS4-made Configurations are Backwards Compatible with DualSense Controllers...but; there's a catch.**

DualSense is very different compared to DS4 due to the IMU, I'll need to readjust the sensitivity.

New Games that are planned to be added to the Config list will receive DualSense Config Support alongside DualShock 4 support in Day 1, but existing game configs will be imported and adjusted to better suit DualSense's IMU. (for older configs; DS4 Config will be updated alongside DualSense Config Support)

But not all games [in the list] will receive the same treatment.

Unless you know what you're doing, I personally don't recommend you to convert my DS4 Configs.

Q: Can a Third-Party/Licensed PlayStation Controller (DualShock 4 or DualSense Controller) work with your config?

A: While all of my configs (prior to DualSense Controller) were initially designed for DualShock 4 V2 Model, **I cannot guarantee if a Third-Party PlayStation-licensed Controller (either DualShock 4 or DualSense Controller Type) will work perfectly across all configs, especially for certain configs that extensively use Touchpad Functions and/or Mode-Shift / Dual-Stage Triggers.**

There are several reasons for that:

1. Gyro/Motion Sensors may not be included.
2. The Touchpad is not implemented. **THIS IS IMPORTANT** since every config uses Touchpad functions, even if it's emulated. (Example: Fighting Controller, Driving Wheels or HORI Mini Gamepad)
3. The manufacturer doesn't document if the Controller has one.
4. And even if it does, it's buried inside a User Manual.
5. Steam MAY not support/whitelist it as of the [Third-Party Controller's] release.
6. May not allow you to switch Controller Mode Switch. **(THIS IS IMPORTANT if the Controllers claims to support various devices aside of PlayStation Controllers)**

But, if the Third-Party PlayStation Controller DOES support it (and has been confirmed by Manufacturers/Users), you can switch your Controller mode to "PS4/PS5" (or equivalent) and you can proceed to the usual Steam Input Controller Setup instructions, see First Question for more detail.

Q: My Controller has an additional button (example: Back/Paddle Buttons), is it compatible with your Config?

Yes... and No.

Various Controllers (or accessories) with Additional Buttons tend to have their own Remapping System, either done by Software/Driver or Hardware.

For example; Xbox Elite Controller Paddles can only be rebounded via Steam Input Gamepad Emulation, reWASD and Xbox Accessories app, while DS4 Back Button Attachment is, as the title suggests: *Attachment*. You can only rebound them with a big OLED Button...

Unlike the attachment, Steam Controller, Steam Deck Inputs, Xbox Elite Controller and DualSense Edge's Back Button/Paddles are Dedicated Buttons and both developers* and players can take full advantage of it.

*The major exception is on Xbox One Consoles. As far as I know: Microsoft hasn't officially allowed developers to take full advantage of Back Buttons without using the Xbox Accessories app.

If you have a Third-Party Controller with Additional Buttons or use DS4 Back Button Attachment, **rebind those buttons outside of Steam Input Gamepad Emulation, in accordance to my config***.

*For example: You can make the Jump Button (which is the Cross/X Button) as Left Back Button, while on Right Back Button can either be a Use or Melee Button (which is either Square Button or R3 Click).

Q: How do I use your configuration for non-Steam Games?

A: For certain games like Rogue Company, which was initially available on Epic Games Store before coming to Steam, I originally put the game's executable to Steam as a Shortcut to use Steam Input. But there are some cases where a Middleware (like Anti-Cheat) can block Steam Overlay (this is the case with Valorant and Call of Duty Modern Warfare 2019/Warzone). This is where [GloSC](#), [OriginSteamOverlayLauncher](#) and [SteamGridDB Manager](#) comes in.

For certain Configurations (you should see an Asterisk [*] with the game's title), you must match the game's shortcut title to the configuration's game titles. For example: You need to type "Fate/stay night Réalta Nua", not "Fate Stay Night", or else you can't apply my config.

If an game is already available on Steam but you're playing on Epic Games Store, GOG, EA Play or Ubisoft Connect Version of the same game, you may have to find a different method of exporting my Steam Input configs to a [Shortcut] game as I don't plan to maintain two Storefront versions of the same game anytime soon.

For games that natively use Steam Input API's In-Game Action system, this method won't work due to SI-API being reliant on Steamworks SDK. As this project is Steam Input-focused: **I don't plan to make an alternative config for those who prefer or need Legacy Configs.**

Q: Why does the Camera follow my Controller/Mouse Sensitivity setting?

A: It is based on both in-game and/or OS Mouse Sensitivity and all of my config is tested within my sensitivity settings. I recommend you to default your In-Game Mouse sensitivity for the majority of my Configs, but you have an option to do the latter.

For my case: my current Operating System (in this case: Windows 11) 's Mouse Speed is set to [10]. While on Mouse Properties, the Pointer Speed Value is set at [5] while "Enhance pointer precision" is enabled. That setup was used as a basis for (almost) all of my configs, **I recommend leaving your OS Mouse Sensitivity either as Default Value & Set Mouse Speed to [10] or equivalent.** (for Legacy Windows OS, set to [5] in Mouse Properties)

The reason why I'm telling you is that; There may be a case where a Game uses **OS Mouse (or Software Cursor)** instead of **Raw Mouse Input (or hardware cursor)**.

Raw Mouse Input means that the game will only follow Hardware Mouse and ignore Windows' Mouse Sensitivity settings. Unfortunately, **there isn't any indication whenever or not the game uses Raw Input (or has it as an Option)**, either you ask the developers, do some research, find out by yourself or Download a Mod (or Modifying the Game's config) to enable Raw Mouse Input.

There's certain games that may have it's own Acceleration/Smoothing system into the Game's Mouse Input amongst others.* I may have to either test my own configs even further til I find a middle ground or abandon it entirely.

*Key examples of this instance is DOOM 2016, DOOM Eternal, Middle-earth: Shadow of Mordor, Horizon Zero Dawn and Binary Domain.

However, if an SteamInput API-supported game (like Left 4 Dead 2, Portal 2 & Red Faction Guerilla Re-Mastered) uses In-Game Action [Camera] / Mouse-Like Camera (more on that in the later question), then it will instead use In-Game Camera instead of Mouse Input.

With that; it's more in-line with most Games on Nintendo's platform or certain PlayStation titles with its own Motion Sensor Aiming setup

For the time being, this is the only way to avoid limitations with Gyro Camera on PCs, Better safe than sorry.

Q: My controller is drifting, is it possible to fix it?

A: I may need to separate between two types of drifting

- **Gyro Controls:**

Steam Input has an ability to auto-calibrate the gyro during regular use, just head over to Steam Big Picture Mode > Menu [Press the Guide/Home button] > Settings > Controller > Calibration & Advanced Settings > Gyro Calibration and press the Calibrate button and follow the instructions. Afterwards: you can enable “Auto-Calibrate Gyro Drift when Stationary and follow the rest of the instructions.

You should also consider increasing “Minimum Movement Threshold” for a bit and adjust Mouse/Camera Sensitivity inside the Config and/or In-Game.

Otherwise, it's up to you.

- **Analog Stick:**

I can strictly speak on the Software side, if it's happening on the hardware side; that is out of my control.

Nonetheless, certain Keyboard/Mouse-only Configs (like The House of the Dead III or Halo: The Master Chief Collection), that's because mapping the Mouse Input as a Mouse Input can cause the Analog Joystick to drift...very hard.

This is where Steam Input's Deadzone Type system comes in handy for this sort of stuff. If you want a quick TD;DR of the three different types of Deadzone sources:

- **None:** This mode essentially off any form of Deadzones within the Configurator. Most games already have their own Deadzone settings if using the Default gamepad template, so it makes sense to leave it disable for now. ([otherwise; this happens](#))
- **Default:** (Formerly Calibration) (enabled for SI-API-supported games by default): the Inner Deadzone will be based on your Controller's Calibrated Settings.

- **Configuration:** You can fully customize the Inner and Outer Deadzones within the Configurator.

Those who like in-depth; [I wrote a highly detailed thread on how these three functions](#)...please note that was written prior to Big Picture Mode was phased out infavor of Steam Deck UI.

If either Gyro or Analog Stick Inputs aren't responding correctly: you can manually calibrate your controller by going to Steam's Controller Setting.

Desktop: Settings > Controller > Controller Settings > Detected Controller > Calibrate. (**Note: this will send you to old BPM and not the one based on Steam Deck's**)

Big Picture Mode: Menu [Press the Guide/Home button] > Settings > Controller > Calibration & Advanced Settings > Joysticks

Q: I'm repositioning my Controller, but is there a way to recenter the camera as well?

A: Currently, there isn't a way to reset Camera/Cursor like you would with other games like Splatoon, Tearaway: Unfolded, Dreams, Gravity Rush series and Left 4 Dead 2 (introduced in The Last Stand Update).

In the past, my solution was **Holding the R3 Button (aka, The Right Stick Click) to Turn off the Gyro**, giving you a split second to realign your controller's position before letting it go. Of course, you can change it to Toggle if you prefer that way. The major downside is that I have to move the R3 Input somewhere else (like putting it to the Right Touchpad).

Since then, I found a way to keep the Right Stick Click Input while Holding said button to "Gyro Pause" or as a dedicated timer. [You can watch this demo if you want to see it in action](#). From that point forward, New or Updated Config will adopt this method

Hopefully, Steam Input devs introduce native Timer function for Gyro Activation. But in the meantime, you'll have to hope for developers to implement a dedicated "Reset Camera" option to their games.

Q: Why do some configs emulate Keyboard and Mouse instead of Controller Input?

A: Certain games don't support Simultaneous Controller+KB/M or Steam Input API, if a game automatically changes button input methods, it will conflict with Controller and Keyboard/Mouse.

For example: While Sunset Overdrive does support Simultaneous Controller+Keyboard/Mouse, the Weapon Switching system doesn't, since it uses a Weapon List (Keyboard/Mouse) UI instead of Weapon Wheel (Controller) UI. Combine both inputs and the game will constantly switch between them. (more on that in Config Compatibility section)

My initial solution is to recreate Keyboard/Mouse settings and recreate a weapon wheel using Radical Wheel. If you look at my Sunset Overdrive config today, I figured out a way to remedy this by using Fire Start/End Delay and Start/Release Activations.

Not only that, **All of my configs that uses Keyboard/Mouse Input was made using the QWERTY Keyboard Layout**, if you have a non-QWERTY Keyboard (Such as Dvorak), I highly suggest you make a QWERTY Input/Layout Method alongside your main layout on your Operating System of choice so you can easily switch between [non-QWERTY] to QWERTY.

Simul Controller+KB/Mouse (let's call it **"Mixed Input"** from this point forward), It can be used at the same time. This is essential to getting Motion Aiming/Gyro Aim working alongside Controller Input.

The downside is that, unless you're given an option to manually lock Button Prompts, Button/Input prompt will rapidly change or use Keyboard/Mouse Prompts.

Depending on the game (and mods); this can be avoided as you can turn on "Lock Input as Mouse" in Fortnite or "Change Button Icons/Button Icon Display" in Death Stranding. Allowing the Controller and Keyboard/Mouse Inputs to be used at the same time, instead of fighting each other.

Otherwise, you're at mercy with Controller/Keyboard+Mouse implementation.

Unlike Mixed Inputs, Steam Input API goes for In-Game Actions instead of Button Inputs. This may solve that "Continuously changing button input" problem, but it varies by Steam Input API and Game implementation.

Q: One of your Configs looks like it's a Standard Controller, but when I Pull L2 Trigger all the way in, it changes to a completely different layout?

A: For some games such as the newer Resident Evil games (specifically, RE4-onwards), don't allow you to use Mixed Inputs, forcing you to choose either Controller or Keyboard/Mouse Input.

To bypass this problem, I took advantage of Mode Shift and Dual-Stage Trigger setup.

Let me give you the short version: Mode Shifting is like the SHIFT Key, but the controller layout can change if you hold the designated Mode Shift Button. While Trigger Actions gives you either Analog Pull or Digital Press Inputs (In Steam Input terms: Full Pull and Soft Pull respectively.) both can be used as Dual-Stage triggers.

This technique is used as a way to “Shift” to Keyboard/Mouse Layout when the Left Trigger Full Pull is pulled, letting go will revert back to Controller Input. [This is used in action in Resident Evil 5.](#)

However, if you’re having issues with L2 Trigger Full Pull as the game acts as if it wasn't receiving Input upon Full Trigger Pull; there’s a chance that your Controller’s triggers don't work as intended, depending on the game.

Q: Why do all of your configs use Xbox Button Prompts?

A: This is the byproduct of General PC Controller Support prior to Steam Controller, and the problem persists up to this day. Since this is a PlayStation-focused Controller configuration, you will be stuck with Xbox/Steam Controller Button prompt for the vast majority of PC Games.

While games that were released after 2013-2016 have already supported PlayStation Controllers (minus the DualShock 3 Controller.), their Controller Support is..how can I say this; limited...

And not all games support it.

For the majority of cases, you will need to rely on Input Mappers.

Some games do allow you to manually change the button prompt via Game’s Settings (example: Warframe, Fortnite, Death Stranding and Days Gone allows you to change it). otherwise, they will have to download a Dualshock button prompt mod in order to use Dualshock button prompts.

Players who aren’t familiar with Xbox Controllers will have to rely on Muscle Memory.

Personally, I wish developers considered PlayStation or Nintendo Switch Controller Button prompts to more games on PC and offers option to manually switch and lock button prompts ([instead of asking players to disable Steam Input.](#)), this will greatly benefit Steam Gamepad Emulation, DS4Windows, reWASD and JoyShockMapper users.

Q: Your config is giving me Double Input, what's going on?

A: For certain games that completely block Emulated XInput / Input Wrappers (such as Destiny 2 and Valorant), there will be a case where some configs will use Keyboard/Mouse layout instead of Mixed Input. The side effect is that the same game also has Native DualShock 4 support but there will be the case where Native DS4 API and Keyboard Input will start conflicting with each other.

The simplest solution is to avoid using USB Cable or Official Adapter and stick with Bluetooth.

But, if you can't use Bluetooth and the only way of connecting your controller to the Computer is via USB, then you need to hide Dualshock 4 API/Support. You will need to use [HidHide](#) (or any alternatives) for it.

YouTuber Vyking has a guide that helps you to disable Native DS4 Support, [here's a link so you can watch it](#).

Config Compatibility Notes:

Due to the way how PC Games handles General Controller Support, this Document Page has a Compatibility Icon Note-- detailing how each game handles Input Methods:

Steam Input API support [SI-API]:

Steam Input is a service allowing Steam users to play any game with their Controller of choice via Steam Input Gamepad Emulation, similar to how various Input Mapper/Wrappers works.

Developers can also utilize Steam Input API [SI-API] as a way to expand Controller Support beyond Traditional Controller APIs, including In-Game Actions and Glyph Helper.

To learn more, [refer to the Steam Input documentation](#) and [Best Practices page](#).

With that said, not all games follow Steam Input's Best Practices, it varies by implementation. I will use a ranking system based on how the game uses Steam Input API, similar to how ProtonDB rates Proton Compatibility.

Diamond Rank [full advantage of Steam Input API's In-Game Actions, uses Action Sets (for Menu or Vehicle Controls without conflicting with On-Foot Action Set) **and** allows proper support for Gyro and Trackpad-based Camera Aiming. **This is as close as you**

can get with Native Gyro Aiming support.

Gold Rank []: Similar to Diamond Rank, The game takes advantage of Steam Input API, such as In-Game Actions and uses Action Sets (for Menu or Vehicle Controls without conflicting with On-Foot Action Set)... **but** doesn't support (or doesn't play nicely with) Gyro/Trackpad-based Camera. **This is where workarounds will be needed, either using Simultaneous Controller+Keyboard/Mouse Input, relying on Mouse-like Camera game action or using Mode Shift.**

Silver Rank []: The game *partial* take advantage Steam Input API and follow most of the Best Practices, but some areas can falls short.

Bronze Rank []: The Game use of Steam Input API in a limited faction and follow some of the Best Practices, but not all. In some cases, the developers may not do a good job of supporting the Controller.

To explain the ranking process of SI-API-supported games, I wrote a set of conditions that guarantee a Gold, Silver and Bronze Ranking:

1. **First/Third Person Camera Input is used as a Joystick Camera**, with no support for Mouse-like Camera, it prevents the use of native Gyro Aiming. This may require additional work to get Gyro Aiming working.

Example: Horizon Zero Dawn.

***This plays a huge factor for Gyro Functionality, this will guarantee a Bronze Rank.**

2. **In-Game Actions are treated as Button Inputs**, rebinds will be handled In-game instead of Steam Controller Configurator.

Example: Destiny 2, Horizon Zero Dawn, Death Stranding Director's Cut

***This plays a huge factor for Gyro Functionality, this will guarantee a Bronze Rank..**

3. Uses the API, **but the game allows support for Simultaneous Controller+Keyboard/Mouse Inputs.**

Examples: Mafia: Definitive Edition, Death Stranding: Director's Cut, s&b

***This plays a huge factor for Gyro Functionality, this will guarantee a Gold Rank.**

4. **The implementation hasn't been maintained for some time and it may become outdated**, breaking newly added game-specific features in the process. This may require modifications.

Example: Warframe.

***This plays a huge factor for Gyro Functionality, this will guarantee a Bronze Rank.**

5. Using the API as a way to detect Button Prompts/Glyph based on Controller Type, while appearing as a Xbox Controller Input.

Example: The Ryu Ga Gotoku/Yakuza series, Crash Bandicoot N-Sane Trilogy, Hades.

6. Using Preset Templates set by Developers.

Example: DIRT Rally, DOOM 2016, Borderlands 2, Dying Light.

7. A Official Controller Config isn't listed by the developers but may apply automatically when you first launch the game or check the Steam Controller Configuration

Example: Heavy Rain and Beyond: Two Souls.

8. Only supports Steam Controller Config, it needs to be imported as a PlayStation Controller Config.

Example: PAC-MAN Championship Edition 2, Destiny 2.

9. Action Set/Layer Switching may be needed if the game doesn't use Hardware Cursor for Menu Navigation, contains Vehicles/Flights, Mini-Games requiring Right Stick Input or has a Photo Mode feature.

This tends to be the case for Open-World Games where you constantly switch Action Set/Layers everytime you drive a car/plane.

Example: DOOM 2016/Eternal, Watch_Dogs 2, STEEP, Dying Light, DIRT Rally, Horizon: Zero Dawn, Death Stranding.

***This plays a huge factor for Gyro Functionality, this will guarantee either Silver or Bronze Rank depending on the implementation.**

Simultaneous Input [+/]:

Simultaneously Controller+Keyboard/Mouse, Mixed Input for short, **allow** the use of both Game controller Input and Keyboard/Mouse input to be used at the same time. This gives players the benefits of Mouse Aiming and Analog Movement. **On PC, Gyro Aiming players heavily rely on it.**

Certain games can provide an option to allow it (**Examples: Death Stranding, Assassin's Creed Valhalla, Fortnite.**) or locking Glyph/Button Prompt Icon Button Prompt being shown by force (**Examples: Cyberpunk 2077, Ghostrunner, DOOM 2016/Eternal**).

However, **the actual implementation varies and not all of them work perfectly.** This is something Steam Input documentation also covers for games that don't use Steam Input API, [and I highly suggest reading that part from the same document page.](#)

Not only it affects various Input Mapper/Wrappers and Controller Alternatives (such as Azeron Gaming Keypad and Razer Tartarus Pro), **it'll prevent Disabled Players from using their gaming accessories or software applications (such as Xbox Adaptive Controller, GlovePIE, Tobii Eye Tracker) to play the game.**

These are the cases where it occurs:

1. Button Prompt/Glyphs can Flickers is both Inputs as used at the same time.

Example: "Examples"? That's a common occurrence with many PC Games.

2. Keyboard/Mouse and Controller Input can conflict with the game, it may also cause Performance Issues.

Example: Sunset Overdrive, Apex Legends, Fortnite.

3. No use of Hardware Mouse Cursor for Menu Navigation, preventing the use of Automatic Action Sets Switching.

Example: Dying Light, DOOM 2016/Eternal, DIRT Rally.

4. You may have to manually switch Action Set/Layers for Games with Software Cursor in Menus, with Drivable Vehicles/Planes, or in Mini-Games.

Example: Dying Light, Watch_Dogs 2, Binary Domain, Metro Exodus.

5. There may be the case where the game doesn't support it regardless if it's labeled on PCGamingWiki or not.
6. User-made Mods/Patches may be required to allow support for Mixed Inputs.

Example: [Fallout New Vegas](#) - IStewieAI's Tweaks, [SpongeBob SquarePants: Battle for Bikini Bottom Rehydrated](#) - Lock Controller Glyphs Patch

Limited Simultaneous Input [+/ Limited]:

The game doesn't allow Mixed Input (or doesn't work)...however, there is a way to bypass that limitation; using Mode Shift and/or Action Layer allow the Gamepad Emulator to switch between Controller and Keyboard/Mouse Inputs by holding the L2 Trigger.

This may require additional tweaking for both Controller and Keyboard/Mouse Input in-game.

Examples: Apex Legends, Horizon Zero Dawn, Resident Evil 4/5/6/2 Remake/3 Remake, CONTROL.

Input only [] or [/]:

The game doesn't allow Mixed Input and the config will be using either **Gamepad** [ Input] or **Keyboard/Mouse** Input Only [/  Input].

1. **For Gamepad Input:** Mouse Joystick style will be as a alternative to Mouse Input Gyro

What is this "Mouse Joystick"? Mouse Joystick does is that it attempts to translate the Right Stick Input as a Mouse. Essentially, the Right Stick Input pretends that it's a Mouse Input, but obviously not.

Setting it up varies by game, and you'll have to take **In-Game Joystick Camera Settings** (such as deadzone, acceleration, and sensitivity) into account beforehand.

If you like to learn more, refer to [Critical Input](#) and [RambleTan's](#) tutorials.

2. In Cross-Platform Play PvP Matchmaking, the game will force you to pick which Preferred Input Type to go with.

Example: Halo: The Master Chief Collection, Call of Duty: Warzone.

3. The game *Intentionally* blocks Emulated Controller/Keyboard Mouse Input, usually for Anti-Cheat reasons.

Example: Destiny 2, Valorant.

4. The game doesn't play nice with either Inputs, regardless of your workaround.

Examples: Binary Domain and any games developed by Bethesda Game Studios.

non-Steam Game Shortcut [*]:

If you see that **Asterisk [*] next to the game's title**, it means it's a non-Steam Shortcut, you must name it exactly as the game's title to obtain the config.

Game Config Lists:

[SI-API - ] Aperture Desk Job:

DualShock 4 Config:

Version 1.03: steam://controllerconfig/1902490/2774070753

DualSense Config:

Version 1.03: <steam://controllerconfig/1902490/2774068309>

[🎮+⌨️/🖱️ Limited] Aim Lab:

In-Game Requirement: This config is designed for Default Game Profile [Aim Lab]. Before you configure your general settings: please leave most of the settings by default (including Input Source as Raw Mouse) to make it easier to adjust by your personal preference.

DualShock 4 Config

Version 1.12: <steam://controllerconfig/714010/2312526890>

DualSense Config

Version 1.00: <steam://controllerconfig/714010/2312570478>

[🎮+⌨️/🖱️ Limited] Apex Legends:

In-Game Requirements: You must rebind Aim Down Sight (Toggle) to (Hold).

DualShock 4 Config

ADS-only Gyro Config - Version 1.01: <steam://controllerconfig/1172470/2300961434>

DualSense Config

ADS-only Gyro Config - Version 1.00: <steam://controllerconfig/1172470/2351623384>

[🎮 Input] Binary Domain:

In-Game Requirement: Due to Mouse-related issues, this config will be using Gamepad Input using Mouse Joystick Input Style. Set the Controller's Camera Sensitivity to [4].

DualShock 4 Config

Version 1.01: <steam://controllerconfig/203750/2312732649>

DualSense Config

Version 1.00: <steam://controllerconfig/203750/2312744481>

/ **Mix] *BF4 / Battlefield 4:**

Controls: Unlike newer installments, Action Sets are switched automatically for both Gameplay and Menus.

DualShock 4 Config

Version 1.02: <steam://controllerconfig/battlefield%204/1921171178>

/ **Mix] *BF1 / Battlefield 1:**

DualShock 4 Config

Version 1.01: <steam://controllerconfig/battlefield%201/1919257798>

/ **Mix] *BFV / Battlefield V:**

DualShock 4 Config

Version 1.01: <steam://controllerconfig/battlefield%20v/1905263498>

/ **Mix] Borderlands 2:**

Controls:

- Left side of the Trackpad to switch to [Vehicle] Action Set.
- Right side is the [SELECT] Button.

DualShock 4 Config:

Always-On Gyro Config - Version 1.05: <steam://controllerconfig/49520/2333398208>

ADS-only Gyro Config - Version 1.04: <steam://controllerconfig/49520/2333386082>

DualSense Config:

Always-On Gyro Config - Version 1.00: <steam://controllerconfig/49520/2333443199>

ADS-only Gyro Config - Version 1.00: <steam://controllerconfig/49520/2333448985>

[🎮+🖱️/🖱️] Mix] Bioshock Infinite:

In-Game Requirements: [Enable Mouse Acceleration] must be disabled.

For Always-On Gyro: Go to Options, Enable [Alternative Default Controller Layout] under "Controller".

For ADS-only Gyro: Go to Options, Switch to "Marksman" Control Layout under "Controller".

Controls: Press the Touchpad Button for [SELECT], while holding the same button to switch to "Standard Controls" Action Set.

But if you're using **ADS-Only Gyro:** the [SELECT] and "Standard Controls" Action set has been moved to the Left Side of the Touchpad, as the Right Side is used for [Melee], this is in order to perform [Execute] when possible.

While I suggest reducing the Mouse Sensitivity value to 50 (via [XInput.ini](#)), it should work fine without it.

DualShock 4 Config:

Always-On Gyro Config - Version 1.02: steam://controllerconfig/8870/2622249828

ADS-only Gyro Config - Version 1.02: steam://controllerconfig/8870/2622254013

DualSense Config:

Always-On Gyro Config - Version 1.02: steam://controllerconfig/8870/2622237860

ADS-only Gyro Config - Version 1.02: steam://controllerconfig/8870/2622244159

[SI-API - 💎] Counter-Strike: Global Offensive:

As CSGO was turned into Counter-Strike 2: this config has been discontinued.

[🖱️/🖱️ Input] Call of Duty: WWII:

DualShock 4 Config:

Campaign - Version 1.03: steam://controllerconfig/476600/1895565577

Multiplayer/Zombies - Version 1.03: steam://controllerconfig/476620/1895545781

[SIAPI -] DOOM (2016):

In-Game Requirements: Turn off Aim Assist and Set Look Smoothing around 30% or lower. For Best Performance: Increase Controller Sensitivity to your preference and Change Controller Layout to "Tactical".

Controls:

- Press The Left Side of Touchpad to Switch to Standard Controls, necessary for Menu Navigation.
- The Right Side is the SELECT Button.

DualShock 4 Config:

Version 1.20: <steam://controllerconfig/379720/2324134157>

DualSense Config:

Version 1.00: <steam://controllerconfig/379720/2324178922>

[+/ Mix] DOOM Eternal:

In-Game Requirements: Reduce Aim Assist Strength at around 20% or lower (Alternatively, turning off Aim Assist). For Best Performance: Increase In-Game Controller Sensitivity and either change Controller Layout to Tactical or Rebind them In-Game.

Controls:

- Press The Left Side of Touchpad to Switch to Standard Controls, necessary for Menu Navigation.
- The Right Side is the SELECT Button.

DualShock 4 Config:

Version 1.02: <steam://controllerconfig/782330/2560876453>

DualSense Config:

Version 1.02: <steam://controllerconfig/782330/2560886990>

[SIAPI -] DIRT Rally:

Setting] before using this config, it is also recommended to calibrate your Controller's Gyro under Steam Input Controller General Settings.

Steering Sensitivity Settings:

- Steering Sensitivity to [100%]
- Steering Linearity to [0 or 5%]
- Steering Saturation to [0%]
- Steering Deadzone to [0%, 5% or 15%], depending on your Controller's IMU.

Controls: To Switch Between Standard and Gyro Controls Action Sets; Press Touchpad on the Right Side (THIS WILL BE NECESSARY FOR MENU NAVIGATION) while the Left Side is the [SELECT] Button.
In-Game Requirements: Set the Steering Sensitivities [under Options > Controls > Advanced Gamepad]

DualShock 4 Config:

Version 1.05: steam://controllerconfig/310560/2331797966

DualSense Config:

Version 1.01: steam://controllerconfig/310560/2331805488

[🎮 Input] DIRT Rally 2.0:

In-Game Requirements: Set the Steering Sensitivities [under Options > Input > Connected Devices > Select Xbox 360/One Controller > Advanced Setting] before using this config, it is also recommended to calibrate your Controller's Gyro under Steam Input Controller General Settings.

Steering Sensitivity Settings:

Unlike DIRT Rally, this one's Controller Advanced Setting offers more flexibility, you can set a specific sensitivity percentage, like making Steering Deadzone to 3% instead of 5%. But for the case of consistency between Rally 1.0 and Rally 2.0, the Steering Settings are similar.

- Steering Sensitivity to [100%]
- Steering Linearity between [0-5%]
- Steering Saturation to [0%]
- Steering Deadzone between [0-15%], depending on your Controller's IMU.

Controls: To Switch Between Standard and Gyro Controls Action Sets; Press Touchpad on the Right Side (THIS WILL BE NECESSARY FOR MENU NAVIGATION. DIRT RALLY 2.0 DOESN'T PLAY NICELY WITH MOUSE CURSOR DETECTION) while the Left Side is the [SELECT] Button.

DualShock 4 Config:

Version 1.00: steam://controllerconfig/690790/2331884437

DualSense Config:

Version 1.00: steam://controllerconfig/690790/2331901890

[SI-API -] Dying Light:

Controls:

- Press The Left Side of the Touchpad to switch "Standard/Vehicle Controls" Action Sets in between, useful for Lockpicks.
- Press The Right side of the Touchpad to press the SELECT Button.
- Swiping the Touchpad in four directions sends you one of 4 Shortcut Menus while in-game.
- Press and Holding the Square Button will open the Weapon Wheel for Bow/Crossbow Weapons, but can be used as an additional [Pause Gyro] Button alongside R3 Click.

DualShock 4 Config:

Version 1.07: <steam://controllerconfig/239140/2329371187>

DualSense Config:

Version 1.00: <steam://controllerconfig/239140/2329376124>

[/ Input] Destiny 2:

Controls:

- There are 3 different methods of Pressing [Options button]: a button press switches to [Menu UI] Action Set (so you can manually switch Action sets when needed), Double Tapping for Start Menu (a little wonky to me) and Hold for Character Menu (also does the same for Left side of Touchpad, within the Menu UI.).
- You can Press and Hold the Circle button to fully leave the menu and automatically switch to [Gameplay] Action Set.
- The Right Side of Touchpad switches to [Vehicle] Action Layer.

DualShock 4 Config:

Always-On Gyro Config - Version 1.10: <steam://controllerconfig/1085660/1948570725>

ADS-only Gyro Config - Version Unknown: <steam://controllerconfig/1085660/1948555550>

[SIAPI -] Days Gone:

As of Game Patch 1.06, there's a Simultaneous Input bug in which [the Camera Acceleration becomes choppy if both inputs are in use](#). This requires me to use the Mode Shift method to make this config work. To adjust Aiming Sensitivity: head to the Right Stick Input style > Advanced Settings > Mode Shifting and start from there.

DualShock 4 Config:

Version 1.01: <steam://controllerconfig/1259420/2555534977>

DualSense Config:

Version 1.01: <steam://controllerconfig/1259420/2555530108>

[+ / Mix] DUSK:

NOTE: [As of Steam Deck Verified/September 2nd, 2022 update] Due to the way how DUSK handles Controller+Keyboard/Mouse Support: **you might have to change to "Standard Controls" Action Set [Click the Left Side of the Touchpad] while navigating the menu (very important when you launch DUSK) and reconnect your Controller after launching DUSK.** You must also turn on "Autoclimb" on the "Feel" page under In-Game Settings.

If the Left Joystick Movement isn't responding while moving, I suggest rebinding your Left Joystick as Keyboard Movement (WASD).

This config isn't compatible with DUSKWORLD (Multiplayer component) due to lack of native Controller Support.

DualShock 4 Config:

Version 1.00: <steam://controllerconfig/519860/2868950591>

DualSense Config:

Version 1.00: <steam://controllerconfig/519860/2868954937>

[/ Input] *Fate/stay night Réalta Nua: (Jacktheinfinite101's Ultimate Edition Fan-Translation)

Config Version: 1.01

Note: Please enable "Skip Movies In-Game" before using this configuration,

otherwise the entire game will crash when video plays.

DualShock 4 Config:

Version 1.05: <steam://controllerconfig/fatestay%20night%20r%C3%A9alta%20nua/1865389313>

[Native] *Fortnite

[As of Game Version 19.30](#): Epic Games and Jibb Smart have added/overhauled Native Gyro Aiming support across all supported platforms (except for Xbox). Thus: this config is discontinued...unless you rely on Bluetooth mode on DualShock 4: this config is still going to be kept for those who need it, but do expect in-game compatibility issues.

Note: This config was tested in Battle Royale mode, this config does not work for Creative mode (Host), and I have yet to test Save The World (Fortnite's original mode).

In-Game Requirements: You must enable "Lock Input Method as Mouse" under Menu (Pressing Start Menu, ESC or Hamburger Menu) > Settings > Mouse and Keyboard - otherwise, this config will not work.

Controls:

- Press the Options Button to switch Action Sets, useful for Menu Navigation or Vehicles. Hold the Options Button for Pause Menu
- To crouch: Double-Press R3 Button, unless you Aim Down Sight.

[+/ Mix] DualShock 4 Config:

Always-On Gyro Config - Version 1.02: <steam://controllerconfig/fortnite/2030776222>

ADS-only Gyro Config - Version 1.02: <steam://controllerconfig/fortnite/2030766638>

(Experimental) Chorded Weapon/Builder Quick Switch:

This config uses both Left and Right Bumpers (for this case: L1 and R1) as a Quick Chorded Weapon/Builder Face Buttons alongside traditional Next/Previous Button. This should be similar to how Warframe handles Ability Menu if you play with the Controller before. Due to Steam Input

limitations, you have to Press and Hold L1/R1 button for at least half a second, then you can use the Face Buttons to quickly select Weapon/Builder Slot.

You must default your own Keybinds to the Standard Keybind Preset, opposed to the Legacy Keybind Preset.

Controls:

Hold L1 = Builder Slot

Hold R1 = Weapon Slot

Hold Triangle Button while holding L1/R1: Weapon Slot 5 (R1) or Trap (L1)

DualShock 4 Config:

With Always-on Gyro: <steam://controllerconfig/fortnite/2031704853>

With ADS-Only Gyro: <steam://controllerconfig/fortnite/2031679249>

[/ Input] Halo: The Master Chief Collection

In-Game Requirements: For Multiplayer Matchmaking (Public), please select **[Keyboard/Mouse]** as your Preferred Input Device.

To ensure universal compatibility for all four Mainline Installments, you must rebind the following:

- Halo Reach: Rebind “Use Armor Ability” to C
- Halo 2/Halo 3: Dual-Wield Inversion to “Not Inverted”

Controls:

This config is based on the ‘Universal Zoom and Shoot’ Controller scheme with some minor changes. For example, Halo 3’s [Secondary Reload] is Double Press instead of Hold, while Melee is moved to Circle Button.

- Left Touchpad - Switch to [Vehicle/Aerial] Action Layer
- Right Touchpad - Toggle Scoreboard/Visuals
- Press and Hold the Options Button (for less than a second) - Switch to [Standard Controls / Forge] Action Set, **recommended for Forge Mode.**
- [Halo 3]: Press either the Left Stick (L3) or Hold the Square Button to Use Equipment.
- [Halo 3: ODST] Pull the L2 Trigger once to Place Waypoint, Holding the same Trigger Removes the Waypoint.
- [Halo 4] Press the Cross/X Button to Change Loadout, Press the Triangle to Respawn Now.

DualShock 4 Config:

Version 1.12: <steam://controllerconfig/976730/2521766208>

DualSense Config:

Version 1.02: steam://controllerconfig/976730/2521770382

[SIAPI -] Horizon Zero Dawn

Note: As of Version 1.08, Horizon: Zero Dawn currently has Steam Input API [implementation] issues amongst other things. (Such as Left/Right Triggers causing Accidental Presses while Holding [L2 Full Pull])

Controls:

To ensure Controller Compatibility, Gyro Aiming is activated by Holding L2 Full Pull all the way down.

It may not work for some people, I highly suggest you to use the Controller Reader and verify if your Analog Trigger Range doesn't reach 100%. This is the area that I cannot fix, as it is beyond my control.

- Press and Hold The Option Button to switch to Standard Controls, recommended for Photo Mode.
- Press the Touchpad for [Open Menu] or Holding to show HUD/Objectives
- Swiping in Four Directions opens up Quick Menus such as Inventory, Skills, Notebook and Quest

DualShock 4 Config:

Version 1.20: steam://controllerconfig/1151640/2567100695

DualSense Config:

Version 1.20: steam://controllerconfig/1151640/2567107168

[SIAPI -] Half-Life 2

If you're using **Legacy mode**: the controls scheme is meant for full Controller Compatibility, **this is best used for Xbox 360 UI Mod (pre-Steam Deck)**, if you like to use that mod: you may have to use the "XB360 UI Mod" Config instead.

If you're running on current version of Half-Life 2 (**after Steam Deck's launch**), I highly recommend you use the **"-gamepadui"** launch instead.

In-Game Requirements (Legacy Mode only): You must enable **"Gamepad"** and **"Raw Input"** on Settings under the "Mouse" section. You must also set Mouse Sensitivity to 3.00.

Controls (Legacy Mode only):

Press the Left Side of Touchpad for "Vehicle" Action Layer, the Right Side is the [SELECT] Button.

DualShock 4 Config

Version 1.05: steam://controllerconfig/220/2849236594

Legacy:

steam://controllerconfig/220/2321268456

XB360 UI Mod: steam://controllerconfig/220/2321279448

DualSense Config

Version 1.05: steam://controllerconfig/220/2849238469

Legacy:

steam://controllerconfig/220/2321332989

XB360 UI Mod: steam://controllerconfig/220/2321339030

Half-Life 2: Episode 1

DualShock 4 Config

Version 1.05: steam://controllerconfig/380/2849241536

Legacy:

steam://controllerconfig/380/2301731681

XB360 UI Mod: steam://controllerconfig/380/2301741570

DualSense Config

Version 1.05: steam://controllerconfig/380/2849243760

Legacy:

steam://controllerconfig/380/2321343692

XB360 UI Mod: steam://controllerconfig/380/2321348645

Half-Life 2: Episode 2

DualShock 4 Config

Version 1.05: steam://controllerconfig/420/2849246075

Legacy:

steam://controllerconfig/420/2321247915

XB360 UI Mod: steam://controllerconfig/420/2321262198

DualSense Config

SIAPI Mode (Recommended) - Version 1.05: steam://controllerconfig/420/2849247954

Legacy:

steam://controllerconfig/420/2321354217

XB360 UI Mod: steam://controllerconfig/420/2321357555

[/ Input] HOTD3 / *The House of The Dead III

In-Game Requirements: under Controller Setting via Game Launcher, you MUST set the Control as [Mouse or Usb Gun].

Controls:

coming soon

DualShock 4 Config

Version 1.03: steam://controllerconfig/the%20house%20of%20the%20dead%20iii/2467378905

DualSense Config:

Version 1.03: steam://controllerconfig/the%20house%20of%20the%20dead%20iii/2467388219

[+/ Limited] Ironsight

DualShock 4 Config:

Version 1.05: steam://controllerconfig/715220/1940592955

[🎮+⌨️/🖱️ Mix] Killer is Dead:

DualShock 4 Config:

Version 1.01: steam://controllerconfig/261110/1899737031

[SI-API - 💎] Portal:

DualShock 4 Config:

Version 1.00: steam://controllerconfig/400/2785817517

DualSense Config:

Version 1.00: steam://controllerconfig/400/2785825342

[SI-API - 💎] Portal 2:

DualShock 4 Config:

Version 1.11: steam://controllerconfig/620/2747644027

DualSense Config:

Version 1.11: steam://controllerconfig/620/2747639942

[⌨️/🖱️ Input] PAYDAY 2:

DualShock 4 Config:

Version 1.01: steam://controllerconfig/218620/1900376998

[🎮+⌨️/🖱️ Mix] Paladins:

Note: Set Input Method (under Settings > Controls) to [Keyboard] before entering play session.

DualShock 4 Config:

Version 1.01: steam://controllerconfig/444090/1915469689

[SI-API -] Left 4 Dead 2:

Controls:

This config is nearly identical to Xbox 360 Controller Layout with some modifications. [Camera (Mouse)] is used for both Gyro and Right Stick instead of [Camera (Joystick)]

- To Reset the Camera, Press and Hold the R3 Button.
- Press the Touchpad to check the [Scoreboard] or [Vote Yes].
- Touching Both Sides of the Touchpad will open either Order (Left Side) or Response (Right Side) Vocalizer Quick Menu respectively, allowing you to use Left/Right Sticks or Touchpad Gesture Swipe within Vocalizer Quick Menu Wheel. Due to the way [DualSense Controller's Touchpad sensitivity] works, it may not work perfectly.

DualShock 4 Config:

Version 1.36: <steam://controllerconfig/550/2518861842>

DualSense Config:

Version 1.02: <steam://controllerconfig/550/2518873610>

[+/ Limited] Steep (Gyro Menu UI only):

Note: This config focuses on the Menu's UI, you can press the Options menu to switch when you're in the Menu.

DualShock 4 Config:

Version 1.01

Steam: <steam://controllerconfig/460920/1840961860>

Ubisoft Connect: <steam://controllerconfig/steep/1840949606>

[+/ Mix] *STAR WARS™ Battlefront™ II:

DualShock 4 Config:

Version 1.01:

<steam://controllerconfig/star%20wars%E2%84%A2%20battlefront%E2%84%A2%20ii/19314864>

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[🎮+🖱️/🕹️ Mix] *Rogue Company:

Note: While the Action Set will switch from Gameplay to Menu automatically, there are some issues with Mixed Input, such as Sound UI playing when Input Mode switches and Emoji/Spray Wheel may not output Controller Inputs. (Always-On Gyro-specific issue)

Controls:

- Press the Touchpad for [SELECT BUTTON] while in Menu.
- Touch the Touchpad to move the Mouse.

DualShock 4 Config:

Always-On Gyro Config - Version 1.03:

steam://controllerconfig/rogue%20company/2261603350

ADS-only Gyro Config - Version 1.04:

steam://controllerconfig/rogue%20company/2261625375

[🎮 Input] Race The Sun:

In-Game Requirements: Enabling "Dualshock 4 Controller" Profile under [Options] menu is required before using this config. This is necessary to fix the game's incorrect button prompt.

DualShock 4 Config:

Version 1.10: steam://controllerconfig/253030/2344533065

DualSense Config:

Version 1.00: steam://controllerconfig/253030/2344560185

[SI-API - 💎] Red Faction Guerrilla Re-Mars-tered

DualShock 4 Config:

Version 1.20: steam://controllerconfig/667720/2498118453

Dualsense Config:

Version 1.00: steam://controllerconfig/667720/2498122924

Mix] RE4 Remake / Resident Evil 4 Remake:

DualShock 4 Config:

Version 1.00: steam://controllerconfig/2050650/2960815993

Dualsense Config:

Version 1.00: steam://controllerconfig/2050650/2960816303

Limited] RE4 / Resident Evil 4 (2005):

In-Game Requirement: Go to Settings > Controller Setup > Xbox 360 Controller > Button Configuration and select Control [Type III] and then set Mouse Sensitivity (it's in Keyboard/Mouse Settings, right?) to Number 15 if you haven't.

while it is optimized for [Classic] Aiming Mode for Mouse Input, [Modern] Aiming Mode can be used, but you may have to reduce the sensitivity.

Controls:

For QTEs: X+C Keys will be Square+Cross IF you're in the Middle of Aiming, & [Shake Mouse] is [Left Stick] if you let go of "Ready Weapon" the moment the enemy grabs you. but if you see either Left or Right Mouse Click in case Button Prompt switches during QTE Cutscenes, then it's Right or Left Triggers respectively.

Otherwise, All QTE scenes will work perfectly.

You can switch back to [Standard Controls] Action Sets by Clicking the Left side of Touchpad, recommended for the Vehicle Session of the game.

DualShock 4 Config:

Version 1.04: steam://controllerconfig/254700/2499346486

DualSense Config:

Version 1.01: steam://controllerconfig/254700/2499356581

Limited] RE5 / Resident Evil 5:

If you want a more comprehensive guide on how to set up the config: you can either [watch the video-format guide](#) or [read the text-format guide](#).

DualShock 4 Config:

Gyro Aiming Config - Version 1.31: steam://controllerconfig/21690/2249285294

DualSense Config:

Gyro Aiming Config - Version 1.00: steam://controllerconfig/21690/2318806176

Video Demonstration:

<https://youtu.be/eBA5zRosqAM>

Mod Requirements:

[Resident Evil 5 Quality of Life Fixes](#)

Inside Config.ini: HideInputNotification=ON.

In-Game Settings:

Mouse Aiming must be put to [Type C]

Mouse Sensitivity: 2-3

DualShock 4 Config

Light gun-style Gyro Aiming Config - Version 1.25:

steam://controllerconfig/21690/2459322236

DualSense Config:

Light gun-style Gyro Aiming Config - Version 1.25:

steam://controllerconfig/21690/2694476789

Video Demonstration:

<https://youtu.be/awTeTSabxBk>

Mod Requirements:

[Resident Evil 5 Quality of Life Fixes](#)

In-Game Settings:

Mouse Aiming must be put to [Type B]

Mouse Sensitivity: 3

Lazer must be set to OFF under Settings > Game Settings

Limited] RE6 / Resident Evil 6:

Mod Requirements: Input Text Removal (can be installed via ['Fluffy Manager 5000'](#) Mod Manager)

Controls:

- Press Left Side of the Touchpad to Switch between [Gyro Controls] and [Standard Controls] Action Sets, necessary for key moments in the game.
- The Right side of the Touchpad is the [SELECT] Button.

DualShock 4 Config:

Version 1.03: steam://controllerconfig/221040/2320872533

DualSense Config:

Version 1.00: steam://controllerconfig/221040/2320846672

Mix] Sunset Overdrive:

In-Game Settings Requirements: Set Mouse Look Sensitivity Slider to [-4] or [-3].

Controls:

- Holding the Options Button to switch between [Gyro Controls] and [Standard Controls] Action Sets
- Press the same button is the [Pause Menu / START Button].

DualShock 4 Config:

Version 1.33: steam://controllerconfig/847370/2324548415

DualSense Config:

Version 1.01: steam://controllerconfig/847370/2328146818

Input] Sleeping Dogs: Definitive Edition:

In-Game Requirements: Turn off "Soft-Lock Aiming" under [Game and Controls] Option.

To enable Gyro Aiming, Press Right Side of Touchpad.

DualShock 4 Config:

Version 1.01: <steam://controllerconfig/307690/1937770643>

[🎮+🖱️/🖱️ Limited]: SUPERHOT

Controls: Press and Hold the OPTIONS button to switch between ptOS (Menu Controls/Standard Controls) and SUPERHOT.EXE (Gyro Controls).

While under [ptOS] Action Set: you can also navigate with the Touchpad as a Mouse Cursor (Gyro Touch Activation is enable alongside it)

DualShock 4 Config:

Version 1.00: <steam://controllerconfig/322500/2869720045>

DualSense Config:

Version 1.00: <steam://controllerconfig/322500/2869724514>

[🎮+🖱️/🖱️ Limited]: SUPERHOT: MIND CONTROL DELETE

Controls: Press and Hold the OPTIONS button to switch between ptOS (Menu Controls/Standard Controls) and SUPERHOT.EXE (Gyro Controls).

DualShock 4 Config:

Version 1.00: <steam://controllerconfig/690040/2870699887>

DualSense Config:

Version 1.00: <steam://controllerconfig/690040/2870704545>

[🎮+🖱️/🖱️ Mix] Titanfall 2:

Note: This config is recommended for Campaign mode, you should adjust the config In-Game Settings (to your liking) before going into Multiplayer.

DualShock 4 Config:

Always-On Gyro Config - Version 1.21: steam://controllerconfig/1237970/2474183494

ADS-only Gyro Config - Version 1.00: steam://controllerconfig/1237970/2475177868

DualSense Config:

Always-On Gyro Config - Version 1.01: steam://controllerconfig/1237970/2475210224

ADS-only Gyro Config - Version 1.01: steam://controllerconfig/1237970/2475218563

[+/ Mix] Watch_Dogs 2:

Controls:

To switch between [Gameplay and [Vehicle Mode] Action Sets, press the Options button. - to use the RS Click, Double Click the Right Stick.

- The left and right side of the Touchpad acts as both Start and Select Button (Holding the Right side of Touchpad or Options Button will instantly send you to Pause Menu).
- for Phone Menu (or in Pause Menu): Press and Hold the Circle Button to switch back to [Gameplay]/[Vehicle Mode] Action Set.

DualShock 4 Config:

Version 1.04: steam://controllerconfig/447040/1925934128

BONUS:

Half-Life 2:

This configuration predates DS4 Gyro-Optimized Config, ~~I plan to update it at a future date to reflect the rest of the configuration~~, but you can use this config anyway.

Note: You must enable “Gamepad” on your settings menu.

steam://controllerconfig/220/1605917669

- Half-Life 2 Update: steam://controllerconfig/290930/1605775554
- Half-Life 2 Update ([X360 UI Mod](#) Version): steam://controllerconfig/290930/1605782693

