

360 Controller in FFXI – HOWTO

Okay, people have been asking me how to get an Xbox 360 controller working in FFXI exactly the way it does on the 360. This is a reasonably easy task; however, the official Microsoft drivers simply SUCK. This tutorial will help you get the full 360 experience (including rumble!) on your PC. This will also work in other games, too, but I'm concentrating on XI for now.

First things first – you need an Xbox 360 Controller!

The custom drivers we are going to install require a WIRED controller or the Play & Charge Kit if you have a wireless controller.



360 Wired Controller



Play & Charge Kit

Plug the Play & charge kit into the controller, and the other end into an available USB port. If you have a wired controller, just plug it in.

XBCD360 – The Xbox 360 Controller Driver

You're home Free!

But wait.. Where's the rumble? Why don't the triggers work? Why doesn't the RIGHT GODAMN STICK work in 80% of games?!

This is where XBCD comes in.

Originally coded by Redcl0ud for Hacked (and I mean hacked, you had to chop off the end and match wires to a usb plug you chopped off something else) Xbox 1 Controllers, and then modified for the 360 by Timerever and Nalin, The XBCD drivers improved on the Hideous design of the MS drivers by adding Deadzone support, Rumble, and Button-mapping to the controller.

The latest version of the XBCD installer is available at
<http://xbcdplus.truth-network.org/>

LATEST VERSION – 0.4.0.0 (Install the 0.4 Fix as well if you are running Windows 2000, Windows XP 32-bit or Windows 2003 32bit)

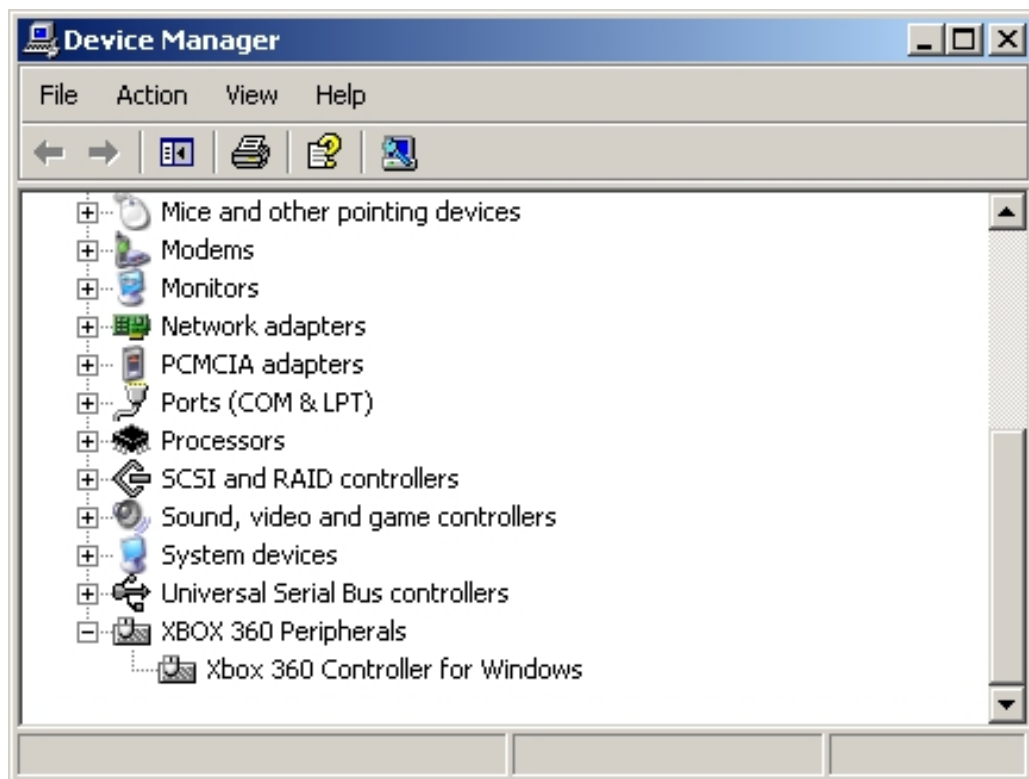
Vista users only – to install properly, right click>run as administrator!



Running the installer

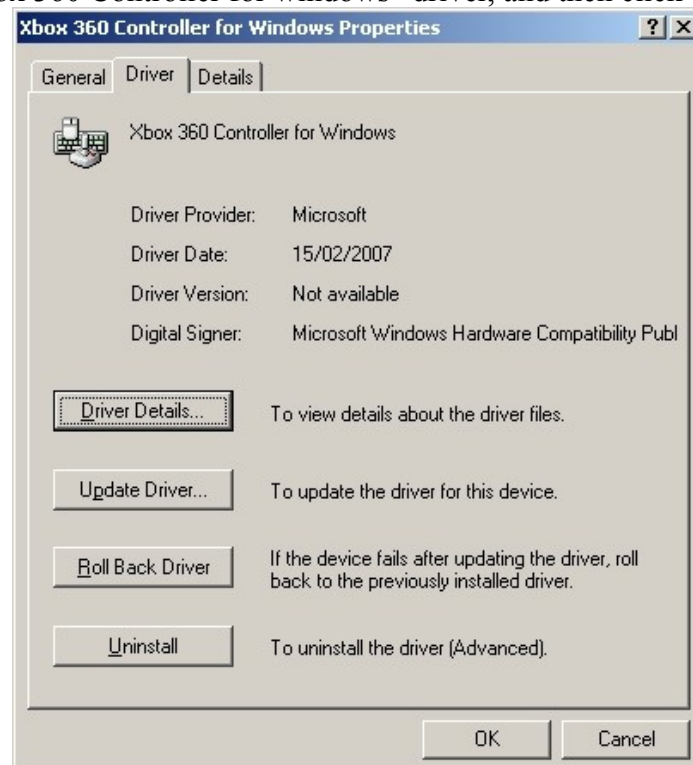
Replacing the MS drivers

Next, go to your Device Manager.



See where it says “XBOX 360 Peripherals”? This is what we are about to remove.

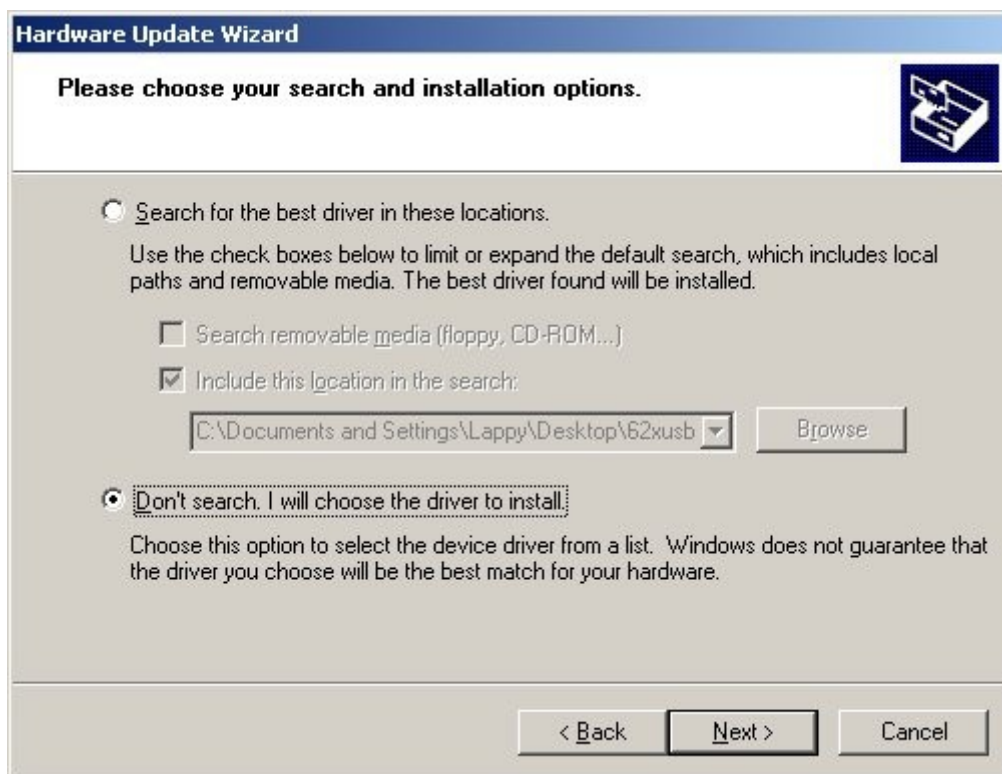
Select the “Xbox 360 Controller for windows” driver, and then click “Update Driver”.



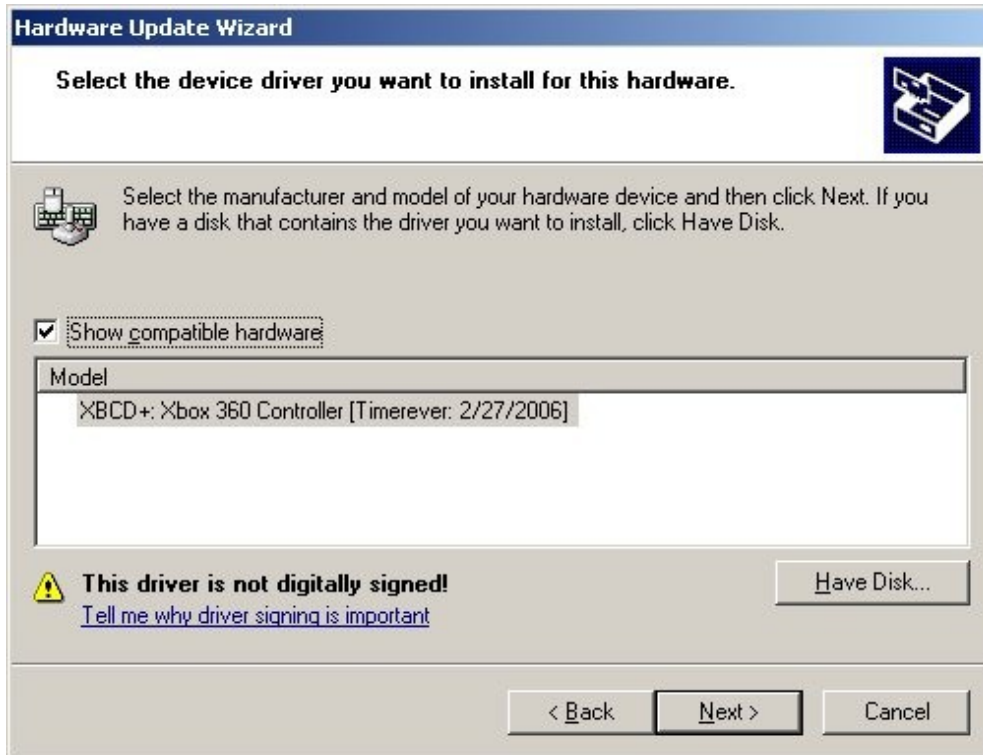
Select “choose device from list”



Select “don’t search”



Select the New Xbox 360 driver



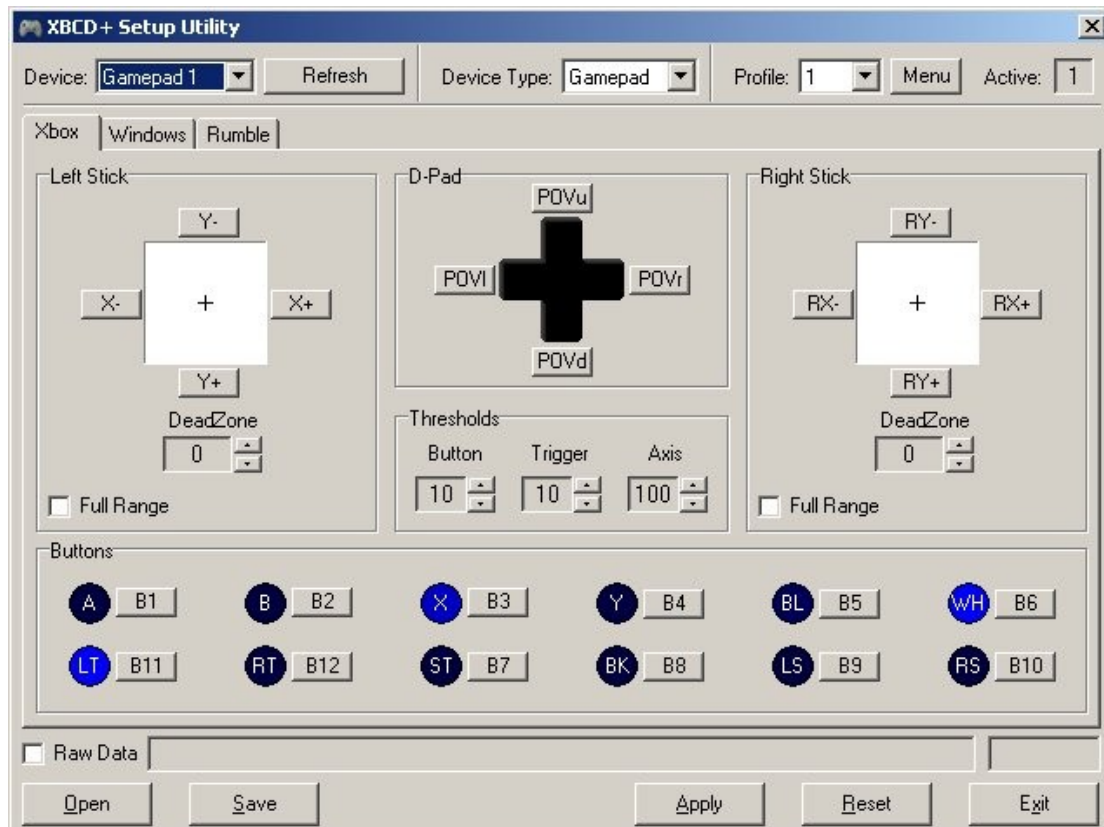
Click “Yes, install anyway”



Let it install, and we're done playing with this part of the drivers.

The XBCD Utility

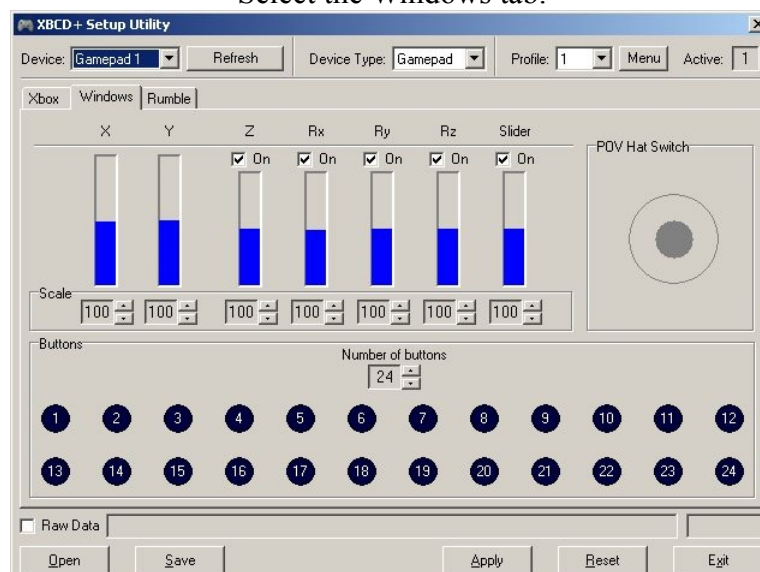
Open up control panel>XBCD+ Utility



Select “Gamepad 1” in the Device Dropdown menu.

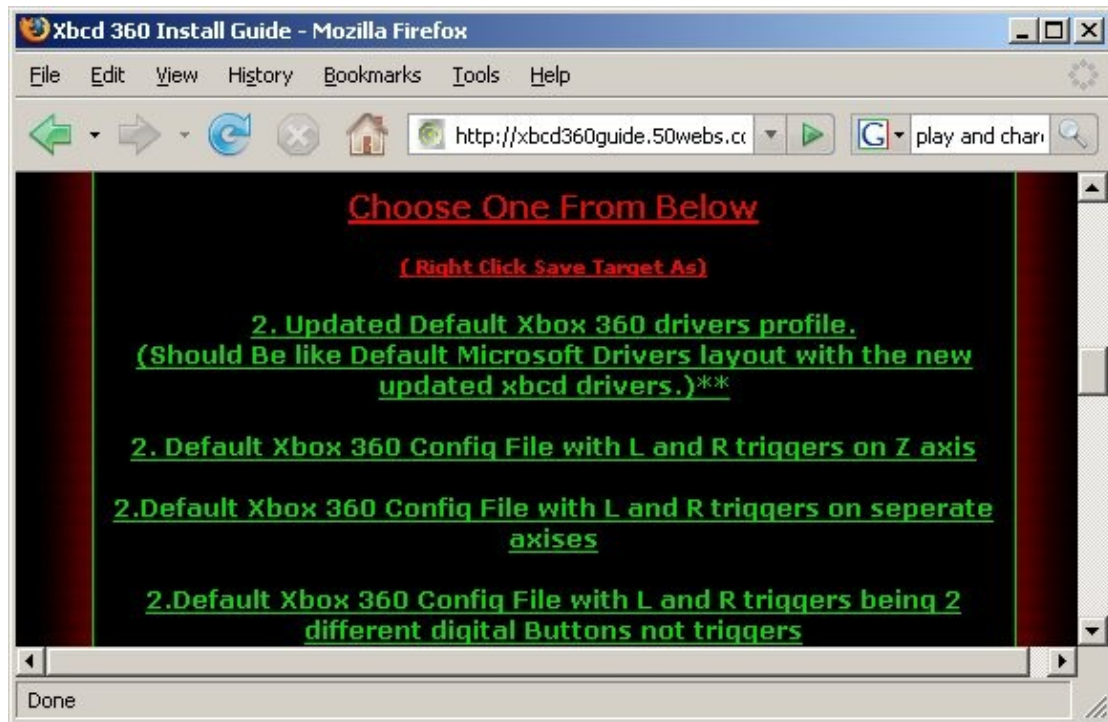
Pressing buttons on the controller will do strange things in the control panel, so don't worry about it. The Xbox Tab of the CP is built for Original Xbox controllers, and is used for button/axis remapping on 360 controllers.

Select the Windows tab.



Installing the XI – Centric Button map

Since the PC version of XI doesn't support the LT/RT sliders, we need to change them into digital buttons in the driver. We do this by installing an XGI script. These are available from <http://xbcd360guide.50webs.com/download.html>



These are the files we need. Download all four.

Save the files to C:\Program files\XBCD+ .

Go back to the Control panel, and hit the “Open” button.

Select the file triggersaredigital.xgi, and hit OK. The Triggers are now digital buttons, Perfect for use in XI.

Optional:

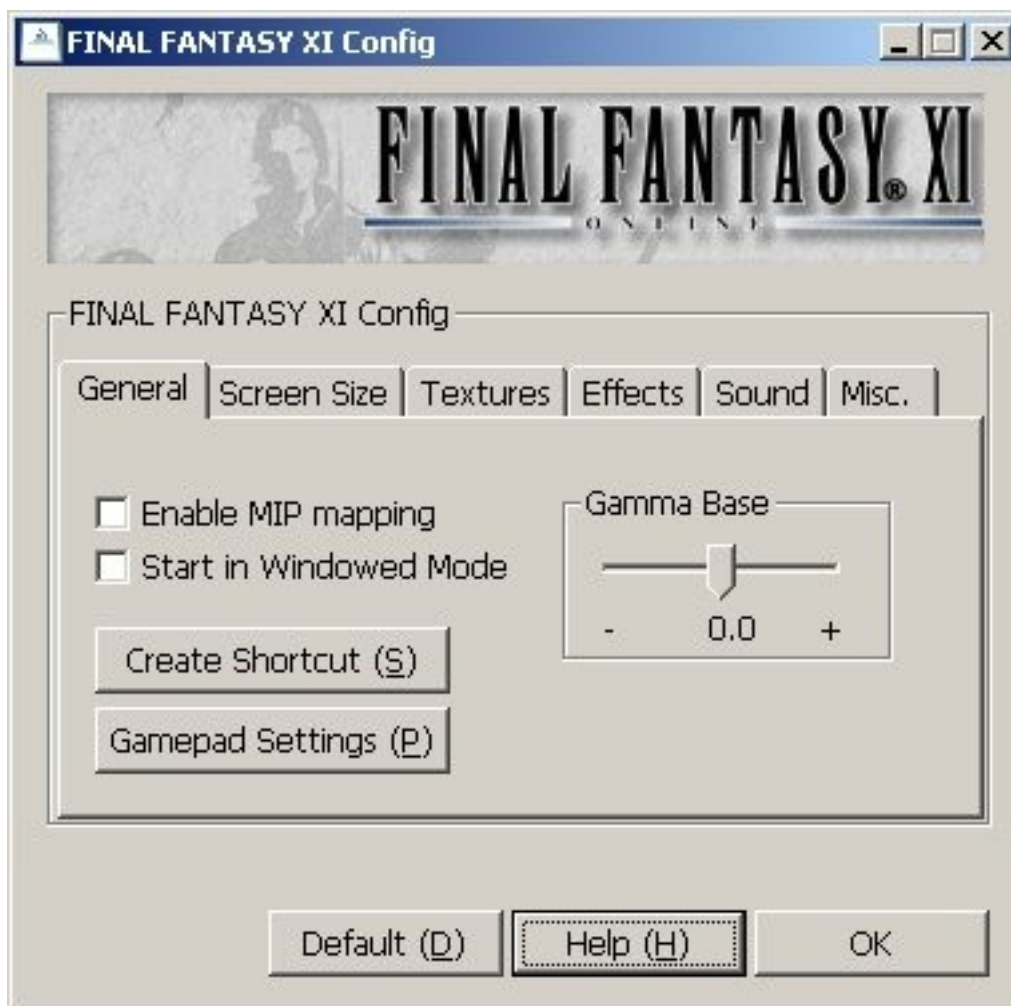
Next to the profile dropdown menu, click “menu>add”.

Now, hit open, and select one of the other .xgi files. (Say, the Default 360 one)

You've now added a new button mapping profile you can use in other games that use the LT/RT triggers, like Need for speed, etc, and can switch between the two by pressing the Xbox button on your gamepad to switch at will, even in-game! The ring of light will even change to tell you what profile you're using!

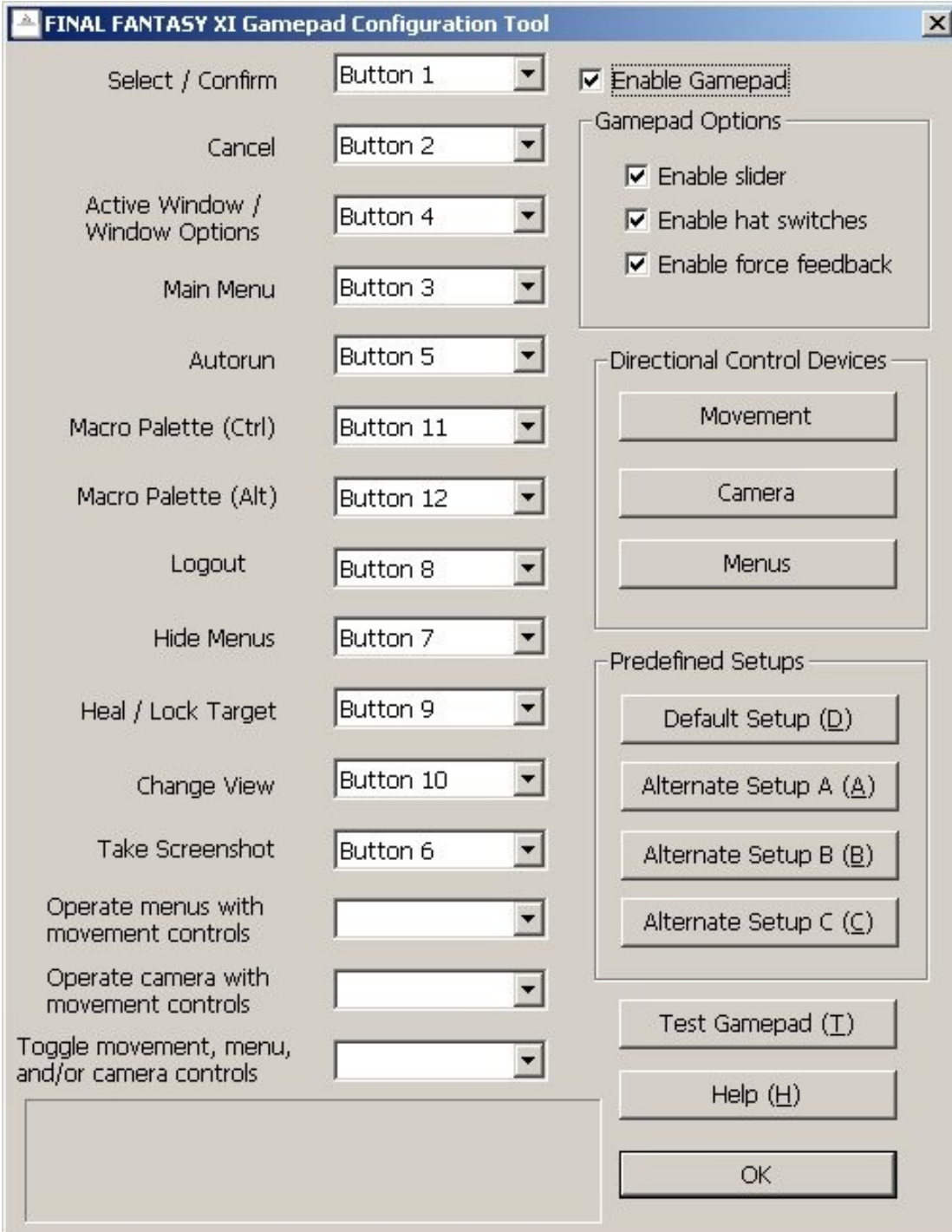
FFXI Config

Open up the FFXI config file.



Click “gamepad settings”.

Button Settings to make the controls identical to the X360 version are:



The image shows a screenshot of the 'FINAL FANTASY XI Gamepad Configuration Tool' window. The window has a title bar with the game's logo and the text 'FINAL FANTASY XI Gamepad Configuration Tool'. The main area is divided into several sections. On the left, there is a list of game functions with corresponding button dropdown menus. On the right, there are three sections: 'Gamepad Options' with three checked checkboxes, 'Directional Control Devices' with three buttons, and 'Predefined Setups' with four buttons. At the bottom right, there are three more buttons: 'Test Gamepad (T)', 'Help (H)', and 'OK'. A large empty rectangular box is located at the bottom left of the main configuration area.

Function	Button
Select / Confirm	Button 1
Cancel	Button 2
Active Window / Window Options	Button 4
Main Menu	Button 3
Autorun	Button 5
Macro Palette (Ctrl)	Button 11
Macro Palette (Alt)	Button 12
Logout	Button 8
Hide Menus	Button 7
Heal / Lock Target	Button 9
Change View	Button 10
Take Screenshot	Button 6
Operate menus with movement controls	
Operate camera with movement controls	
Toggle movement, menu, and/or camera controls	

☒ Enable Gamepad

Gamepad Options

- ☒ Enable slider
- ☒ Enable hat switches
- ☒ Enable force feedback

Directional Control Devices

- Movement
- Camera
- Menus

Predefined Setups

- Default Setup (D)
- Alternate Setup A (A)
- Alternate Setup B (B)
- Alternate Setup C (C)

Test Gamepad (T)

Help (H)

OK

Click Movement.



Follow the instructions, using the Left analog stick.

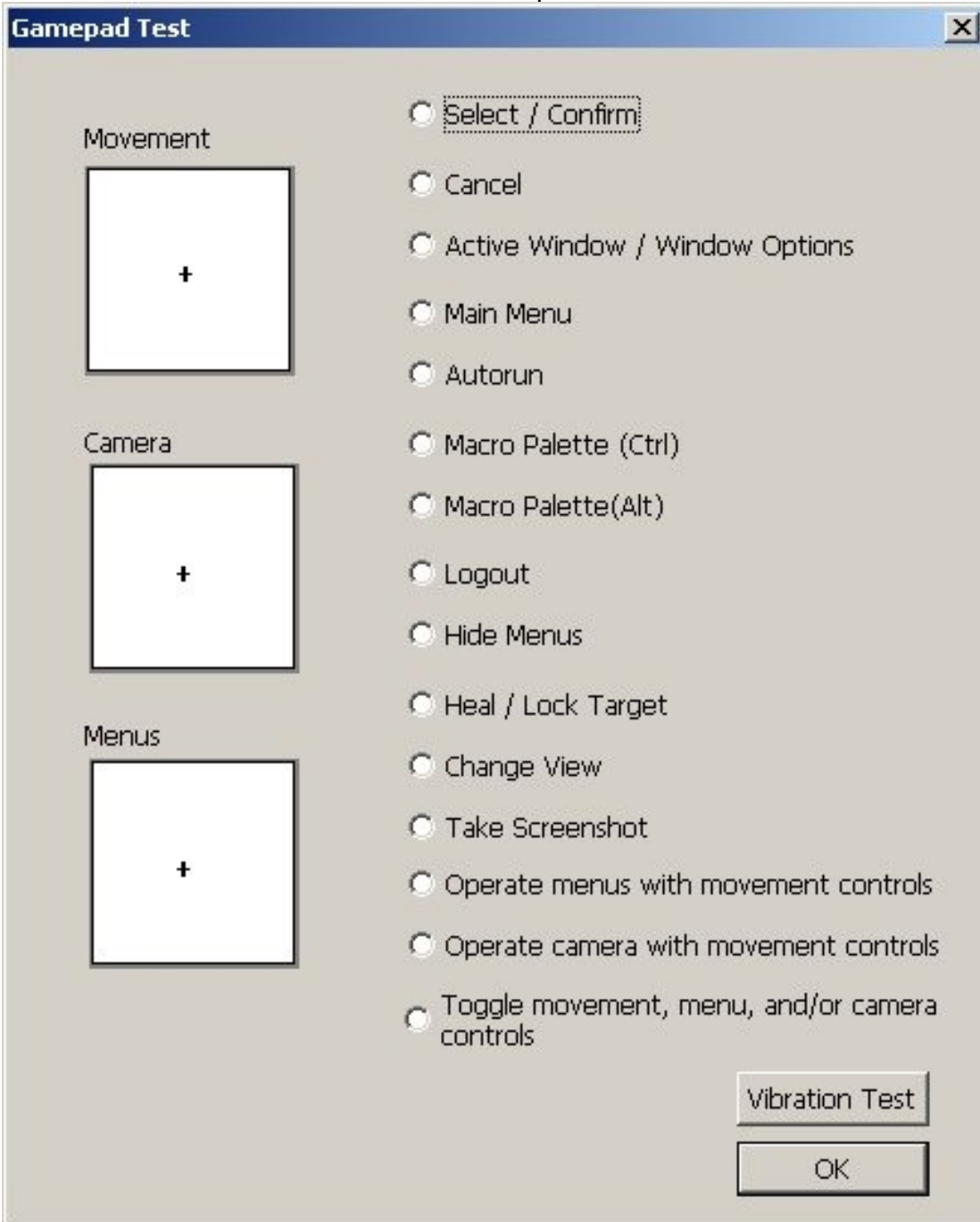
Click Camera.

Same thing, Right analog Stick.

Click menus.

Same thing, use the D-Pad.

Hit "Test D-pad".

A screenshot of a "Gamepad Test" window. The window has a blue title bar with the text "Gamepad Test" and a close button. The main area is light gray. On the left, there are three sections: "Movement", "Camera", and "Menus". Each section has a white square with a black border and a black plus sign in the center. To the right of these sections is a list of radio button options. The first option, "Select / Confirm", is selected and has a dotted border. Below it are "Cancel", "Active Window / Window Options", "Main Menu", "Autorun", "Macro Palette (Ctrl)", "Macro Palette(Alt)", "Logout", "Hide Menus", "Heal / Lock Target", "Change View", "Take Screenshot", "Operate menus with movement controls", "Operate camera with movement controls", and "Toggle movement, menu, and/or camera controls". At the bottom right, there are two buttons: "Vibration Test" and "OK".

Gamepad Test

Movement

Camera

Menus

- ☒ Select / Confirm
- ☐ Cancel
- ☐ Active Window / Window Options
- ☐ Main Menu
- ☐ Autorun
- ☐ Macro Palette (Ctrl)
- ☐ Macro Palette(Alt)
- ☐ Logout
- ☐ Hide Menus
- ☐ Heal / Lock Target
- ☐ Change View
- ☐ Take Screenshot
- ☐ Operate menus with movement controls
- ☐ Operate camera with movement controls
- ☐ Toggle movement, menu, and/or camera controls

Vibration Test

OK

See if everything is to your liking, then hit ok, then OK again. Yes to save changes.

Run FFXI!



And you're done! Remember, you still need your keyboard to type, tho, so keep it handy!

Have fun, and I'll see you in Vana'Diel!

Corvan
WAR/MNK, Bahamut Server