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Ffxiv controller guide

Welcome to The Squintina Nightguard - Feilly! Final Fantasy XIV is pretty good for playing with controllers and I highly recommend trying it out. SE provides a PS4 Basic Control guide and has a significant amount of in-game controller help, but some things are not mentioned or clear. So this is my attempt at a super comprehensive guide. Yes, I will update shadow gummer's guide! If you find any problems, you can contact me at Reddit: Comprehensive Controller Guide General Misconceptions Part 1 : Controller Basics - System Configuration Part 2: Character Configuration - Control Settings - What do you choose for the general tab gamepad mode mouse mode? Standard Type VS Legacy Type Do you choose a standard type or legacy type? Character Configuration – Control – General Part 2.5: Character Configuration – UI Settings – General Tab Part 3: Controller Basics – Maps, Quests, Inventory and other basic screenshots using maps to navigate duty list handling in quest items and collectibles Inventory management Inventory switching scenario 1: Chocobo Saddlebag Scenario 2: Holding inventory scenario 3: Quest/collectible/supply and provide hand-in-chat controls Other Small Shortcut Touchpad Controls Part 4: Cross HotBar W Overview XHB Simultaneous Trigger Part 5: Cross Hotbar Configuration - Character Configuration - HotBar Settings - HotBar Settings - HotBar Settings HotBar Settings Cross HotBar Control Cross HotBar Display Type W Cross HotBar Display Settings Character Configuration - HotBar Settings – Custom extended hold control (toggle type not available) Set selection character settings - Hotbar settings – Display part 6: Assign actions/items/things to the crossbar Assign actions through the controller Switch or remove actions Part 7: To keyboard hotbars Assign Action Place on Hotbar Part 8: Controller Party Member Alliance Member Targeting Through Enemies, Review Soft and Hard Targeting Summary of Objects and NPC Enhanced Bumper Targeting Filters and Targeting Part 9: Advanced Targeting: Character Settings - Control Settings - Target Types: Ground Targeting Settings for Enemies Close to Target (Gamepad Mode) Part 10: Advanced Targeting: Character Settings - Control Settings - Filter Part 11: Macro Command Missions To Help You Play Controllers, Deep Dungeons, Gold Saucers, Guess Eureka Command Missions Deep DungeonsPOTD MapPOTDMenu Gold Saucer Chocobo Racing Road Bar Minion Triple Triad GPOSE Duty Recorder PVP Part 13: My Setup - Opinion Section. About the author: Squintina's Crossbar Philosophy Fully Tested Setup SCH AST WHM SMN BLM RDM Fictitious Setup PLD WAR DRK MNK DRG Nin SAM BRD MCH Part 14: M/KB vs Controller - Opinion Section Specific Concerns: Specific Healing Concerns: PVP Part 1 15: How to configure a PS4 controller for PC steam issues DS4 Windows Part 16: How to set up your PC's Xbox controller on your PC 17: How to set up other controllers on your PC via X360ce What is x360ce?x360ce does it do for TOS? What if the settings for the X360ce can't find anything online or it doesn't come out right at all? FF14 Settings The game recognizes the controller, but it's a strange act Part 18: PC Resolution Issues - Intermittent Behavior Part 19: Connecting controllers for the Mac version? Part 20: Connecting controllers for the PS4 version? future updates - Maybe source Let's take care of some misconceptions before we get into the guide itself: if you're currently a mouse and keyboard player, you'll be terrible at controller play at first. This is normal. If you are playing FF14 (and other mmos) via mouse & keyboard, you already have a lot of habits and muscle memory to help you get faster. If you switch to a controller, you need to re-learn all the controllers - and if it's your first time, it will take extra time! It took a few days when I made the switch. Not only that, but later I went back to the mouse & keyboard for a little while and it even took me a few days. Muscle memory is amazing (or long) that can fool people into thinking about something they're not doing at all, but it's simply not possible when it's not. Sometimes people who don't mean PS4 people should say that they are M/KB players or controller players, people will say things like Oh, I'm not playing controller, I'm on PC. You can play the mouse, keyboard, and controller on either system. Switching to a controller doesn't mean giving up your mouse and keyboard for everything, as long as you have enough USB ports (or Bluetooth) to support everything. Do you want to play controller in combat work but use a mouse for artisans? Prefer a mouse and keyboard for combat, but do you think it was faster to put items away to the retainer? As a controller player, I use the mouse and keyboard not only for chatting, but also for PVP and crafting, sometimes playing when I forget to charge the controller. Even if you don't use a mouse or keyboard, you can always watch the timer using the regular keyboard hotbar to include cooldown skills and more. but someone told me you can't play on as wellFinally, there is a section devoted to discussion for more detailed answers, but the short answer is: as good as the practice you are good at. Everything has its pros and cons, but if you practice enough, what you choose can be as good as what someone else has chosen. Part 1: Controller Basics - Prerequisites for System Configuration: The controller is hooked up and the game recognizes it. It should have been Part 1, but it will be a large section that can only be applied to difficult users. If ps4 or PC users are using a native xbox 360 or xbox 1 controller, or other controllers with good drivers don't have to have such problems, it makes sense to start where possible. In this guide, we will do our best to write the direction of the button in both PS4 and ABXY (Xbox) formats - two options available in the game, all of which use the default button configuration unless otherwise stated. Video Guide: PS4 ABXY (Xbox) Required Action: Action Icon Text JumpPS4: Triangle Xbox: YCancelPS4: Circle Xbox: B Selection Target / Confirmation PS4: Cross Xbox: Open Map / Sub-Command Sub command means the same sub-menu as right-click of the mouse user. PS4: Square Xbox: XSelect HUDPS4: Select/Touchpad Xbox: Back Open Main Menu PS4: Start/Option Xbox: Start Highlights Left Hotbar PS4: L2Xbox: LTHighlight Right Hotbar PS4: R2Xbox: RTAuto Run PS4: L1Xbox: LB1Xbox: LBChange Menu SetPS4: R1Xbox: RB Navigating Menu D-padMove Character Left Analog Move Camera Right Analog Virtual Mouse + PS4: L1 + R3Xbox: What is LB+ R3 R3 R3? L3 = left analog click, R3 = right analog click. Just clicking on L3/R3 not listed the related actions. We'll talk about that shortly. Let's use the above to get to where we can set this up. First, access the system configuration menu. StartLeft D pad (should end with system) Check if you use the mouse. The controller the device is using. If you have more than one hookup, I think. Gamepad type Change either ABXY (Xbox Setup) or 2 PS4 Setup Change either ABXY or PS4 version Change the button icon that appears in the help text, so choose any button icon that best you want (application restart required). Keep the gamepad enabled when the client is inactive Tab out the game off or click another program window to keep the controller running - this is primarily a PC-only optionCompletely to your liking. Enable vibration Whether the controller vibrates (if possible) an auto-run button that enables auto-execution is a required button. That said, you can disable it here. Unfortunately, you can't assign that button to another action, but if you're afraid of accidentally auto-running, this is where you turn it off. Enable window zoom in R3 If you are using a window (for example, an inventory menu) and press R3, different sizes will cycle. When you disable this, the analog stick sensitivity is how much the camera moves with your analog stick. This is a system setting and applies to everyone, so if you're sharing it with other users, it's a good thing to choose something around the middle and instead make more adjustments to other players in the character setting Turn Speed. Enable virtual mouse Enable mouse cursors that can be controlled through a controller. If you want to enter virtual mouse mode, use + . (It's also a command to exit) and then you can use it for right-clicking and left-clicking. If disabled, the command will no longer enter virtual mouse mode. Funny: Turning on the virtual mouse and disabling it in the settings won't turn it off. The command no longer works and you :D turn off the command. Therefore, you must re-enable it, turn it off, and then disable it again. You can perform a series of tasks by pressing the Adjust button to assign them. This is very useful for PC players using other controllers that emulation is doing (such as using a switch pro controller via x360ce). Go to button configuration button layout. Note that configuration options are limited. The actions you need to take are always mandatory and should always be part of that group. There are basically four group triggers and bumpers - auto run and hotbar setup Face button - selection, jump, menu, etc. .analog - move the character or camera L3/R3 - real real customization! I highly recommend keeping everything as default, except for L3 and R3. By default, these draw weapons/lock-ons and change the camera. Unless you really like lock-on, they're pretty useless (and honestly, you can go to the macro that's going to put your hotbar). You look at the options and there's something easily good: face target assist target face camera* macro 98* running macro 99* my personal recommendations. We have reviewed all the controller configurations available at the system configuration level (and since these are system configurations, changing them will change to all players). If you are sharing with someone else and they don't like your setup, be prepared to change this often until you are sure your method is good). I also add that it is very useful to make one of them a Sprint macro. There's more.The options are specified in the character configuration. Part 2: Character Configuration - Control Settings - General Tab I covers most of the character configuration, such as targeting, in a separate section. However, there are a few things worth checking out right away, so here's a character configuration - > control settings -> general tab. If you go to the character settings, you will see a small icon switch in Mouse Mode or Gamepad Mode. Both are available on the controller, but make certain changes. Most of them are cosmetic, but there is one feature (map) that slightly changes its behavior. Gamepad mode In Gamepad mode, the system menu no longer appears on the screen as a HUD component, but can be used as a huge menu when pressed. Help text uses gamepad buttons to display new help text for features like maps. (Not everything is listed, but most are.) In gamepad mode, keyboard shortcuts with letters/numbers no longer work, and by default we assume that we are typing into the chat when we press a key (although we can change it). Gamepad mode is great if you're far away or still learning controls (but for reference, it's visible in the next section of the guide). Mouse mode Mouse mode retains the system menu displayed by default for PC users. All help text is also used when using the mouse and keyboard. Keyboard shortcuts continue to work. The mouse mode is perfect for players who simply prefer the look. If you like the idea that system menus appear when you press the menu button in mouse mode, you can do this by going to UI Settings and turning off Show Main Menu. Which mode do you choose? Note that the difference between gamepad mode and mouse mode are all default differences, all customizable. The only difference that cannot be customized is the help text. Not only that, but these settings are stored separately. If you are afraid to move from the mouse to the gamepad and change the settings, all of the controls, UI settings and Hotbar settings of the character configuration are saved separately for each mode. I preferred mouse mode before realizing all of the above. Now I use gamepad mode and I have the same settings between the two modes which is the only difference I have if I switch help text. Another basic character setting related to standard type VS legacy type controller play is the standard type and legacy type (in the control settings section). The standard type mainly controls itself and your movements will have a camera that is based on you. For this reason, pressing backsteps are performed. Your character also strafs instead of turns. Legacy types will have cameras that don't move much on their own and you have to control it more. Because you arelt should be pretty natural because it's no different from a console game that uses both analog sticks. In this mode, you can also move down by pressing down instead of performing a backstep. Would you choose a standard or legacy type? If you're not interested in difficult content, for sure. If you're interested in the content of the current layer of extreme, savage, or ultimate difficulty doing what you love (or the old tier that's actually synced), it's a good idea to use legacy types. This is especially true with controllers that don't move the camera quickly (unless you have crazy good reflexes and increase sensitivity). It's much faster to dodge mechanics with legacy types, but being in a controller should make it feel very natural. This is one of the main advantages of controllers and only applies to legacy types, so be sure to take advantage of them. Note: The standard type may be good for jump puzzles, because of its slow backstep so that it doesn't fall off if you need to adjust for a jump. Other settings in the character configuration – controls – whether you can use keyboard shortcuts when you type common characters, or if you always assume chatting. If I want to chat, I need to hit the input first. On = Keyboard entries go to chat. This may not seem like an in-place in the controller guide, but it chats the keyboard and runs simple shortcuts, with the controller layout turning it on by default and the mouse layout off by default. Otherwise, you can also change the analog axis direction. And since rotation speed: Part 2.5: Character configuration – UI settings – general tabs are such small selections (as long as they have a particular impact on controller play), include here: Mouse Mode + Means that the main menu of mouse mode displaying the main menu is always displayed. When off, it will only be visible when the main menu button is pressed. The map setting Reverse Analog Stick is fairly self-clear. Edit as you like. Part 3: Controller Basics – Once you've completed maps, quests, inventory, and other basic settings (and you've chosen your mode), here's how to do certain things. People in gamepad mode will notice most of these in different help texts, but there may be some new undying things you see. Screenshot hide HUD and take screenshot + +-> if you want to take a screenshot of a really clean environment. Use map movement in map Move speed in map + Move back to map and location to move while opening the map using the map dropdown and map menu to select the Athelite/Map link using the map dropdown and map (this will unfocusSince camera analog or D-pad can be used, refocus on the map (camera analog can be reused) This one actually has a display mode (covered by the character composition section) mouse display mode: (Hud button circulating HUD elements) Using the map button in this mode closes the map. Gamepad display mode: You can still use the HUD selection button in this mode where you use the map button again, but you will need more button hits. Closing the map (both modes) zoom in/out + flag + switching map types (local vs. area) The last one is interesting in that it's the only control behavior you've actually noticed between mouse and controller display modes. So, if that's not clear, we'll explain it in a different way here: Mouse Display Mode Scenario 1 (map button only): Map button - > Open map move-> Map moves out of focus Press map button to press map again > Close map button Display Mode Scenario 2 (with HUD selection button): Map button - > Map to open Map -> Map out of focus HUD selection button -> Refocus map Press map button again -> Map Controller Display Mode Close Scenario 1 (map button only): Map button > Open map -> Map out of focus Map button again > Map Refocus Map Button Re > Close Map Button Display Mode Scenario 2 (with HUD Selection Button): Map Button > Open Map Move -> Focus on the map HUD Selection button -> Focus (Duty List for Me) Hud Selection> > Select the button is the most efficient way to refocus using HUD select. If you are using a controller display, it is the most efficient way to refocus using the map button. Mouse users can click on quest items directly from duty list HUD. So you can be a controller user - you just need to know how. If an item requires a target (for example, an embankment target), navigate to the duty list using the Select HUD button to select that target. You can right-click to select a quest item (in the hand-in-box) by hand-passing it to the user of the quest item and the collected mouse. So you can be a controller user - and ours is slightly faster. Once you have access to hotbar settings->Custom, but first, cross-menu: character configuration - Hotbar Settings You need to ask yourself what type of configuration you want: How to switch using bumpers? Do you use WXHB for jobs with small skill sets? We'll see how to turn it on when you access hotbar settings->Custom, but first, cross-menu: character configuration – Hotbar settings – enable cross-general settings Cross-hotbar: Whether to use. Yes that's right. Displayhelp: Whether the skill name is displayed when you press the trigger and select a side. On: Turn it on: When you turn it on, it takes up more space, but it's very helpful if you're doing a job you're not used to. Use a pet hotbar: if you want your pet's hotbar to be part of a rotation. This replaces all crossbar FastTab toggles. So, when you press the right bumper (and set the tab without pressing any face button), it will always go back and forth between your current crossbar and your pet. Therefore, if you want to use this option, you should rely entirely on using the right bumper + face button or using simultaneous triggers and WXHB (very executable). This is a personal choice. Personally I like to turn it off because I assigned pet skills directly. Use a hotbar mount: Mount the hotbar, if applicable. There is a special command to use duty action to enable duty action input, and it is the right trigger + R3 (+). I don't use anything else that I normally have in R3. If you hold the Display Control Guide trigger for about half a second or more, the button guide appears If the button guide is turned off, the XHB transparency is not displayed when not in use: the transparency of the inactive crossbar. 80% transparency: WXHB is also influenced by personal preferences, but being too transparent makes it difficult to see the cooldown timer. Crossbar control The options for this are hold, toggle, and mix. If you use Hold, you need to press the trigger to activate it, then press it to press the face button. If you use Toggle, you can activate it with just a tap. When you release a trigger, it remains active. You can switch using other triggers or tap the same trigger to cancel. There is a problem trying to hold the trigger. Mixing do both. Tap to remain active. If you hold it, let go and it will be disabled. Note that hold is required when actually using WXHB or using simultaneous triggers. If you want to actually use the skill using crossbar switching, you can use other modes. Cross-hot bar DisplayType is easy to explain by showing this one: Option 1: Right trigger shows these: Choice 2: Right trigger makes me super confused choice 2 but if it's your preference. Go ahead. I don't always see WXHB in your sub W cross-hotbar display settings: whether you want to see WXHB even if it's not active. Return to XHB after WXHB: whether you return to the regular cross-hot bar after using your WXHB skills. Place the WXHB separately from the XHB: Therefore, the WXHB is separated from the normal cross-hotbar (XHB). However, if:Have this one, you get to move it on the HUD instead of using its default location. WXHB Input Timer: How much is between taps to register as a double tap? This seems to be in milliseconds or less than seconds. You want to give yourself enough time to double-tap comfortably, but not so much that you accidentally double-tap when switching triggers. Character Configuration – Hotbar Settings – A section that enables simultaneous triggers (both triggers, both directions) as well as custom WXHB. Now I know what it says is the PVE setting, but what it actually means is the default setting. If you do not turn on PVP Settings below, PVE Settings will be used. Both sections are the same, except for pvp settings. So, I only cover it once and if I need another setting for PVP, follow the same instructions, but do it in the PVP settings section (and turn it on). Extended retention controls (toggle types are not available) By definition, the Mixed type is also not available. The first one is to turn on the simultaneous triggers, then if you assign half of the crossbar for LT + RT (+) and the other half of the crossbar for RT + LT (+), if you want the two choices to be the same, you assign them the same half, but if you need to do it for all jobs, you need to separate them and separate them for jobs that don't want to be different. Just assign both skills, as shown in the image below: example (#2) - WHM simultaneous trigger (bidirectional) setting: This means that activation of simultaneous triggers always gives me, regardless of order:#2 #2を使用するとき the flexibility to have a SCH and SMN (the only job you feel has enough buttons to guarantee having separate simultaneous triggers) is to turn on the WXHB. If you set Enable only 4 buttons, only half of the WXHB is displayed, only the normal face button is used, and the D pad is not displayed. Enable the direction button and you will get all of them for the full cross hotbar above as I have. If necessary, assign each half-cross hotbar. From the first option (half) to the WXHB to the second option (full) set selection set selection, the WXHB is actually neat. When you turn on the first option, you'll put the crossbar back on the first allowed crossbar when your weapon is sheathed (when you go out into battle). If you turn on the second option, you can select a specific crossbar and use Tab for the seaza. This does not affect the use of WXHB, double trigger, or crossbar selection (+ face button). This is for using only RB to cycle across the crossbar. This can be the following if you don't use anything other than use bar as a real normal cross-hot barSelected by pressing RB to enable that no switching was made by mistake. It also means that no switching was made by mistake. It also means that for those wishing to use RB for cycling, it means not having a non-combat crossbar when fighting. Thus, you can dedicate a specific crossbar set for non-combat such as gear sets, mounts, etc. And don't worry about inging a lot of cycles to get through them. Character settings – Hotbar settings – Share cross-hotbars that are shared across all jobs. Character Settings – Hotbar Settings – There are not many features specific to display cross-hotbars, but for SCH/SMN, you'll want to read and scroll to the Pet Hotbar Display Settings section. So, when you summon a pet. The first option will be to have a cross hot bar and a regular pet hot bar. This is great if you are planning to assign your pet skills to your cross-hot bar but you want to watch the pet cool down separately. The second option doesn't show a regular pet hotbar, so you'll probably need to have a pet hotbar as part of the switch or assign all the pet skills you plan to use for a main or WXHB crossbar with high visibility. The third option seems to work the same way as the first option. I don't know why it's there, maybe it has to do with the usual hotbars for non-controller players. The last option replaces cross-hotbar 1 with a pet hotbar when mounted. I don't know why anyone would want to turn this on. Please note that this does not affect when mounting or when you cast special mounting actions. Part 6: Assign actions/items/things to the crossbar, so once again, I admit that it is easier to use the mouse for configuration purposes. If you have, I recommend assigning your actions. Just drag it to the crossbar. You need to switch to the crossbar first. Therefore, place crossbar set 1 and assign that

set, and set 2 to assign one of them. Because WXHB and simultaneous triggers use the assigned crossbar, you must first switch to the crossbar (cycle them or select them using the Face button). You can't assign actions to the WXHB through the actual WXHB. Set 3 is my WXHB. So I switched to set 3 so I could assign an action. That's why XHB and WXHB are the same in this screenshot. Assign actions through the controller Of course, if you do not have a mouse, you need to know how to assign the action through the controller itself. Open the Actions menu (or, if you want to assign them, the Hen/Mount/GearSet/Inventory menu). With the Press Subcommand button, which uses the D-pad to find the action you want to assign, it opens a hotbar palette (actually a reminder of what you're assigning) for other menus such as gear sets, you might first open a list where you need to select Set to hotbar. Switch the location of an actionDelete You may not want to assign new actions, but you want to switch some of them. Press one of the triggers (or) and use the HUD button to enter edit mode. Perform a combination of buttons and select the action you want to move to another button combination there. If there are already other actions in the new location, they are swapped. Previous: After: If you choose the same location, you're asked if you want to delete it: You can use the HUD select or cancel buttons to exit edit mode. Part 7: Assign actions to the keyboard Hotbar Many controller players use regular keyboard hotbars to track CDs. Not everyone likes to use WXHB often (or not at all), so some people do it because they don't see all of them. Others do having them in groups, even if they are visible. Maybe it's a group for an all-defensive combination. Personally I don't do this, but it's a great exercise - I use a keyboard hotbar because I can quickly get a quick look at Eos cooldown. You can move the action's in HUD layout or character configuration >Hotbar >display, but you can also use the HUD layout to rearrange them. In a hud layout, you can use R3 to resize it. You can also make triangles to turn them on or off. The right analogue is used to move the elements you choose if you have a mouse to place them in the hotbar, it is of course very simple. However, if not, you should use a virtual mouse. To enter a virtual mouse, use LB+R3 as an alarm (+). To drag a skill, use left-click (left trigger) to retain that skill. Use the right analog while dragging to the hotbar. Release the button and leave it in the hotbar. Part 8: Targeting with controller targeting is one drawback of controllers. With the mouse, you just have to click on what you want to target. With controller, well.. No, it's not. (If you have a touchpad, you can tap using a virtual mouse, but I don't have that feature, so I can't comment on how it works well, but I imagine it's probably inconvenient to use for targeting purposes during combat.) Reddit user Lecce, who plays on a PS4 controller, says using this method is slow and awkward and only uses it for non-combative things like moving HUD elements, so it's really important to know how to target! Wait a minute, if I'm in a party of eight people, I mean I have to cycle seven times? Only if you are inefficient. The cycle continues. So let's say you were healing the eighth place person, and now you need to heal the tank (the most likely second place). Surely you can move the d-pad up 6 times and be inefficient. Or you can move the D-pad(from 8th to 1st) 2nd place twice. 8th + Down = 1st 1st + Up = 8th In most cases, you need to do d-pad 4 times. You will get used to it. Doesn't that make healing more difficult? The 4D pad press is pretty fast. Even if you panic and forget, you can do shortcuts and do 5-7 presses, but it's still pretty fast. Also, in most 8 people content, your single healing is mainly for two tanks (most healers have in the second and third places assuming they didn't change the default settings), and most DPS are healed through the AOE if they don't get confused or choose for mechanics. Using d-pad from time to time to target dps is hardly disturbing - and if DPS is so confused that it frequently requires the healing of a single target instead of AOE healing, you should probably be more concerned than your target. They need to start mechanics correctly. Here are some places where alliance member healers (and lizards) are at a disadvantage in targeting. To select alliance members, you need to use the left/right (+) of the LB+D pad. Once again, this is a cycle, so you can move from the first alliance to the last (third) alliance, and vice versa, somey quickly, it can be a lot in the cycle. For example, when you get to a third alliance tank, it usually takes eight presses. When you get to the tank of the Second Alliance, you need about 9-12 presses, depending on where you started. Overall, if you're cycling efficient, you're looking at up to 12 presses. Otherwise, there are 23 potential presses. Of course, realistically, once in a while it's not a big deal. You will definitely lose at least 1 GCD, but you only have to deal with it. But it's disturbing if you have to do it many times - but at the same time.. If there is always a need to heal/rez people of other parties for your alliance, then those parties will probably have a terrible run no matter what, because if their healers can't keep their own party, they're probably bringing down the whole alliance. Those who have a PS4 controller (or other controller with a functioning touchpad) may be faster to target using a virtual mouse. You can use the physical mouse back to the center by taking your hand away from the controller. To keep the camera operation targeted, always leaving a white drag in the middle. So overall, unlocking is good in the long run, it just take practice. TryothWhat you like. Cursor speed (when unlocked) A little self-revealed: the speed of the unlocked movement. Part 10: Advanced Targeting: Character Configuration – Control Settings – We introduced filters before filtering. Well, you can customize two default filters - one when you're fighting and one when you're not. Left: A filter when you come out of a fight, tele report to a new area, or unlock an unsather. When you are not fighting. Right: Filters when you are fighting then you can create four custom filters. You can use them with the left bumper + the specified button (+). Enable the button combination you want and select the items that you want to include in the filter. If you don't want to click manually, you can set it from the dropdown to a pre-created list (for example, All, Friends, Party Members, Engaged Enemies, and so on). This will add the filters to turn on and off the features you need to match the pre-created list. If you create your own filter and match one of these lists, specify its name in the drop-down. If you create a list that matches none of the pre-created lists, it will appear custom. I enable one of my filters. Note how to say A on my HP (I have ABXY mode turned on and that's the filter it uses) and Friends. This is an indicator of which filter to use. Note that the filter names may be mismatched. For example, my filter, which says Engage Enemy in the settings menu, actually says Battle in HP Area Part 11: a macro that helps the controller do the ideal controller setup Here's an example of a macro that put ground AOE on my goal - but if I don't have a target, it'll put it to me: /ac Earthly <t>/Star/ac Earthly Star <me>/macroicon Earthly Star Note: Always put the macro icon last. Do not use macros if the FPS is really low. The macro icon remains at the end, so if the FPS drops the moment it is executed, it is not likely to cause the next skip. It's another thing to do with the target, but doesn't if it doesn't remains to target, it will show you the axe markers on the ground so you can use it manually if you want. /ac Shadow Flare <t>/ac ShadowFlare /Macro Icon The next macro in the ShadowFlare controller is hotbar management, not actual behavior. Cross hot bar swap For my studies, I actually change my crossbar frequently. When the crossbar 5 or 6 is copied to the crossbar 1 by having a summoning macro. Well, obviously you don't have to do it. But for some reason, if you want the ability you have, </t> <me> <t>To copy one crossbar to another without ing to switch to the crossbar, here's how to do this:/mirror off /pac Fey Wind <t><me> /pac Obey/ac Summon <wait.3> /Cross HotBar Copy Scholar 6 Scholars 1 <wait.1> /pac Obama/micon <me> Summon Action Swap Assigns action to the crossbar at some point instead of copying the entire crossbar. This is another way to have some dynamic crossbar editing. This method does not assign macros to the crossbar. Details of the /crosshotbar pet embrace Eos1 RA2/crosshotbar Physick 4 RA2/crosshotbar command can be found here (for copy or configuration) pvp crossbar uses /pvpcrosshotbar and can also be found in the link above. The last type of macro is in a state. Friendly status Indicates that users of the mouse can click off certain actions. Users of the controller can also access the buff bar using the hud selection button, use the D pad to reach the desired buff and click Confirm to remove it. This is boring, but if you really want to remove that Regen, you can do it. Or... You can create macros. Because this is not an action, it does not affect the use of the action. My particular favorite use is to make a non-action version of AST's and low spread. Thus, you can click off the bad spread that sleeve draw gave me without wasting OGCD. This can be used when casting Malefic (you can even literally press this at the same time as you press ogcd, and they both work - the only thing you don't do at the same time is another macro. If you have an aoe macro on the ground of a star on the ground and use it at the same time, one of the macros will be interrupted - another reason why you should not macro too many actions and absolute necessities) / micon and low spread / mirror off / statusoff arrow Hold /statusoff Balance Hold /statusoff Spire Holding /statusoff Bole Held /statusoff Ewer Held /statusoff If you need to remove the spear held tank go right and make a macro for it. And the mechanic only makes a single macro off the status of both Faywind and Arrow, and you don't have to worry about them toying with your rotation again. Targeting a specific enemy Targeting in the sense of a marked enemy is not something I would particularly recommend for PVE, but it is mainly unnecessary, so if there is space for it (or if you are willing to make a crossbar just for it). But where it shines the most is PVP. One good thing about pvp skill rework that so many people hate is that you can make a bunch because you now have a lot of space on your crossbar <t><wait.1><wait.3><me></t><me>Macros for attacking specific targets. <attack1> (and for others <bind1>2-5) (and 2-3) (<ignore1> and 2)<square> gt;<circle><cross><triangle>If someone signed an enemy, it's one way to easily target them <attack1>. Helping someone's target <lt>, the last enemy to attack/bind/make you <t> macro, put each of these on your crossbar, it's a quick way to target such enemies. Note: Targeting macros using /target is a hard target - that is, you lock and open the Map button Open The Start button (main menu) button closes the Select button or the Map button if you want to lock and open the Map button Open The Start button (main menu) button closes the character information of the information about this controller if you use it to open the duty information character information. @ If you read the guide so far, it's as expected. Lord of the Barninion Verminion on the controller is sometimes better and sometimes worse than m/kb. It really depends on what you're doing. See bar pets in your minions Select minions from minion bar Active minion list: down + left bumper <lt/c> <lt/t> <triangle> <cross> <circle> <square> <ignore1> <bind1> <attack1>Minion List: Nearby Minions (Same Kind of Minions) + Left Bumper + Jump Button Active Minion List: Check all minions of its kind + Left Bumper + Button Active Minion List: Select a nearby minion (any type of minion) + Left Bumper + Cancel Button Active Minion List: Enable special attacks Left Bumper + Sub Command Button Changegate Terminal R3Enemy List RT queueL3Move Ground Target Pointer (No Camera Move) RB + Character Move Analog Record Map Jump Point (Back Release): You check out the map and you release LTMap jump point selection + LT + Camera Movement Analog Restore Map Jump Point The +LT+ R3 triple triad must enter Gpose using that maps to /gpose or crossbar using chat. g Character Movement Opening Pose Menu Analog/Out/Tilt Camera Camera Movement Analog Zoom In/Out/Left Bumper + Camera Movement Analog Reset Character Motion LTFreeze Target Motion RTEnable/Disable Light 1RBFace Camera Triangle Duty Recorder Camera Left Analog (Character Move) Reset Camera D Pad/Play Jump Button Change Target Change Previous guides already mentioned everything. Obviously, you are grabbing PVP skills from the PVP profile menu, not the Action menu. But whether it is efficient or not. Well, I will explain in the opinion section of Revival Wings may have something to watch out for mechas, but it's been a while and I don't remember, so now it's impossible to go to the fest because the queue is dead. Part 13: My Setup – Opinion Section. I'm going to share all of my setup! Well, I don't have all the work in 70 when I last worked on this section. I set the bar of the work assuming they would be 70 and I took some to the PSTD to test up to at least 60, but obviously I don't know how bad they are at the maximum level until then. I'm referring to what I've fully tested and what's theoretical. But first about the author: before I explain my setup, I need to explain ME. I have played Mmos with mouse and keyboard before. I switched to MMO mouse and played FF14 with both normal M/KB and MMO mouse/KB before I made the switch. The reason I got an MMO mouse (originally for WoW) is because I have small hands, so it's really uncomfortable to reach for both Ctrl+ key hot bars. It was much better to use ctrl+ MMO mice, but I relied on WASD for move movement because MMO mice are heavily used for my behavior. Moving while using Ctrl is also uncomfortable. When I played Terra,Fewer buttons (at least when I played as a lobby), I heard it was good with the PS4 controller and plummeted - but my controller (GameCube controller with adapter) didn't have two bumpers, so I couldn't use it on the FF14, so the switchback. It probably helps that I am very good at controller buttons, being one of those strange people who played many of the bumper/trigger finger) because the act of change activates the crossbar and doesn't use the fingers of the face button. However, for cycle crossbars, you need to press the top finger of the bumper and then move it to activate it. Using the selection cross-hotbar selection, it is once again a finger on the bumper and should sacrifice the Face button finger (what if you want to multitask and change the target etc?). When I switch to finger movement, this is simply an inferior speed option. So I'm disabling tabs during combat (when weapons are seeded). If I accidentally press RB alone, that doesn't change for me. With WXHB at the same time, it's much more comfortable and faster, so that's what I use. Once again, this may be because I am very used to quick controller action from being a skilled music game player. I use a selection of crossbars outside of combat to reach my gear set crossbar (which has my mount) and I use the crossbar tabs (again, outside of combat) for gather/clutter class action. The same action goes to the same place, regardless of the job, and the role action that goes to the same place. My SCH Lucid is the same combination as my AST lucid, as my BLM Lucid, my SMN lucid.. Such as.. If it's the same place. The same is true for limit breaks and potions. Exceptions have been made for pet movements/actions/summons. Keyboard Hotbar for Combat Action NO Many people will say you need to use the keyboard hotbar for your CD, and that's how I started. This is a complete way to track CDs. Then I noticed that I didn't need them. Anything with a CD of 5 seconds or more can be on crossbar 1 or WXHB (crossbar 3). There is no need to use on crossbar 2 because it is a simultaneous trigger that is not always visible. Therefore, all my CDs are always visible and show the exact position of how to press the skill (useful for less used work). This is not to say I'm not using a hot bar - I do. But I still have a mouse and click when I need it, so it's for things like food, chat macros, or key items that I use often. But I am who I am. And you are you. This principle is definitely not common in the controller community, most people using keyboard hotbars for CDs. If you need to move, the left hand occupies you to move. Therefore, GCD is the most commonly used action and should be on the right. SoI assign them and then I assign ogcds. If ogcd doesn't fit all on crossbars 1 and 3, move some OCCDs to the right button on crossbar 2. Left trigger = frank, right trigger = rear I don't play Merry often because I'm still leveling them and I only do it for about an hour a week, so I'm hard to remember the direction. So if I have direction, Frank is on the left trigger and the rear is the right trigger. When I switch jobs, I need to check Does this job have any direction? by putting the mouse on the skill. If so, I know I'll use it to my advantage. Do I change it when I get to 70 in Mary? The instant GCD is always on the X (square) button on the right. This is separate from the un applicable range of jobs, and most jobs have one on or two instant-range GCDs. These are useful for keeping both proximity and caster uptime while fleeing the AOE. For this reason, I use the same button, but switch between the right trigger or the Expanded trigger (not the left trigger only). This results in some consistent subtle while avoiding. The gauge goes between WXHB self-reveal. Usually in simple mode. Sprint, macro sprint is my macro on R3. I was originally going to do it in L3 like FPS, but when I click on it, it's possible that a slight hiccup of movement won't move from anything in time. R3 was a better choice. Fully tested setup SCH This is the only one that is complicated to explain. All other jobs will be 2 quick shots. When the main bar + WXHB Eos comes out: the main bar + when selenium comes out WXHB: Pet Hot Bar is for super quick pet only CD check. You can see the pet skills in the same place. I save the Eos crossbar in set 6, Celine stores in set 5 and uses macros to put 5 or 6 in crossbar 1. Macro for hugs is if I use a focus target, it's really the only time I feel the need to force to use a hug on a particular person instead of let her choose who the team chooses. Simultaneous: SCH and SMN are the only jobs to use another simultaneous trigger. I also think I can remember if it's up because Bain is very situational and I violated the GGD rules at the same time as the AST main bar + WXHB simultaneous WHM main bar + WXHB simultaneous SM main bar + WXHB simultaneous BLM main bar + WXHB is not a huge CD with it. Well.. Blizzard 2, freeze, and sleep are not used very often, so it doesn't matter if you don't put them on a more accessible side. RDM Main Bar + WXHB Simultaneous Setup PLD Main Bar + WXHB Simultaneous WAR Main Bar + WXHB Simultaneous MNK Main Bar + WXHB Simultaneous DRK Main Bar + WXHB Simultaneous DRG Main Bar + WXHB SimultaneousMain bar + WXHB simultaneous SAM main bar + WXHB simultaneous BRD main bar + WXHB simultaneous MCH main bar + WXHB simultaneous NIN main bar + WXHB simultaneous part 14: M/KB vs controller? Which one is accurate, dodges, and the most comfortable to press a button is right. Now that the technically correct answer is off, we're here to find out more. M/KBControllerDodging can be awkward because it means you have to take your WASD hands off or control both the camera and movement through the mouse at once for people with common keyboard settings. Moving diagonally requires moving the camera (no longer diagonal) or pressing two keys at a time. This can be solved by configuring keyboard setup and using mouse controls. Just as a good controller requires a good crossbar and controller configuration, a good M/KB requires a good hotbar and keyboard configuration. Dosing ground markers is also instinctive in the default controller configuration. Just move the analog in the direction you want to go. This is the main advantage of Controller.Target by click or F key (or other key). This is the main advantage of the mouse and keyboard. D'e. It's as fast as yours because it takes time to have to move the mouse or move your hands to reach the F key on its own. If it's too late or inaccurate, you can still waste or clip GCDs. You can greatly customize the keyboard layout to target large content (raids with many monsters and pvp and lights/full party instances) for answering targeting if you actually have to choose from, not just using AOE. SE did a great job with customization options. I've said enough. SE offers many customization options, but it has much more limitations when it comes to actual gamepad layouts. (For example, if you want to activate the crossbar using actions or face buttons using bumpers or triggers, you should essentially remap them using third-party programs and have the game believe that those buttons are other buttons) your key movements are as good as the size of your hands and the accuracy of your arm movements. You can quickly access keys from 1 to 9 and make them faster if you use ctrl keys to reach say remad map keys such as E or Q. Whether it's because of a small hand size or poor circulation, even if the accuracy is not very good and you have to look down at the keyboard, it will be slower if you run into problems. Players with hand problems (only having disabilities or small hands) may need to invest in getting a special keyboard. You need to practice as much as anything, so you can't judge how good your athleticism is until you have the opportunity to practice and hone.If you still don't do as well as you have to after a few months, the extra practice may be useless. The movement of the button is as good as the ability to move the finger. If you move your finger and tap faster, you will be faster. Otherwise, you will be slower. You can handle things that some of your skills may be hidden, and if you forget they're there, it slows you down. With all the buttons fairly within reach, bad circulation and less hand size. As most controllers are variants of the PlayStation layout, players who need that response can easily find different controller sizes without learning a whole new layout. You need to practice as much as anything, so you can't judge how good your athleticism is until you have the opportunity to practice and hone. If you enter a large number of items in your inventory (raid, saddle bag), you need to right-click to add them (unless you drag them into a free slot or you know where the items you actually stack are). That said, doing your own sort is usually a little faster with the mouse. There is no need to have a sub-menu every time, and there are quick additions, which results in faster bulk inventory management on the controller. If you have a lot of stock, just tap everything to see what's stacked up and it's very quick. But sorting manually can be much more boring. The next hand-in (like eureka, POTD, or Diadem lockbox) is very tiring on the mouse because unused index finger clicks are not a natural move. Using Numpad 0 (or pressing another key bound for confirmation) is a bit natural. Automatic clicker can of course fix it and make it very easy. You should not use them. They are against TOS next hand India (like eureka, POTD, or diadem lockbox) is very easy because thumb presses are more natural and ergonomic than index finger movements. If the controller is wireless, you can move away and keep it open. Specific concern: Healing I actually covered this in the targeting section, I just copy the paste and rewrite it if you skip that section: a party of four is definitely not hard to target. A party of eight is where people think it can be hard, but the four D-pad presses are pretty fast. Even if you panic and forget, you can do shortcuts and do 5-7 presses (but keep in mind direction up or down of 4 presses), it's still pretty fast. Also, in most 8 people content, your single healing is mainly for two tanks (assuming you did not change the default settings or a tank entered late, most healers will have in the second and third places), and most DPS will be healed via AOE heelsThey are confusing or chosen for mechanics. Using d-pad from time to time to target dps is hardly disturbing - and if DPS is so confused that frequently requires the healing of a single target instead of AOE healing, you should probably be more concerned than your target. They need to start mechanics. Alliance raid are places where healers (and lizards) are at a disadvantage in targeting when they actually need to help people from other parties. Overall, if you're cycling efficient, you're looking at up to 12 presses. Otherwise, there are 23 potential presses. That's a lot. Of course, realistically, once in a while it's not a big deal. No one cares enough about allied raids that losing a CCD here and there would be some kind of huge loss because you're targeting someone from the other party. You will definitely lose at least 1 GCD, but you only have to deal with it. But it's disturbing if you have to do it many times - but at the same time.. If there is always a need to heal/rez allied people of other parties for your alliance, then those parties will probably have a terrible run no matter what, because if their healers can't keep their own party, they're probably bringing down the whole alliance. Specific concern: PVP large PVP is where controller players are definitely at a disadvantage. It's less of an enemy/ally to the target, so it's not as much as a feast. But on a larger scale (and I include the 8x8x8, it's a potential 16 enemies!), it's a nature. Imagine if you are in 24x24x24. The composition of the party does not guarantee healers for all parties, and they may not be close to their healers, even if people are sometimes all over the place. So, in alliance raid healing cross-party, something that is only done when things go wrong, going cross-party in pvp is pretty normal depending on how the composition/place of the party ends. Suddenly, all the press is more important. Then, for attack, it is a lot of potential 48 enemies. Given how objective pvp in FF14 is, it is fairly common to have many players in the same place because they are trying to use the same purpose. Maybe like a healer, trying to target between 15-40 people for a particular person is difficult. Now there is a way around it. If someone else signes and does bar targeting for each of these Signs (which can be done via a macro with action queue delay), you can make sure you're targeting and killing those people. But others don't use the sign, it kind of sucks. You can also assist targeting to pick the same target as your party opponent, which is definitely easy, but relying on others again.These macros are listed in the recommended macro portion of the guide. This does not mean that you cannot play pvp well on the controller. Of course you can! But you need extra good to make it up. Or if you just want to hit things, for sure.. You can target the first enemy you land on and try to kill it even if you may not be the most logical enemy to attack, but it's not a winning attitude! Part 15: How to set up a PS4 controller on a PC You should be able to connect the controller to the PC and calibrate using the controller settings so that FF14 finally added native PS4 support. It must also be calibrated in-game. I don't have a PS4 controller, so my screenshot uses a different controller. Obviously, yours is called something else. That said, it supports it natively, the touchpad may not work. Steam Issues If you are using Steam, if for some reason FF14 is running like an Xbox 360 controller, turn off the > Controller settings in the Steam Overall Picture >; For some reason. If you are still tried DS4 Windows and are still 1000000000000000000000000000000 instead of writing directions, I link to another guide (or Google) so you are using x360ce. The DS4 supports touchpads. X360ce is not used. Part 16: How to set up xbox controller on PC Oh, this is really easy. Buy a wireless adapter for the controller you are using Wait for the sync button to sync down the sync button of the controller that Windows handles the driver - you need to start the game the gamepad is turned on in the system settings. This is a program that allows you to tell your computer to treat your controller like a native xbox 360 controller. So, an application that supports xbox 360 controller also supports my Nintendo Switch Pro controller. Does x360ce do it for TOS? Let me explain. There are two types of gamepad inputs that are widely supported. One of them is the D input, which applies the controller, positions the driver (if necessary), calibration and the native controller input window when the controller just works has. Today, fewer games support D input, but FF14 seems to support it a bit. I don't know if it works for all controllers, but there's no harm in trying to see if you recognize it without any special software first. If your controller works by simply plugging it in, maybe update some drivers and calibrate it, GREAT. x360ce is not required. Just go play. But if it has a problem, like meNintendo doesn't release official drivers and what Microsoft has for my controller didn't work well), x360ce is your friend. There are some programs out there that do the same thing, but it's a program I'm using, so I'll only mention this. I tried working with the d input and it recognized and used it. Unfortunately, the driver for that controller was not great, there was no dead zone on the right analogue, and the only way to stop the camera from moving was to be literally precisely centered. It drove me insane. The other methods are called X inputs, which are new input methods that Microsoft has created specifically for xbox 360 controllers (and assume xbox 1 and future xbox console controllers). FF14 supports X input via its direct X 9 software x input with DX9, but I don't know if this my computer or if the X input doesn't work well with Direct X 9). The X input and direct X (9 or 11) are not SE programs. They are standard libraries that do things and it is perfectly normal for game makers to use it. Is it a Microsoft program used by SE, so you don't have to write your own. X360ce is a program that adds the X input portion of a direct X library. So I'm not using anything from FF14 or SE, not a program that affects anything from FF14 (I use networking to read logs, not ACT, which doesn't affect FF14). X360ce only affects the way Microsoft Direct X reads controllers. So, while it is placed inside the FF14 program files folder, it is because of how windows programs work. Libraries are loaded inside what is called the Global Assembly Cache (GAC), but you can overwrite those Microsoft libraries by placing them in the program folders of the programs that use them. Technically, you adapt for all programs that ever use Direct X controller support, but it is a much more complex and technical guide and I do not want to be responsible for ruining your computer, thank you very much, I can replace it in GAC. Therefore, it does not break the rules regarding interaction with FF14 itself. It also does not break the rules that provide other players with what they can do. It does not have any special advantages. Obviously you need to download it first to set it for X360ce. Use 64-bit downloads. FF14 itself is installed in a 32-bit folder by default, but DirectX11 is 64-bit and requires that version because it is not a program that modifies FF14 as described above, but a program that modifies Direct X. Put your x360ce_x64.exe in the Games x360ce_x64.exe FF14. When opened in admin mode, x360ce.ini files and DLL files are created and saved to show how to convert it. IfDLL files are called xinput1_3 for some reason and just rename them. If you don't already, you've asked if you can search in the controller's online repository. Of course. If you've already had to pre set it up, go ahead. When you're done, touch the button to move the analogue and see what it looks like with the xbox 360 controller in the middle. When you move, the green crosss on the analogue moves, and when you press the button, the button lights up. I hit them on my controller, so the trigger and Y button are lit: but what if I can't find anything online or it doesn't come out right at all? Select a controller, and then click Properties. Go to the Settings tab and press Calibrate: Follow the instructions. When you're done, go back to the Tests tab and give it a try. We recommend that you keep that tab open for the next step. In x360ce (a program with a controller image in the center), assign a button. You can see that they are called button 1 or something and not necessarily what you might see on the actual controller. That's why the text tab of the controller's properties is useful because you can see the buttons. Button 1 when you press the controller: Axis (analog stick) is a little hard to tell, but I'll keep trying until it works. If you need to set a dead zone (an amount that does not recognize the movement of the analog stick), as is the case with switch controllers, you do not need an inhumane level of accuracy - go to the left or right thumb (the stick that requires the dead zone) and set it. Configuring FF14 Xinput has a variety of options and different software support options. Therefore, x360ce needs to know what ff14 will pass to Xinput so we run the options it expects from xinput. In x360ce, go to the Game Settings tab, and then click Add. Select .exe ffxiv_dx11.exe (the first one is DX9). Maybe you'll be lucky and it will work with it, but I managed to get it to make a nice play on DX11). So it may be better to do it for both. Make sure com, DI, and PIDIVID are all selected. Close x360ce. (Re) boot FF14, hope it works. The game recognizes the controller, but try calibration again. I had to calibrate around 5 times before it played properly. Some controllers are more difficult to calibrate than others. By that, it meant that I had to use game controller calibration - > properties - > settings - > calibration and calibration of FF14 every time. Controller calibration: Calibrate controller with FF14: Part 18: PC resolution problem – Intermittent operation is sometimes a problem with analogue or have not heard of pressing the button for a few seconds, because the computer usually cannot.There's too much going on. Because when I made it happen, it didn't like it, even though I had backup software running in the background (backing up my computer to the cloud) and certainly didn't look like a spike. Solution 1: Turn off unwanted background programs I experience this problem because the controller is a Bluetooth controller and I also have a Bluetooth headset when connecting or disconnecting the headset because windows device connecting pause. Solution 2: Do not connect/disconnect the device if you expect to press the button, and if the device has an extra device, disconnect the device in case windows device manager has a hidden connection problem that works in the background. Solution 3: Ask SE for help in the forums 😊 it's not their problem, but they usually have a list of solutions to try them dealing with players who think it's FF14's fault and submitting bug reports over the years. Part 19: Connect the controller to the PS4 version? (?) What version? Part 20: Connect the controller for the PS4 version?Press the connect button on the charged working PS4 controller to make a future update - maybe Astragaros - when the queue is difficult. Now there is a way around it. If someone else signes and does bar targeting for each of these Signs (which can be done via a macro with action queue delay), you can make sure you're targeting and killing those people. But without trying it and confirming this, I have to remember to check Eureka Piros-- Logo Action Mapping Mapping touchpad controls Control - I have to ask those with PS4 controllers that have been admitted to use: Xbox 360, PS4, with Xbox One touchpad, Nintendo Switch Pro, Xbox controller combined with ReWASD source, I was originally learning my basics in this reddit thread (if you go back) general tips and tricks. From ffxiv I checked out learned nothing new. The PS4 controller to PC came from: dual shock 4 controller on PC. From ffxiv Help! Ps4 controller on PC?ff14 x360ce came from ffxiv hook set: G Pose OF Guide: Reddit Contribution: ffxiv Comprehensive Controller Guide ffxiv Big BadDrag: Combination of map slow movement and W meaning of W blue center: I use a recall to put sprint macro fork forks Touchpad may be easier NegZero: discover missing images was a recall to me or a solution on how to set the keyboard hotbar ,(for two peopleThat's how I know it was really necessary! Th3rdRaven: Character Configuration -> Control Settings - Chat mode settings turn standard press Enter back into that behavior in gamepad mode (keyboard shortcuts and more can be used regularly) when the Enable Direct Chat setting is disabled. Controller button icon: (HD Controller Button + Tutorial Pack preview link) Everything else, from memory & personal experience, turned on gamepad mode, tried and tested a bunch of button combinations in case there was something hidden (often there) and did an existing x360ce setup. Setup.