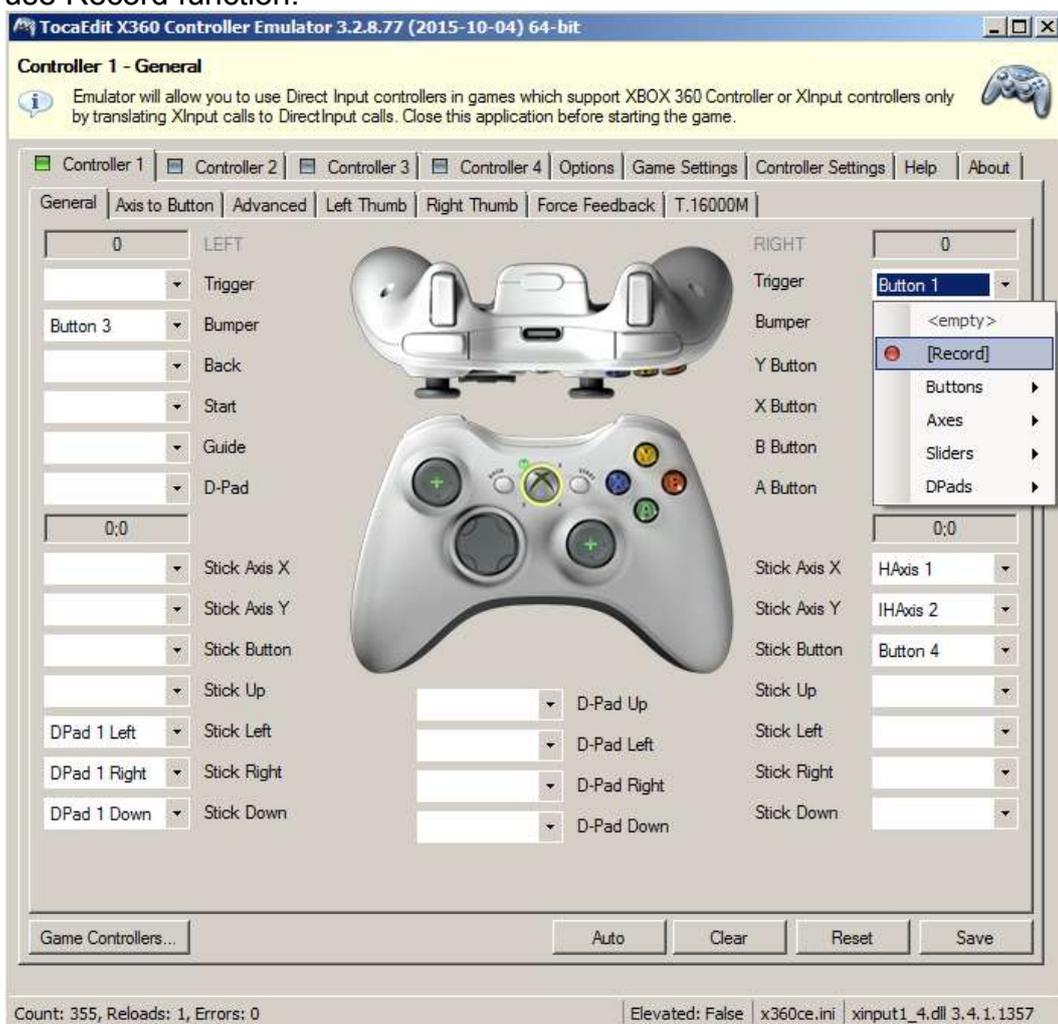


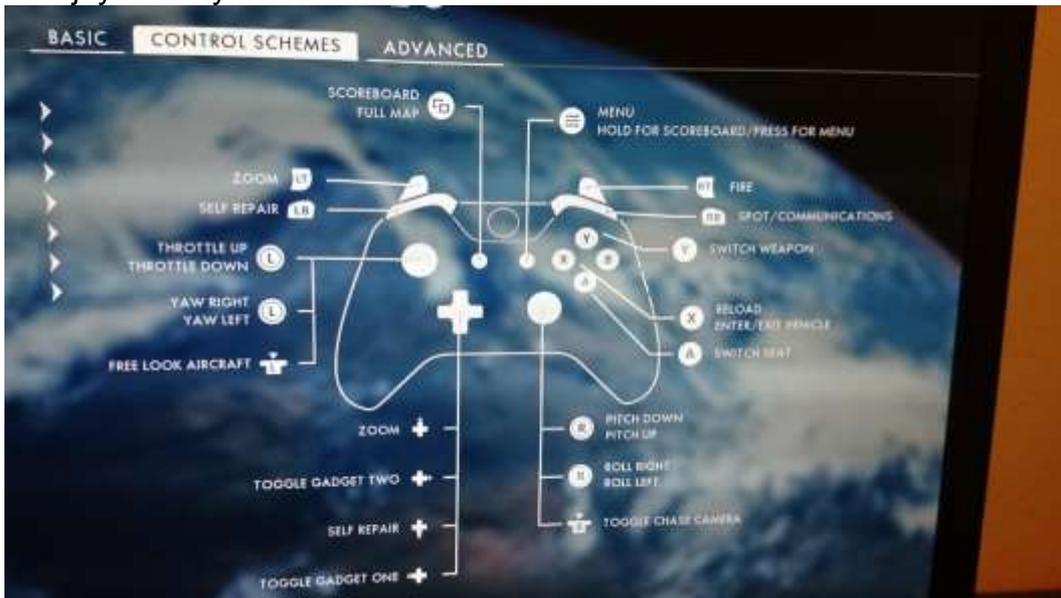
<https://forums.battlefield.com/en-us/discussion/19350/joystick-controls-greyed-out-in-key-binder/p1>

©TheShinken

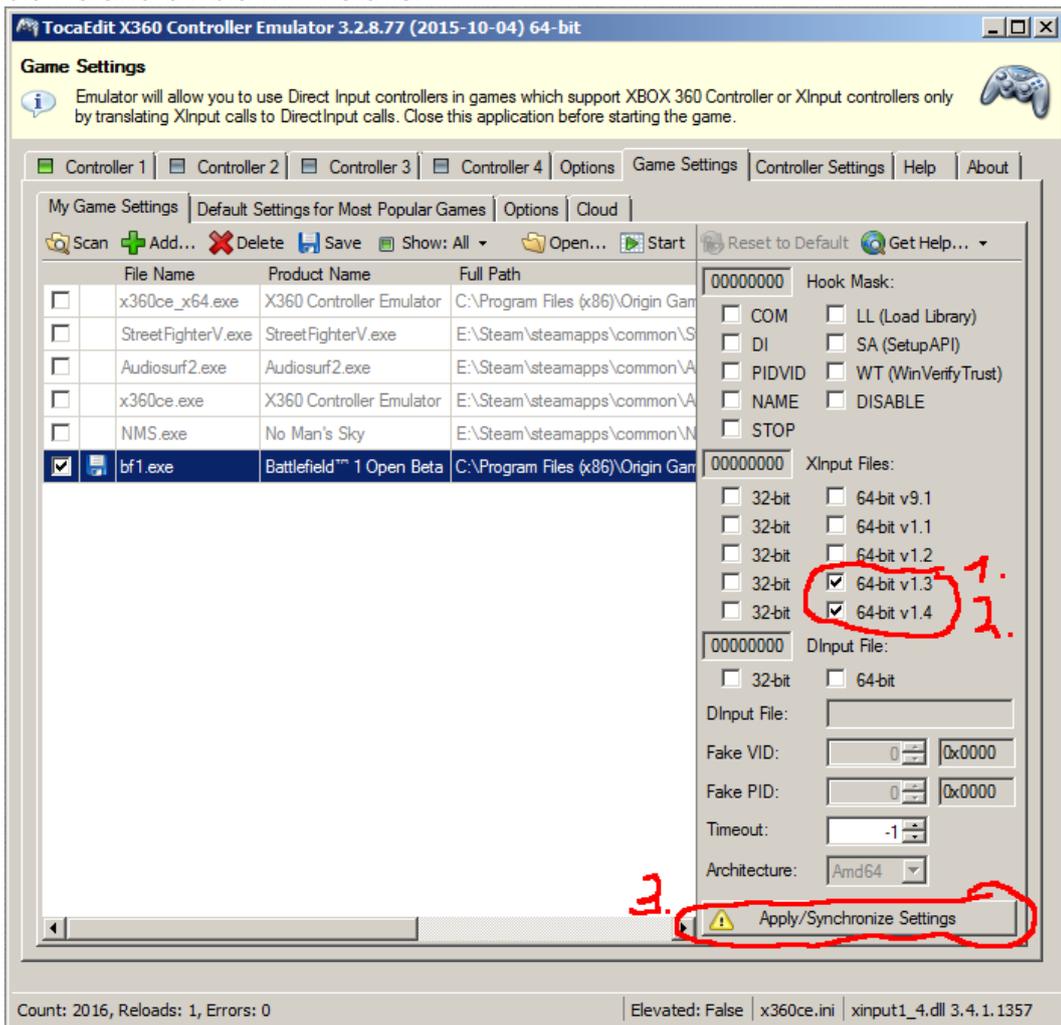
1. Make sure to disconnect any other controllers/joysticks and only leave the one you want to use plugged in (unless you know what you're doing 😊)
2. Download the newest 64-bit version from <http://www.x360ce.com/> and download or move the .zip file to your BF1 folder.
3. Extract the .zip archive so x360ce_x64.exe is in the same folder as bf1.exe
4. Launch x360ce_x64.exe. First it wants to create xinput1_3.dll. Confirm that.
5. Then it wants to find a layout for your controller. You can try and find one from the internet, but esp. with joysticks it's best to choose the clear layout and assign it manually.
6. At this point you should see the [General] Controller tab. Assign buttons/axes with the easy to use Record function:



7. Maybe you have to invert some axes, but you'll figure it out 😊 - here's the BF1 joystick layout for reference:



8. Now we have to switch to the [Game] Settings. Select BF1 and then select 64-bit 1.3 and 64-bit 1.4 like this:



9. "Apply/Synchronize Settings" and you'll have two dlls in your BF1 folder: xinput1_4.dll and xinput1_3.dll

10. Delete xinput1_3.dll so your BF folder looks like this:

| | |
|--|------------------|
|  __Installer | 30.08.2016 14:56 |
|  Core | 30.08.2016 14:56 |
|  Data | 30.08.2016 14:56 |
|  Support | 30.08.2016 14:56 |
|  bf1.exe | 17.08.2016 19:12 |
|  dbdata.dll | 17.08.2016 19:12 |
|  EAWebKit64.dll | 17.08.2016 19:12 |
|  Engine.BuildInfo_Win64_retail.dll | 17.08.2016 19:12 |
|  Extension.Twinkle.Codec_Win64_retail.dll | 17.08.2016 19:12 |
|  JavaScriptCore64.dll | 17.08.2016 19:12 |
|  version.json | 17.08.2016 19:12 |
|  x360ce.ini | 31.08.2016 18:44 |
|  x360ce_x64.exe | 04.10.2015 15:11 |
|  xinput1_4.dll | 31.08.2016 17:51 |