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r/SteamController • 3 yr. ago

pgatsios43



Issue using reWASD to map on Steam

I am using reWASD to map a Playstation Navigation controller to use in Steam, specifically in Battlefront II (2017). I have encountered an issue however where my mapping on reWASD doesn't actually work in game. The analog stick moves you in random directions, the buttons each do something random and apparently have key bindings I did not map, etc. Is there someone familiar with Steam settings and reWASD that might know why the buttons are random, and how I could make it so my reWASD mappings actually work?



7



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MeskenasDude • 3y ago

I'm not in a position to recreate the issue but it might be a conflict with the steam inputs are being sent simultaneously with the ReWASD inputs or possibly conflicts with the game bindings.

When I have ReWASD enabled (Remap On), steam doesn't recognize it as a steam controller and doesn't try to configure it - RW has full control.

Hope it helps!



2

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Mezurashii5 • 3y ago

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**NerdPugg** • 3y ago

Have you unmapped the bindings in reWASD? It will keep the native bindings unless you specifically unmap each button, then rebind as you wish.

Find a problem button, right click it in reWASD, and check the "unmap" box. Then your reWASD binding will be the only bind for that button.

Same should work for your sticks.

The Steam controller itself is a special case. reWASD will actually hijack it completely to skke Steam Input from messing with it.

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**passinghere** • 3y ago

If you go to <https://forum.rewasd.com/>

You can speak direct to the devs themselves and they can be very helpful

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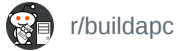
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