

How to fix gamepad controls in mame for windows? A common question, with an answer. Frequently when running MAME on Windows, users find their gamepad not responding or is constantly returning labels like "press A to start" (instead of the correct button they are pressing). It is fairly easy to fix this problem. On Windows 7 go to Control Panel > Programs > Programs and Features > Uninstall a Program then scroll down the list of programs until you find MAME. Click MAME then click Uninstall/Change. After uninstalling it, download this installer package and run it: <https://winsupersite.com/showcase/non-working-ctrl-key-in-mame> (MAME on this page is the first one). Run the installer, pointing it to your MAME folder. After installation, go back to Control Panel > Programs > Programs and Features then find mame.exe on list and click on it. Then click Change then select "Apply Defaults". That should fix your gamepad problems. You can now start MAME with the "mame" command in a console if you like instead of double clicking on it in Windows Explorer. How can I set up macros or gamepad controls for emulators? There are 2 options for setting up gamepad controls for emulators. One option is to configure the emulator itself for gamepad controls, the other is to use an external program like Xpadder. Configuring individual emulators for gamepad controls can get quite tedious; using an external program like Xpadder allows you to configure all your gamepads in one place, and makes it much quicker to change gamepads anytime you like. Xpadder originally only worked with Windows XP, but since then it has been updated (and works on Windows 7). You will need to download it from its website: <http://spadder.com/> After downloading and installing it, run xpadder. Then go to File > Open > Browse... and browse for the executable for your emulator (for example: .exe or .bin). Then go to File > Open and select the .cfg file you wish to configure. Each emulator will have different files, so browse for the right configuration file. The only configuration file you need to change is for the emulator itself. Once you have done that, click on Calculate and then Save as a macro. You will then see a preview of what your new configuration will look like, with the controls for each button and axis mapped out: Xpadder allows you to customize your controls in multiple ways: Controls can be mirrored (on one side of the screen) or flipped (on the opposite side of the screen). You can also change the color, shape and size of the buttons. A Xpadder configuration file is a text file that contains a list of controller bindings. Each binding is represented by a label and an action to perform on this label. Keys must be separated by a space or + as you can see from this example: Use # as a placeholder for the first key, so if you wanted to set up controls for your second controller, your file would look like this: The actions are performed by the xpadder server, so no configuring is needed from within MAME itself after you have made all your changes.

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