

INPUTMAPPER FOR JOURNEY

A GUIDE BY SALTHIEN

Hello all! Here's a quick-and-easy guide to setting up some classic Journey inputs (RB1/LB1 for flight, inverted Y) using InputMapper to connect to USB wired controllers; I personally only have a PS4 controller, but this should work for anything InputMapper can recognize.

Note that this is a Windows-only guide. I'm not familiar with any other operating systems.

1. Install InputMapper

InputMapper can be found [at this link](#). This guide was made when 1.6.10 was current, but should remain mostly accurate as the interface doesn't tend to change much.

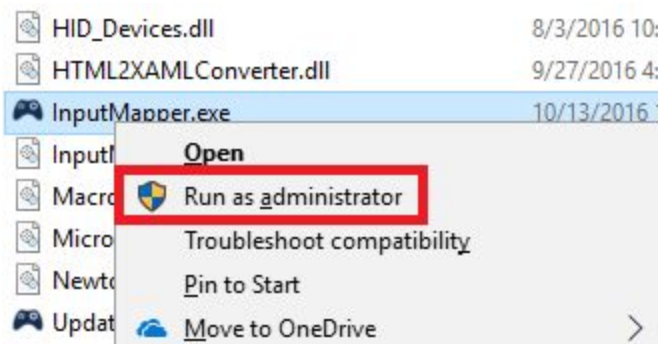
2. Connect your controller

I don't think this makes a huge difference, but to be safe I like to connect my controller *before* I start InputMapper.

3. Run InputMapper as an administrator

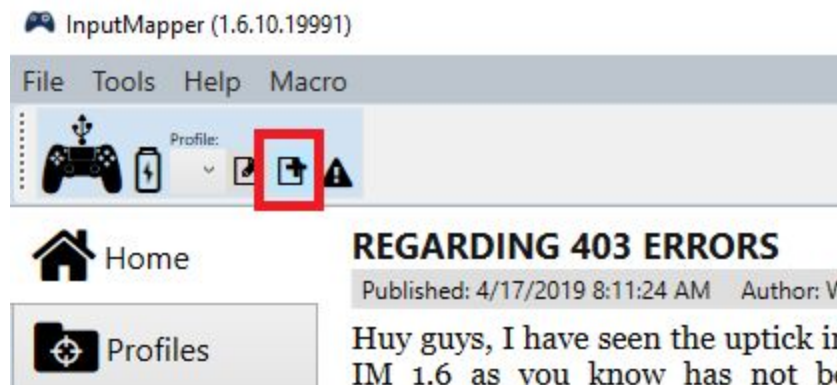
This ensures InputMapper has priority when assigning functions to controller buttons. I'm not sure it will work without it.

Right click InputMapper -> 'Run as administrator' -> click 'yes'

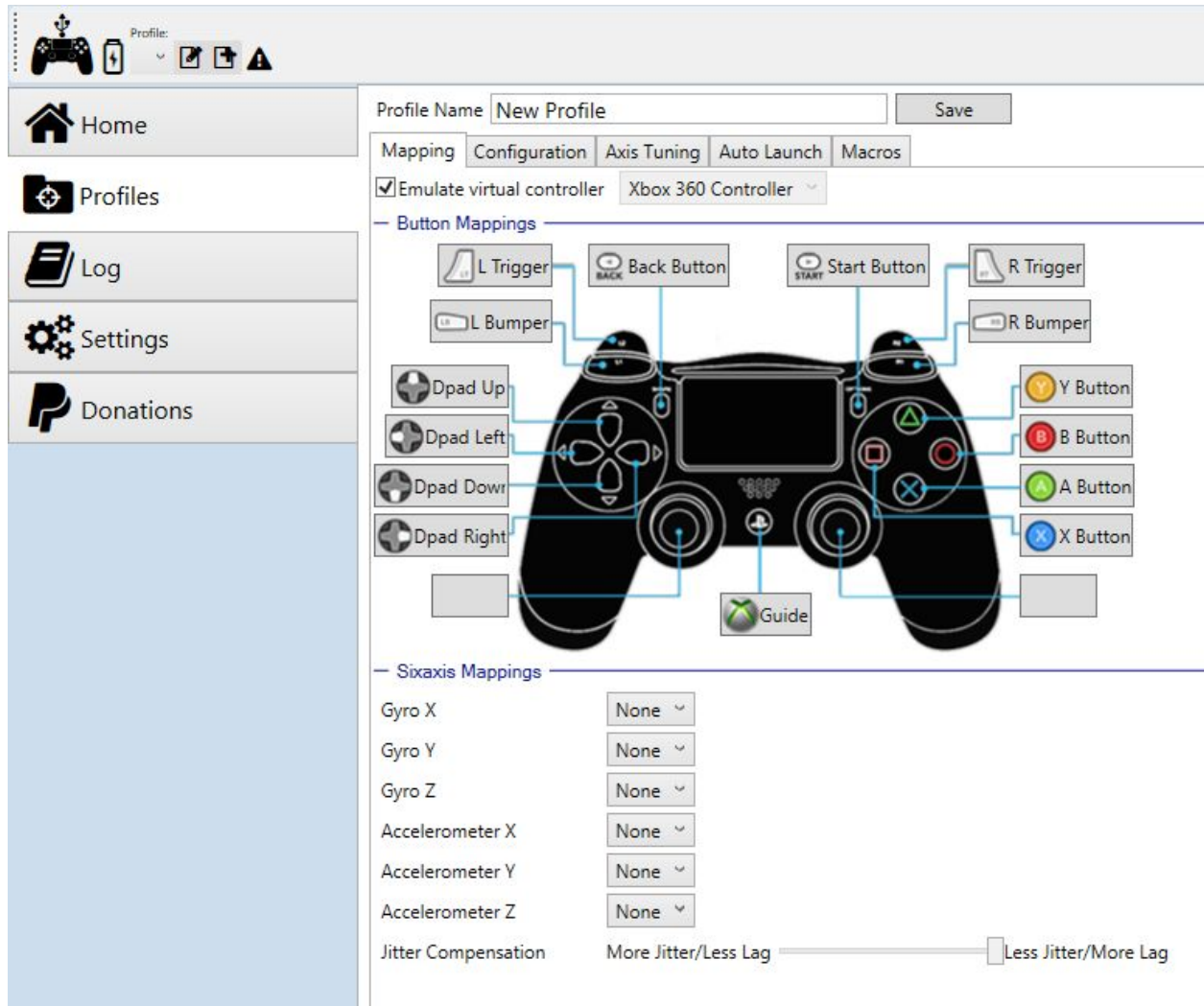


4. Set up a new profile

At the top left of InputMapper, there should be a panel with the controller you currently have connected. Click the indicated button with the plus sign on it.



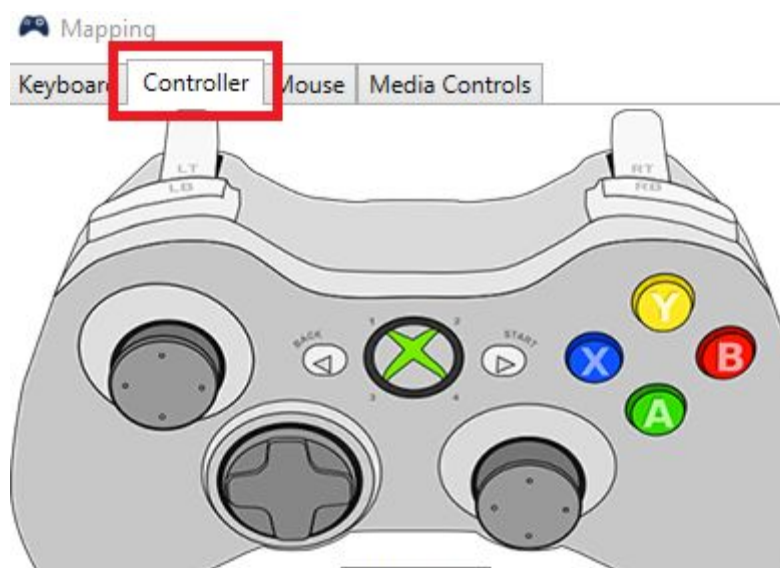
It will bring up a new screen that looks like this:



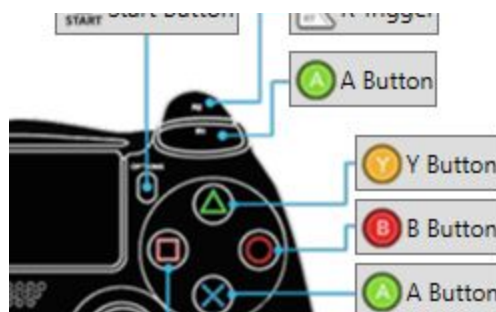
Set the profile name to Journey, or whatever will help you remember that it's the profile for your Journey settings.

5a. Setting up bumpers for flight

Click on the label for the bumper you want to map to flight. In my case, it's the right bumper. An option for mapping will pop up in a separate window; click on "Controller" in the tabs, and then click on whichever button is default for flight in your Journey settings - typically X/A.



Then confirm it, and if you've done it correctly the mapping screen will now look like this:



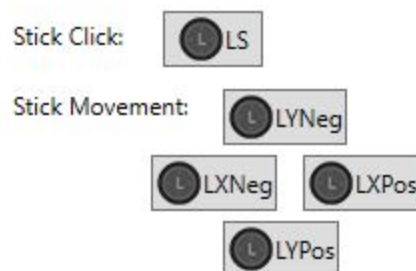
For whichever button you've re-bound.

5b. Setting up inverted camera/movement controls.

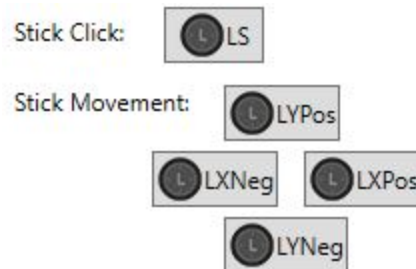
You can set up both inverted camera, and inverted movement using InputMapper. In Journey, movement is on left stick and camera control on right stick; pick which you'd like to invert, and click the corresponding blank button.



A new dialog box will pop up with all the stick mapping options; simply switch whichever two are at the bottom and top by clicking each, and setting them in the same Controller tab you used when re-assigning the bumper buttons. For example, if this was my default:



Then I would swap LYNeg to LYPos/the top button to the bottom button, and vice versa, and it would look like this after:



Then simply close out the assigning dialog window, and it should be saved - you can check this by clicking the button for the same stick, and your settings should remain what you changed them to. The same can be done to invert the X axis, if you want to do that.

6. Saving your settings

Most important part! Make sure you click "Save" beside the profile name you entered previously. If you don't do that none of the settings will stick.



Then simply make sure you have your new profile selected in the controller's drop-down:



7. Launch Journey

Now, simply launch Journey from the Epic Games launcher and test out your new keybinds! It's probably best to do this somewhere where you won't be interfering with another player's experience, i.e. Chapter Select. If it works, great! If it doesn't, I'm not sure what could be going wrong but I may be able to help troubleshoot.

I'm Salthien#8888 in the [Journey discord](#); feel free to ping me with questions!

FAQ

None yet!