

ASTRA PREMIA P

Windows Driver Installation Guide



Driver Installation

- 1) Download the latest version of the Gamepad framework drivers from the link on website
- 2) If you have very old PC with 32bit processor, please contact support for a copy of the older architecture driver
- 3) Double click the installer to run setup and follow the instructions to complete the installation (See sample screen shot on the right)

Application Installation

- 1) Download the latest DS4Windows x64 package from the link on the site
- 2) Extract the package in a easily accessible folder (e.g.: Desktop, Documents, Download etc)
- 3) DO NOT extract it inside a folder the requires elevated privileges (e.g.: Program Files, Windows)
- 4) Execute the DS4Windows.exe file to run DS4Windows
- 5) On first launch DS4Windows may ask you where to save its user data (settings and profiles):
 - a. AppData folder (recommended): user data is stored outside of the program folder, inside a special folder reserved to your Windows user
 - b. Program folder: user data is stored inside the same folder DS4Windows.exe is located
- 6) Connect your controller to the PC over Bluetooth with the standard pairing instructions
- 7) You should get a connection notification Toast/ Popup as shown on the right hand side
- 8) Validate your controller is connected and mapped on the application. Please see the sample Application Windows screenshot with a controller that is connected and mapped correctly

Usage & Troubleshooting

Usage: With the default settings shown above, your controller will now work with all xinput/ native games. If you wish to change the keymappings, you can do so under the profiles tab and either editing the default profile or adding a new profile. See profile editor screenshot on the right.

Troubleshooting

- A) Failure to connect – Please validate in windows settings if your controller is paired correctly. Reinitiate pairing if required
- B) Double input Issue – While Windows does not recognize your controller natively, some games like Rocket League/ NFS – MW support it natively. In such a scenario, the game will detect the input coming from two controllers. To resolve this:
 - a. Either close the Application so that native controller input gets used with game
 - b. Use HIDhide tool to hide native controller from Windows. HIDHide is an open source tool. Setup Instructions are available on the link in “Other Tools” section

Credits:

All drivers & Apps are based on MIT License tools from the public domain and customized/ recompiled for compatibility with our controllers

- 1) ViGEm bus and HidHide: Copyright (c) 2016-2019 Nefarius Software Solutions e.U. and Contributors
- 2) DS4Windows: Copyright (c) 2019 Travis Nickles

