Here are **practical, Linux-native workarounds** people can try *today* with Flatpak overrides and environment variables. None are guaranteed (this is ultimately NVIDIA's bug), but these are the **highest-signal levers** for exactly the symptoms you're seeing.

1️⃣ Force SDL onto safer controller paths

Disable legacy Linux joystick API

```
flatpak override --user \
  --env=SDL_JOYSTICK_DISABLE_LINUX_JOYSTICK=1 \
  com.nvidia.geforcenow
```

Prefer HIDAPI (important for Xbox wireless)

```
flatpak override --user \
  --env=SDL_JOYSTICK_HIDAPI=1 \
  com.nvidia.geforcenow
```

Optional Xbox-specific hint:

```
flatpak override --user \
  --env=SDL_JOYSTICK_HIDAPI_XBOX=1 \
  com.nvidia.geforcenow
```

2️⃣ Force X11 instead of Wayland (very high impact)

```
flatpak override --user \
  --env=SDL_VIDEODRIVER=x11 \
  com.nvidia.geforcenow
```

This alone often fixes:

- Triggers acting like camera movement
- Stuck axis input
- Missing menu buttons

3️⃣ Grant broader device / udev access

```
flatpak override --user \
  --device=all \
  --filesystem=/run/udev:ro \
```

```
com.nvidia.geforcenow
```

This helps ensure:

- Both triggers are visible
- Shoulder + menu buttons are exposed
- Wireless controllers behave consistently

4️⃣ Inject a known-good Xbox controller mapping (advanced but effective)

Example (Xbox Wireless Controller over Bluetooth):

```
flatpak override --user \
  --env=SDL_GAMECONTROLLERCONFIG="030000005e0400008e02000014010000,Xbox Wireless Controller,a:b0,b:b1,x:b2,y:b3,back:b6,start:b7,guide:b8,leftstick:b9,rightstick:b10,leftshoulder:b4,rightshoulder:b5,lefttrigger:a2,righttrigger:a5,leftx:a0,lefty:a1,rightx:a3,righty:a4,platform:Linux" \
  com.nvidia.geforcenow
```

This explicitly fixes:

- X/Y swaps
- Missing LB/RB
- RT not working
- Triggers mapped as camera axes

✅ Best “first try” combo (recommended)

```
flatpak override --user \
  --env=SDL_VIDEODRIVER=x11 \
  --env=SDL_JOYSTICK_DISABLE_LINUX_JOYSTICK=1 \
  --env=SDL_JOYSTICK_HIDAPI=1 \
  --device=all \
  com.nvidia.geforcenow
```

Restart the app after applying.

To remove **all custom Flatpak overrides** for an app and go back to defaults, use:

```
flatpak override --user --reset com.nvidia.geforcenow
```

Useful variants

- **System-wide overrides** (if you didn't use --user originally):
- sudo flatpak override --reset com.nvidia.geforcenow
- **Check what overrides are currently set**:
- flatpak override --user --show com.nvidia.geforcenow

After resetting, restart the app (and if needed, re-plug the controller).

That's it — clean slate, no lingering overrides.

Bottom line

With the correct app ID (com.nvidia.geforcenow), these overrides give users the **best chance of working around NVIDIA's current Linux input mapping bugs** until the beta client fixes its SDL / controller handling properly.

If you want, I can condense this into a **clean forum-ready workaround post** or tailor mappings for a **specific Xbox controller revision** (One / Series / Elite).