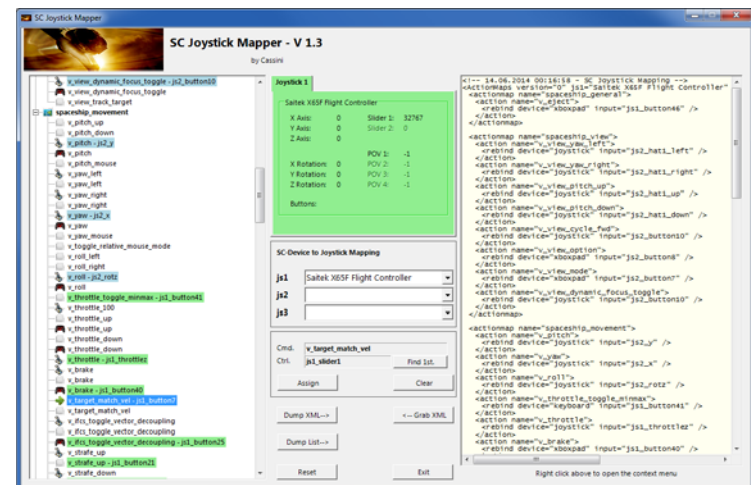


# SC Joystick Mapper Quick Reference Guide V 1.3

20140614 – Cassini  
ChangeLog: see ReadMe.txt

Disclaimer:  
Usual stuff – no warranty whatsoever..  
Freeware – made for the SC community  
Hope it helps and does not suck.  
Have fun in the verse ...



# Updating from V 1.2 to V 1.3:

- As the action list can now be derived from CIGs original profile you have to **manually remove the 'MappingVars.csv' file if it exists in the same folder as the program file.**  
If the program finds it there it is taken before the defaultProfile (which is may be not what you wanted)
- You may however use it to create you own list – see last page

# Workflow

- Connect the joystick devices to the PC
- Start from scratch or load an existing map from a file
- Make or refine mappings
- Save the new map to an XML file
- Use it in the game: e.g. pp\_rebindkeys C:\maps\Layout\_hotas\_x65\_Cyb\_T

Note: the predefined actions are the ones found in the AC game default profile – it is likely that some of them will not work at all as the game is not finished. There is no proper description for which one does what – you may get help in SC Forums.

As I had my issues with missiles here a finding..

To reallocate the missile fire command you should map the following 2 actions to the same joystick button:

- *v\_target\_missile\_lock\_selected*
- *v\_weapon\_launch\_missile*

# The GUI ...

Action tree and mappings

XML dump of the mappings used

The screenshot shows the SC Joystick Mapper V 1.3 interface. On the left is a tree view of actions, including 'spaceship\_movement' and various pitch/yaw/roll actions. The center displays joystick properties for a 'Saitek X65F Flight Controller', including axis and rotation values. Below this is the 'SC-Device to Joystick Mapping' section with dropdowns for js1, js2, and js3. The bottom section contains 'Action Mapping Buttons' (Assign, Clear), 'XML Area Buttons' (Dump XML, Grab XML), and 'Other Buttons' (Dump List, Reset, Exit). On the right, an XML dump shows the configuration for 'spaceship\_general' and 'spaceship\_view' action maps.

Detected Joystick devices (up to 8 are shown)

Joystick properties (greyed out ones are not available)

Joystick device map (the default is usually OK)

Current mapping

Action Mapping Buttons

XML Area Buttons

Other Buttons...

Dump nice List

# The Joystick Area...

The screenshot shows the SC Joystick Mapper interface. On the left is a tree view of game actions, with 'spaceship\_movement' expanded. The main area displays two joystick configurations. 'Joystick 1' is highlighted with a red border and shows settings for a 'Saitek X65F Flight Controller'. 'Joystick 2' is highlighted with a blue border and shows settings for a 'Saitek Cyborg Evo Force'. Below these is a mapping section for 'SC-Device to Joystick Mapping' with dropdowns for js1, js2, and js3. A text box on the right explains that button 8 on the Cyborg Evo joystick was pressed during capture.

Device	X Axis	Y Axis	Z Axis	Slider 1	Slider 2	POV 1	POV 2	POV 3	POV 4	Buttons
Saitek X65F Flight Controller	0	0	0	32767	0	-1	-1	-1	-1	
Saitek Cyborg Evo Force	-2	-2	-24	0	0	-1	-1	-1	-1	08

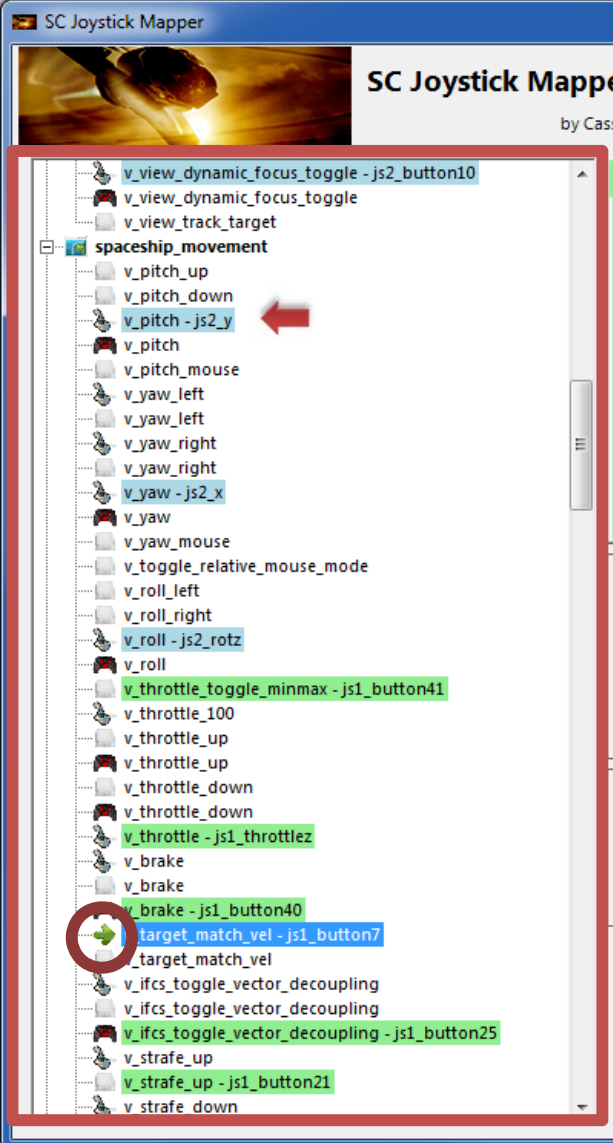
Here I pressed the Button 8 on the Cyborg Evo Joystick while capturing the image

The tabs represent the joystick devices found connected to the PC also the number 1..8 shows the order the PC reports them which is crucial to the mapping as this will result in the js\_1, js\_2 .. Names used to build the command name. The elements are the ones the joystick seems to support – greyed ones are not available for this device.

The *SC-Device to Joystick Mapping* can be used if the default assignment “Joystick 1 -> js\_1” does not match what the CryEngine is using. – Usually the default should work. You may only remap js1..js3 - 4..8 will remain as detected.

Just hit any button, Axis and see how things are changing.

# The Action Tree ...



The tree is initially built from the known actions which are grouped along 'actionmaps' e.g. *'spaceship\_movement'*. Each action is either a predefined joystick or keyboard action – this is given by the SC default profile.

By 'rebinding' or mapping and action with a different controls one does **replace** the default one i.e. **overwriting keyboard actions will result in not having them available on the keyboard once you load the map in the game!**


However no damage is done! This mapping is only valid until you exit the game.

If actions are mapped (as shown) the color indicates to which joystick the mapping goes.

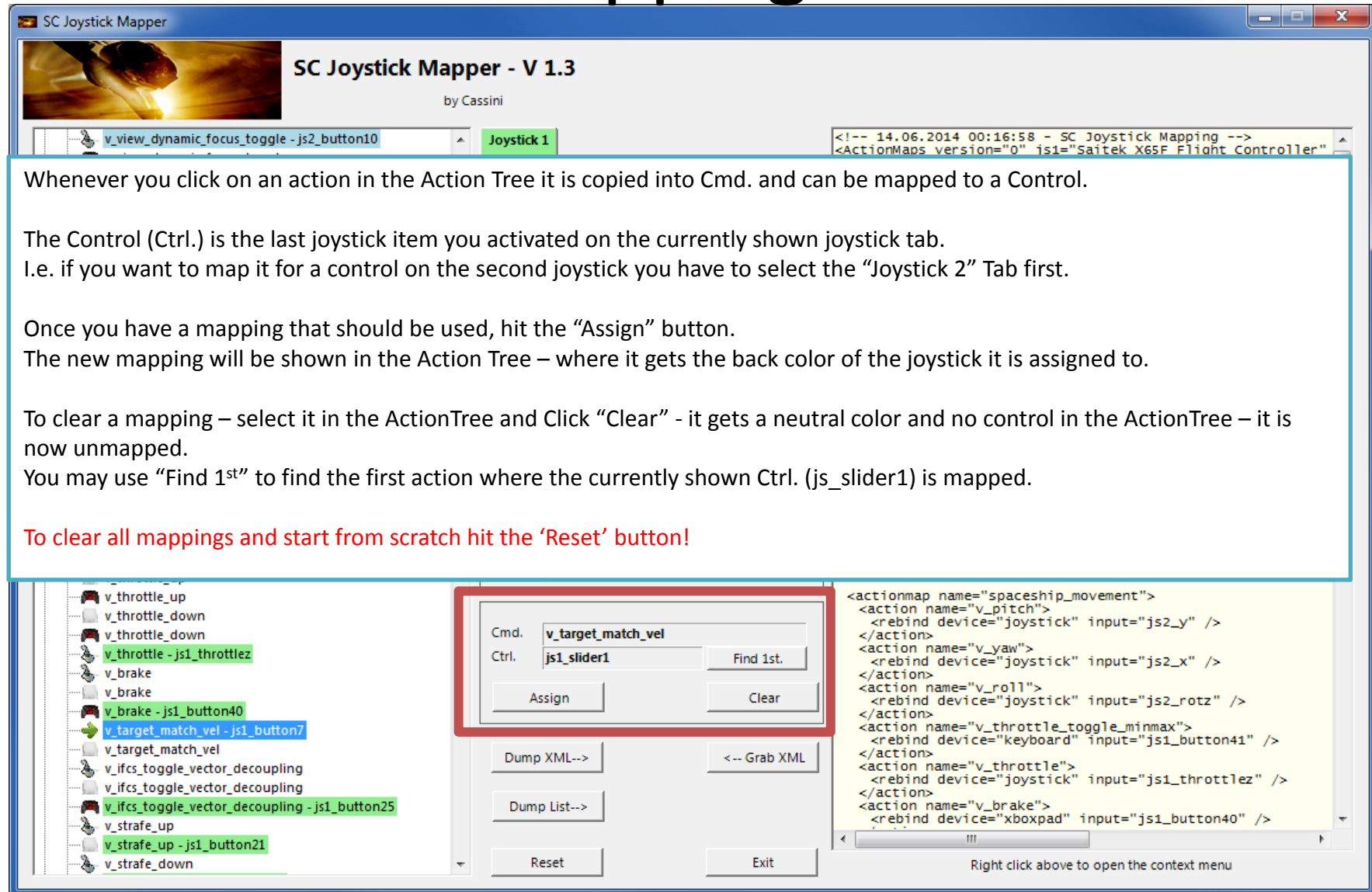
**v\_pitch – js2\_y** then means that the action v\_pitch (joystick per default) is rebound to the joystick 2 (blue) and there the Y-axis control.

If the background is white - there is no current mapping given. Unmapped actions are ignored.

Click on any action to make it the used action in the mapping area. Once selected it is marked with the green arrow.



# The Mapping Area...



Whenever you click on an action in the Action Tree it is copied into Cmd. and can be mapped to a Control.

The Control (Ctrl.) is the last joystick item you activated on the currently shown joystick tab.  
I.e. if you want to map it for a control on the second joystick you have to select the "Joystick 2" Tab first.

Once you have a mapping that should be used, hit the "Assign" button.  
The new mapping will be shown in the Action Tree – where it gets the back color of the joystick it is assigned to.

To clear a mapping – select it in the ActionTree and Click "Clear" - it gets a neutral color and no control in the ActionTree – it is now unmapped.

You may use "Find 1<sup>st</sup>" to find the first action where the currently shown Ctrl. (js\_slider1) is mapped.

**To clear all mappings and start from scratch hit the 'Reset' button!**

The screenshot shows the SC Joystick Mapper interface. On the left is the Action Tree with various actions like v\_throttle\_up, v\_brake, v\_strafe\_up, etc. The central panel shows the mapping configuration: Cmd. is v\_target\_match\_vel and Ctrl. is js\_slider1. Buttons for Assign, Clear, Find 1st, Dump XML, Grab XML, Dump List, Reset, and Exit are visible. On the right is the XML configuration for 'spaceship\_movement' with actions for pitch, yaw, roll, throttle, and brake.

# The XML Area...

The screenshot shows the SC Joystick Mapper application window. The title bar reads "SC Joystick Mapper". The main window is titled "SC Joystick Mapper - V 1.3" and includes a small image of a joystick. The interface is divided into several sections:

- Text Area (Left):** Contains instructions on how to use XML files for mappings, including a note in red text: "Note: only use properly formatted ActionMaps here. The program may just break if it encounters something unexpected!".
- Action Tree (Bottom Left):** A list of actions such as "v\_brake", "v\_target\_match\_vel", and "v\_strafe\_up", each with a small joystick icon and a button assignment (e.g., "- js1\_button40").
- Control Panel (Bottom Center):** Includes buttons for "Assign", "Clear", "Dump XML-->", "<-- Grab XML", "Dump List-->", "Reset", and "Exit".
- XML Area (Right):** A text editor displaying XML code for "spaceship\_general", "spaceship\_view", and "spaceship\_movement" action maps. The code includes elements like <actionmap>, <action name>, and <rebind device>.

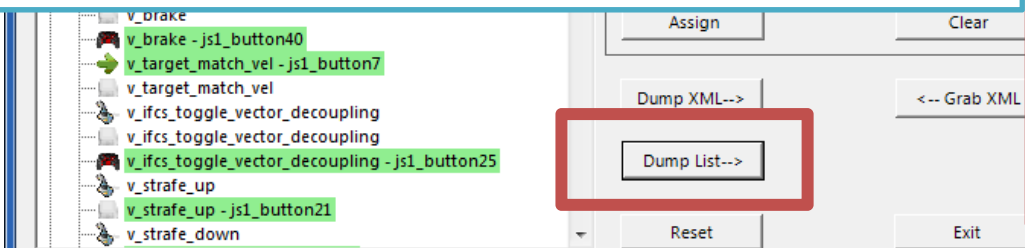
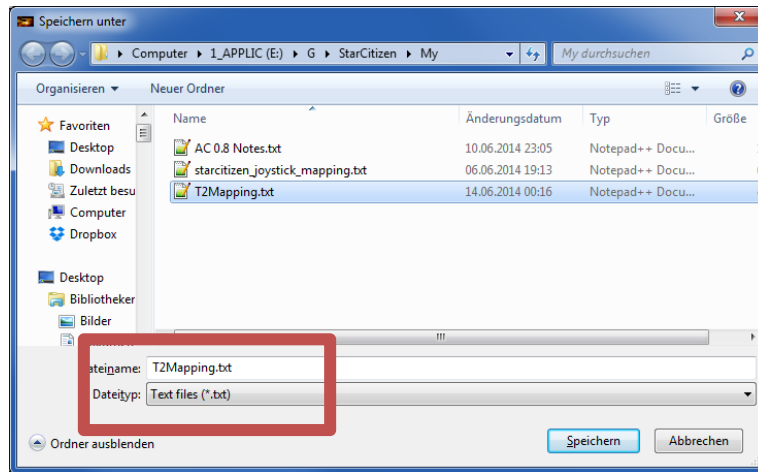
Red boxes highlight the "Dump XML-->" and "<-- Grab XML" buttons, and the XML text area.



# The XML Area...

If you hit “Dump List” a formatted list of the mapped actions is written into the XML area.

You may use the “Save As..” menu to save it e.g. as TXT file.



```
-- 14.06.2014 00:43:48 - SC Joystick Mapping --
** js1 = Saitek X65F Flight Controller
** js2 = Saitek Cyborg Evo Force
** js3 = VJoy Virtual Joystick

*** spaceship_general
v_eject - xboxpad - js1_but1

*** spaceship_view
v_view_yaw_left - joystick - js2_hat:
v_view_yaw_right - joystick - js2_hat:
v_view_pitch_up - joystick - js2_hat:
v_view_pitch_down - joystick - js2_hat:
v_view_cycle_fwd - joystick - js2_but1
v_view_option - xboxpad - js2_but1
v_view_mode - xboxpad - js2_but1
v_view_dynamic_focus_toggle - joystick - js2_but1

*** spaceship_movement
v_pitch - joystick - js2_y
v_yaw - joystick - js2_x
v_roll - joystick - js2_rotz
v_throttle_toggle_minmax - keyboard - js1_but1
v_throttle - joystick - js1_thro
v_brake - xboxpad - js1_but1
v_target_match_vel - joystick - js1_but1
v_ifcs_toggle_vector_decoupling - xboxpad - js1_but1
v_strafe_up - keyboard - js1_but1
v_strafe_down - keyboard - js1_but1
v_strafe_left - keyboard - js1_but1
v_strafe_right - keyboard - js1_but1
v_strafe_forward - xboxpad - js1_but1
v_strafe_back - xboxpad - js1_but1
v_newtonian_yaw - joystick - js2_x
v_newtonian_pitch - joystick - js2_y
v_newtonian_brake - xboxpad - js1_but1
v_ifcs_toggle_safety - xboxpad - js1_but1
v_afterburner - joystick - js1_but1

*** spaceship_targeting
v_target_cycle_all_fwd - joystick - js1_but1
v_target_cycle_friendly_fwd - keyboard - js1_but1
v_target_toggle_pinned_focused - xboxpad - js1_but1
v_target_missile_lock_focused - joystick - js2_but1
v_target_cycle_hostile_fwd - joystick - js1_but1
v_target_nearest_hostile - joystick - js2_but1

*** spaceship_weapons
v_attack1_group1 - joystick - js2_but1
v_attack1_group2 - joystick - js2_but1
v_attack1_group3 - joystick - js2_but1

*** spaceship_missiles
```

Right click above to open the context menu

# MappingVars.csv file

- **NOTE: from V 1.3 the priority order to build the action tree has changed**
  - 1<sup>st</sup> the MappingVars.csv file if it exists in the app.exe folder – if you wish to make your own list
  - 2<sup>nd</sup> the defaultProfile.xml file if it exists in the app.exe folder – the one CIG provides as default (Build 12.2)
  - 3<sup>rd</sup> the built in Mapping list – to have at least something...
- The file contains the list of actions to rebind which are loaded into the ActionTree when the program starts
- Items are separated by a semicolon (;) or a comma (,)
- For each 'actionmap' there is one line
- The first item is the 'actionmap' name
- Further items are built from a single uppercase letter following the command as given in the defaultProfile
- The first uppercase letter is from **J, K, P, X** which is the actual binding to use  
J = joystick, K=keyboard, P=ps3pad, X=xboxpad
- The second part is e.g. "v\_attack1\_group1" the action name given in the defaultProfile
- A complete item is then "Jv\_attack1\_group1" means that the program rebinds the **joystick** command for "v\_attack1\_group1"
- There are no Blanks, Tabs etc. allowed but semicolons or commas at the end don't harm.
- I use Excel to maintain the list and save the Sheet as CSV file