

SC JOYSTICK MAPPER

QUICK REFERENCE GUIDE V 2.28

20170428 – Cassini

- <https://github.com/SCToolsfactory/SCJMapper-V2/releases>
- Change Log: see ReadMe.txt

SC Joystick Mapper - V 2.28.0.62 beta

by Cassini

pp_rebindkeys layout_my_x55_65k

For information and updates visit us @ Github ...

spaceship_general

- v_eject - js2 button46 #
- v_eject - kb1_ralt+l
- v_eject
- v_eject_cinematic
- v_eject_cinematic
- v_eject_cinematic
- v_exit - kb1_f
- v_exit
- v_exit - js1 ~
- v_self destruct - js1 ~
- v_self destruct - kb1_ralt+backspace
- v_self destruct
- v_toggle_cabin_lights - js1 ~
- v_toggle_cabin_lights - kb1_lalt+t
- v_toggle_cabin_lights
- v_toggle_running_lights - js1 ~
- v_toggle_running_lights - kb1_lalt+t
- v_starmap
- v_cooler_throttle_up - js1 ~
- v_cooler_throttle_up - kb1_lalt+lcrl+np_8
- v_cooler_throttle_up
- v_cooler_throttle_down - js1 ~
- v_cooler_throttle_down - kb1_lalt+lcrl+np_7
- v_cooler_throttle_down
- speciate_enterpuremode

spaceship_view

- v_view_yaw_left - js3_hat1_left
- v_view_yaw_left
- v_view_yaw_right - js3_hat1_right
- v_view_yaw_right
- v_view_yaw - js2_rotx
- v_view_yaw
- v_view_yaw_mouse
- v_view_yaw_absolute
- v_view_pitch_up - js3_hat1_up
- v_view_pitch_up
- v_view_pitch_down - js3_hat1_down
- v_view_pitch_down
- v_view_pitch
- v_view_pitch_mouse
- v_view_pitch_absolute

Joystick 1 Joystick 2 Joystick 3

Saitek Pro Flight X-55 Rhino Stick

Axis: 3 # POV: 1

Buttons: 17

Joystick State

X-Achse: 16 Slider 1: 0

Y-Achse: -25 Slider 2: 0

Z Axis: 0 Mehrwegesc1 -1

X Rotation: 0 POV 2: -1

Y Rotation: 0 POV 3: -1

Z-Rotation: 53 POV 4: -1

Buttons: 15

jsN - Assignment

This device is listed as: js3

Selected: []

Mapping: []

Dev Ctrl. js3

Assign [] Throttle [] Find List...

Disable [] JS / Kbd [] Clear []

Dump XML--> [] Grab XML []

Dump List--> [] Toggle Table... []

Dump Log--> [] Options... []

Dump Profile --> [] Device Tuning... []

Joystick [x] Gamepad [x] Keyb. [x] Mouse [x] Mapped []

Action Filter: [] Clear Filter [] Js Reassign... []

Profile: DataXML defaultProfile [] Settings... [] Exit []

Profiles: [] Reset... [] Support: profile version="1" optionsVersion="2" rebindVersion="2" Mappings: layout_my_x55_65k [] Load... []

```
<!-- 15.04.2017 00:17:52 - SC Joystick Mapping -->
<ActionMaps version="1" optionsVersion="2" rebindVersion="2" js2="Saitek X55F Flight Controller" js2G="050d11" js3="Saitek Pro Flight X-55 Rhino Stick" js3G="
<CustomisationUIHeader label="my_x55_65k" descr
<devices>
  <keyboard instance="1"/>
  <mouse instance="1"/>
  <joystick instance="2"/>
  <joystick instance="3"/>
</devices>
<categories>
  <category label="@ui_CCspaceFlight"/>
</categories>
</CustomisationUIHeader>

<options type="joystick" instance="3">
  <flight_move_pitch exponent="1.00">
    <nonlinearity_curve>
      <point in="0.182" out="0.028"/>
      <point in="0.629" out="0.235"/>
      <point in="0.895" out="0.629"/>
    </nonlinearity_curve>
  </flight_move_pitch>
</options>

<options type="joystick" instance="3">
  <flight_move_yaw exponent="1.00">
    <nonlinearity_curve>
      <point in="0.182" out="0.028"/>
      <point in="0.629" out="0.235"/>
      <point in="0.895" out="0.629"/>
    </nonlinearity_curve>
  </flight_move_yaw>
</options>

<options type="joystick" instance="3">
  <flight_move_roll exponent="1.00">
    <nonlinearity_curve>
      <point in="0.182" out="0.028"/>
      <point in="0.629" out="0.235"/>
      <point in="0.895" out="0.629"/>
    </nonlinearity_curve>
  </flight_move_roll>
</options>

<deviceoptions name="Saitek Pro Flight X-55 Rhi
  <option input="rotz" deadzone="0.030" />
</deviceoptions>

<deviceoptions name="Saitek Pro Flight X-55 Rhi
  <option input="x" deadzone="0.030" />
</deviceoptions>

<deviceoptions name="Saitek Pro Flight X-55 Rhi
```

Disclaimer: Usual stuff – no warranty whatsoever..

Freeware – made for the SC community

Hope it helps and does not suck.

Have fun in the verse ...



General Information

- Connect the game control devices to the PC
- Start from scratch (see Hints section) or load an existing map from a file
- Make or refine mappings
- Save the new map as an XML file
- Use it in the game: e.g. `pp_rebindkeys layout_my_joystick`
- You may load and save the map directly from your game folders so next time you just use `pp_rebindkeys layout_my_joystick`
- `pp_rebindkeys` without a name will reset the maps but only after you close the console window
- **It is a good idea** to always first `pp_rebindkeys` and then close the console to reset what the game holds from your previous attempt and then only open the console again and load the new or changed map

Note: the predefined actions are the ones found in the SC 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.

BTW: if you copy e.g. “`pp_rebindkeys layout_my_joystick`” from notepad you may use Ctrl-V to paste it in-game into the console – saves you some typing...

Console .. Opens with the top left key usually right below the “Esc” key

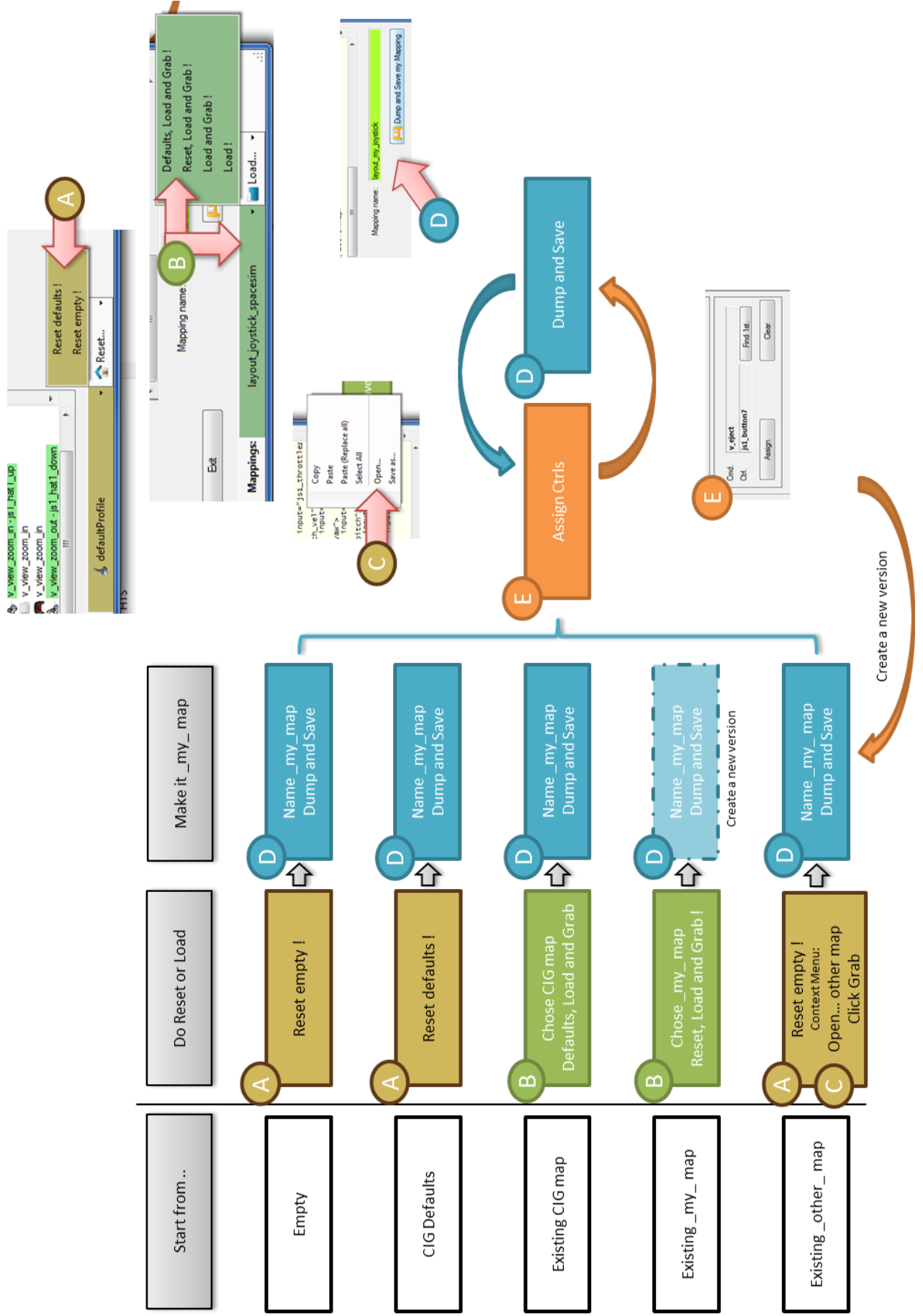
- depends on your keyboard

If you encounter an error or crash then read on...

- ◆ You will find ‘log4net.config.OFF’ in the distribution zip.
- ◆ Rename it to ‘log4net.config’ and run the program.
- ◆ Then look for a file named ‘trace.log’ in the program folder and send this to cassini@burri-web.org along with a description of the problem and your system i.e. OS, CPU, Graphics card, Joystick(s)
- ◆ we may then finally solve the issue ...

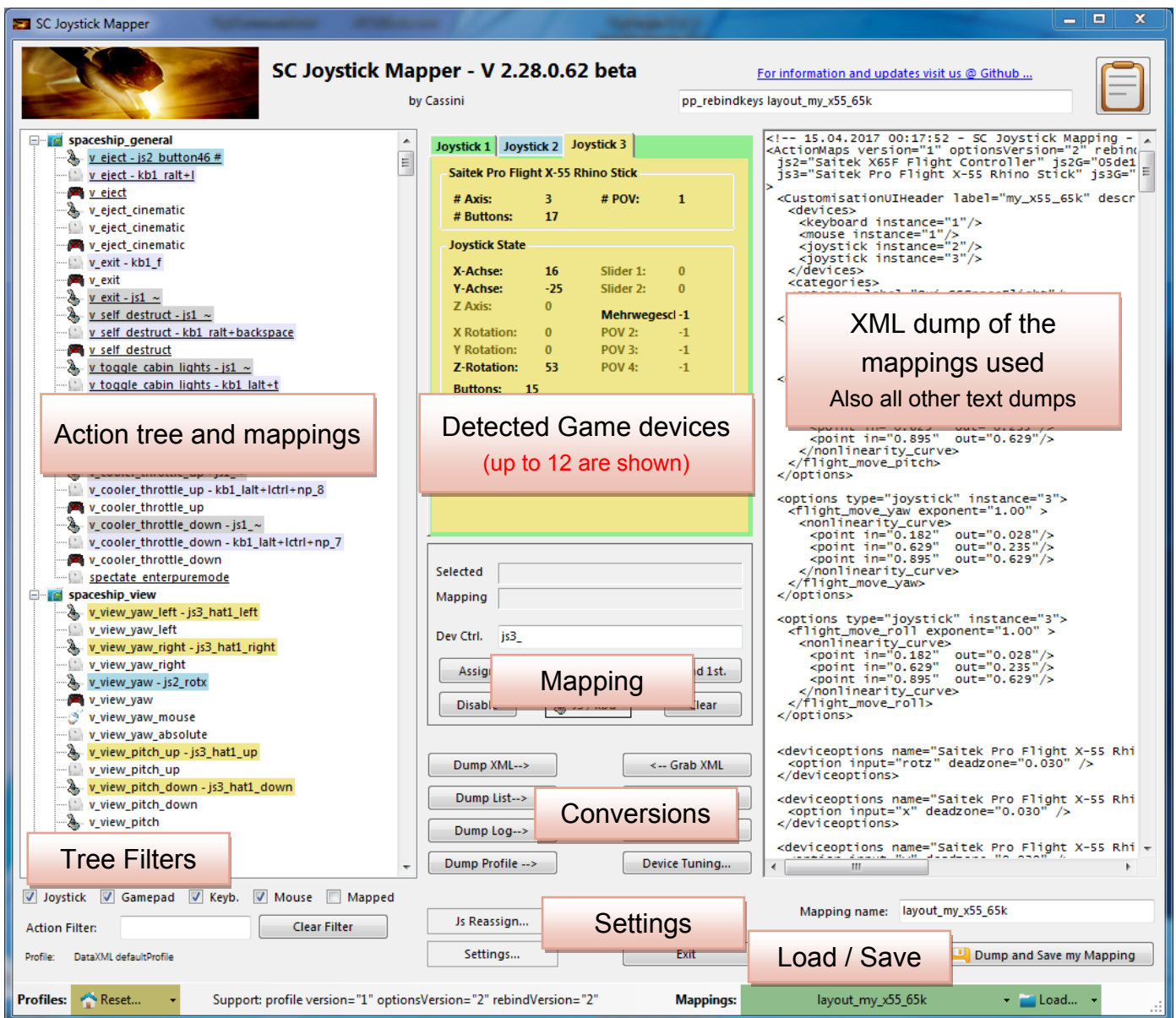
SCJMapper V 2 – Common Workflows

The Workflow



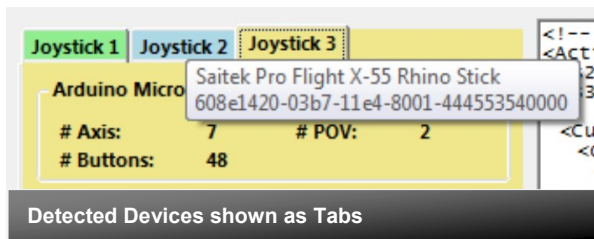
The GUI

The user interface is all laid out for direct access — there are no menus



- ⇒ Action tree and mappings - shows the tree of action maps and actions derived from the defaultProfile directly from the game folders
- ⇒ There are some filters where you can limit the items shown in the tree
- ⇒ The program detects game devices - each one has its own tab
- ⇒ The XML area shows the outcome of the mapping and is what can be imported in the game directly
- ⇒ The Mapping area is where profile actions can be mapped individually to create the action mapping YOU want to use in the game

Game Devices

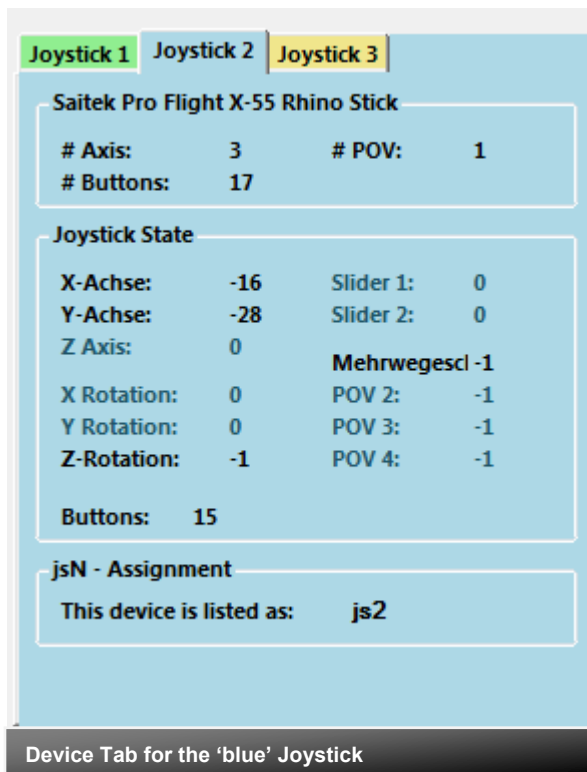


The tabs represent the game devices found connected to the PC. The program can show up to 12 devices.

The sequence 1..12 shows the order the PC reports them which is crucial to the mapping as this will result in the default js1_, js2_ .. Names used to build the command name.

A summary of the capabilities is shown in the top area.

A tooltip indicates the real name of the device - move and point the mouse to any Tab to show the indicator.



The elements shown in 'Joystick State' are the ones the device seems to support – greyed ones are not available for this device.

You will see the actual jsN assignment - or 'not assigned'.

The SC-Device to Joystick Mapping is a separate window accessed by hitting the 'Js Reassign' button.

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

Note: the range for Axis is set to -1000 .. +1000 by the program and is not what other applications may show you.

Action Tree and mappings

Action Tree

The action tree is initially built from the games defaultProfile - so these are the known actions which are grouped along 'action maps' e.g. 'spaceship_movement'. Each action is predefined for a specific device.

There are joystick, keyboard, mouse, and gamepad actions indicated by the icon. – This is given by the SC default profile and cannot be changed. An action may e.g. not be available for the joystick.

Rebinding:

By 'rebinding' or mapping and action with a different control one does replace the default one.

Overwriting a keyboard action will result in having it available with a different command in the game.

You can only map actions using the same device as in the profile i.e. a keyboard action cannot be mapped with a joystick control.

If actions are mapped (as shown) the color indicates which device is mapped.

The device tab colors match the entries, keyboard and mouse have distinct colors.

If the background is white - there is no current mapping given.

Unmapped actions are ignored.

Underlined items indicate an ActionModifier is applied in defaultProfile

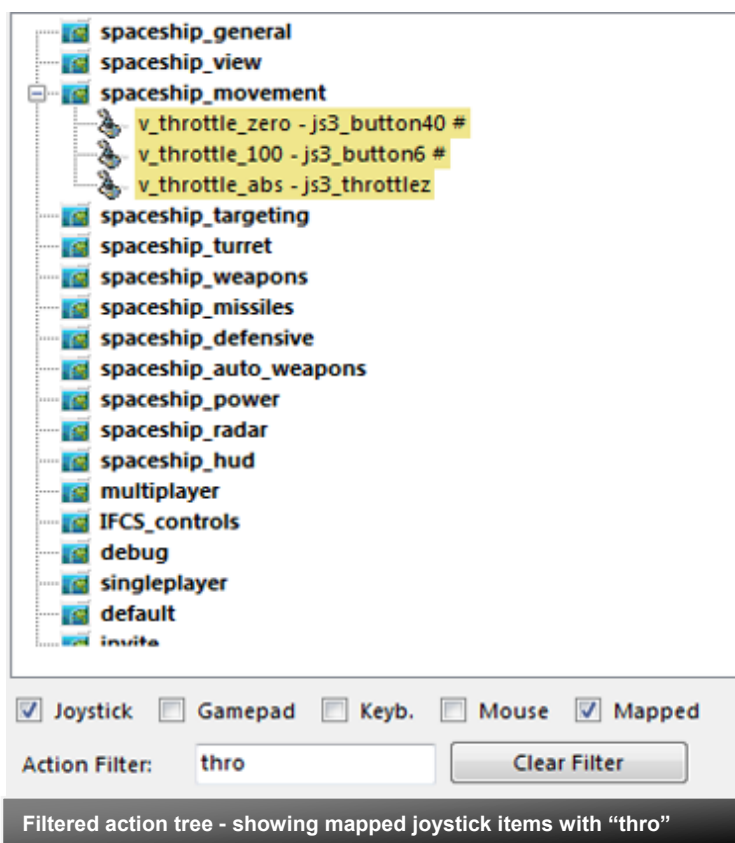
Selecting an Action:

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



A regular action tree

Action Tree Filters



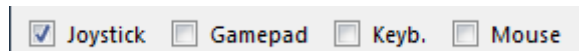
NOTE: Filters only restrict the items shown in the tree

Action Tree Filters

The action tree has a vast number of entries. So for convenience you may filter the shown items to the one you are interested in.

Device Filter

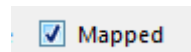
With the checkboxes at the bottom you may restrict the shown item to a particular category.



Check categories you want to see

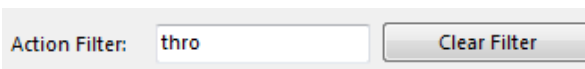
Mapped Only

Restricts to show only mapped items



Action Filter

Accepts text entry to match parts of the action name



Clear Filter

To empty the 'Action Filter' field

V2.27 added

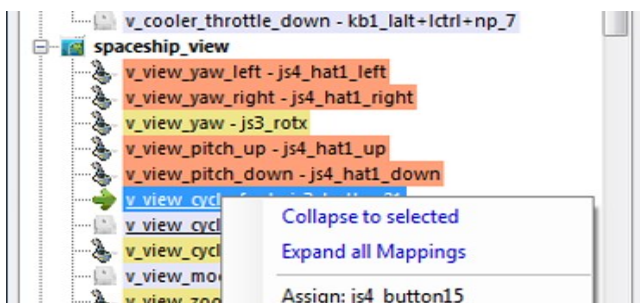
Collapse / Expand

Use this context menu to unclutter the tree view.

Select an entry and 'Collapse to selected' to only show the actionmap items where the selected item belongs to.

Select 'Expand..' to ... expand the complete tree again.

Note: Using filters or loading a profile will expand the tree again.

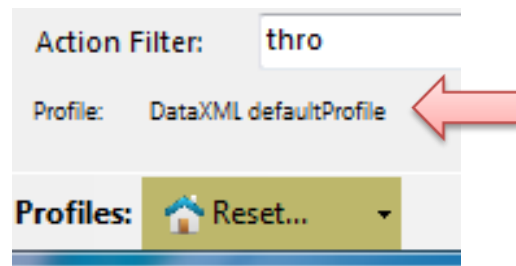


Working with Profiles

Working with profiles

The program gets the actions from the real game asset – so you are always up to the actual values.

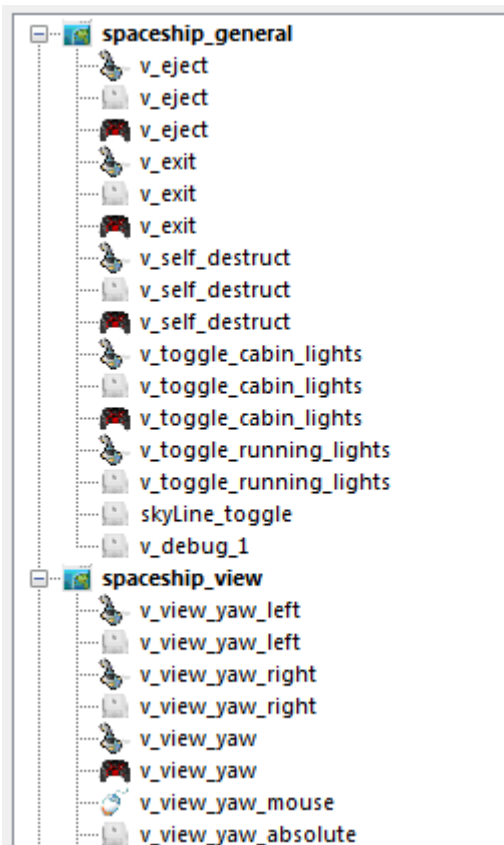
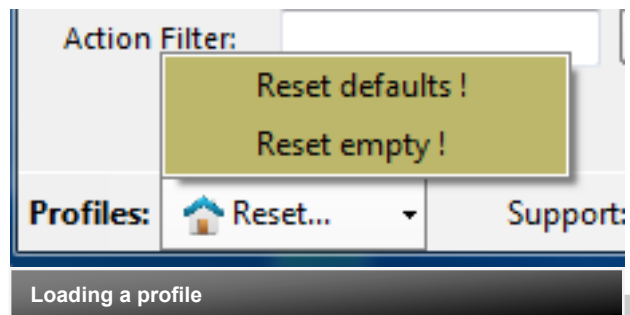
The in-game asset is used if **DataXML defaultProfile** is shown



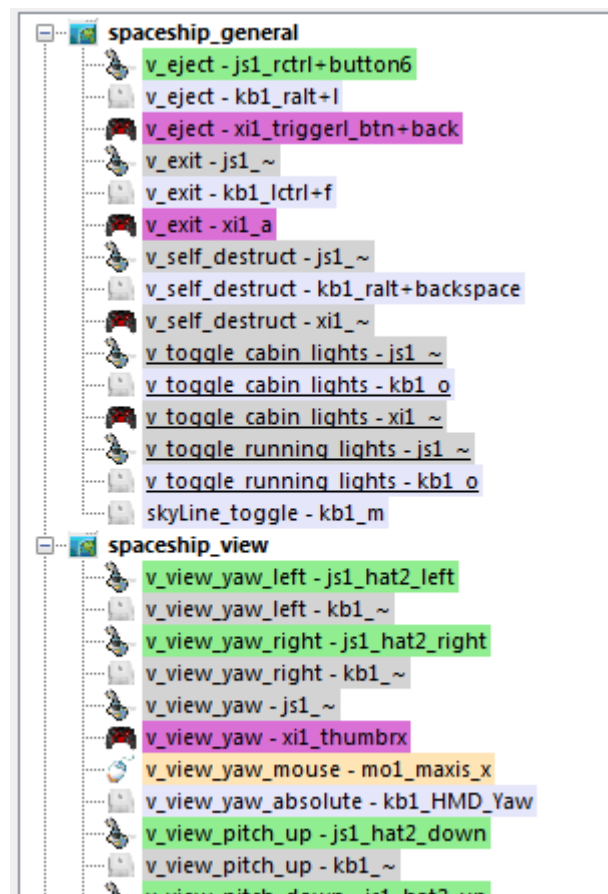
From here you may Reset the action list to the following

-RESET EMPTY reverts to just an action list without any mappings

-RESET DEFAULTS loads the Joystick actions mapped with what CIG is providing in defaultProfile



Reset Empty profile



Reset Defaults profile

Mapping

V2.28 updated

Selected

Mapping

Dev Ctrl.

Throttle

Device Mode

Selected

Mapping

Dev Ctrl.

Throttle

Keyboard and Mouse Mode

Joystick 1 Joystick 2 Joystick 3

Saitek Pro Flight X-55 Rhino Stick

# Axis:	3	# POV:	1
# Buttons:	17		

Joystick State

X-Achse:	-16	Slider 1:	0
Y-Achse:	-28	Slider 2:	0
Z Axis:	0	Mehrwegesc1:	-1
X Rotation:	0	POV 2:	-1
Y Rotation:	0	POV 3:	-1
Z-Rotation:	-1	POV 4:	-1

Buttons: 15

jsN - Assignment

This device is listed as: js2

Device Tab for the 'blue' Joystick

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

Dev Ctrl. is the last item you activated on the currently shown device tab.

You may also map keyboard and mouse actions.

Devices vs. Keyboard/Mouse

To switch between game devices and keyboard/mouse use the 'JS/Kbd' toggle.

Note: keyboard entries are accepted when the Ctrl. Field has the focus

Select the device

To map a device control first select the device tab i.e. if you want to map a control of the second joystick you have to select the 'Joystick 2' Tab first.

Assign

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 device it is assigned to.

Throttles

To make any axis a Throttle axis – check the 'Throttle' box ! It is often the Z-Axis.

A throttle gets a name like js2_throttlez.

Clear Actions

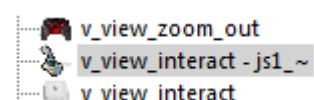
To clear a mapping – select it in the ActionTree and Click "Clear" - it gets a neutral color and no control in the ActionTree – it is now unmapped.

Find a mapping

You may use "Find 1st" to find the first action where the currently shown Ctrl.

Disabling

If you wish to disable a single item from the defaultProfile i.e. hide it from use select an item and then hit the 'Disable' button.



Advanced Mapping

Context Menu

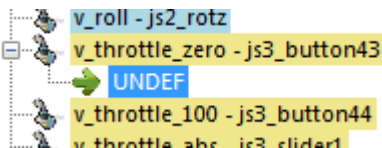
Right click an action opens a context menu giving a choice of functions that are possible right now.

Assign, Disable, Clear behave like the buttons in the main GUI

Add Mapping

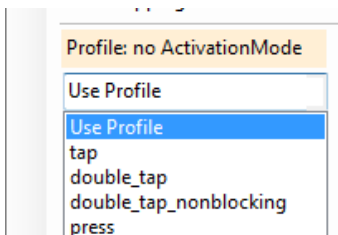
Will add a binding to the selected item to use a second control for this item. Such an addition can be mapped like the main entry - also deleted to remove it.

(Note: this does work partly in SC2.6)



Activation Modes

Starting from Profile: there are activation modes listed. Profile indicates what is in the profile as default or 'no ActivationMode' if the profile does not apply one

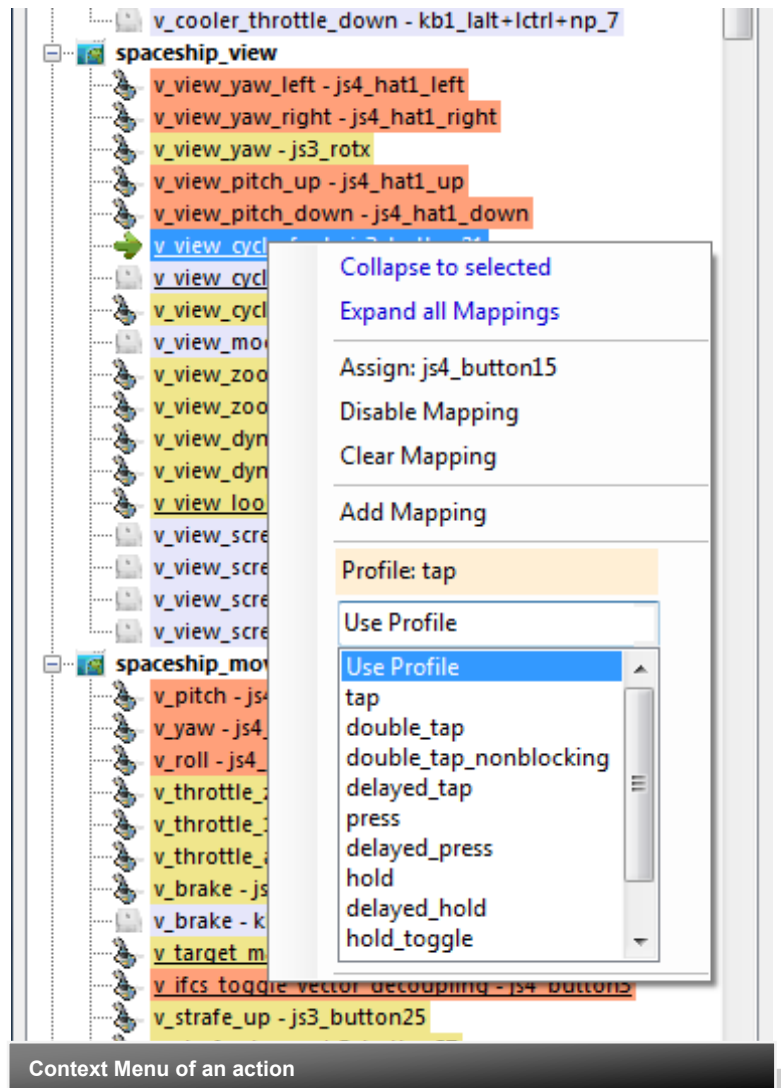


You may choose a new activation mode for this mapping which is then carried into the XML.

```
<actionmap name="spaceship_view">
  <action name="v_view_cycle_headlook_mode">
    <rebind input="js3_button21" ActivationMode="double_tap">
    </action>
  </actionmap>
  <action name="v_view_toggle_headlook_mode">
    <rebind input="js3_rctrl+button21" />
  </action>
</actionmap>
```

Most notable are double_taps which may be applied by CIG in the profile sometimes and are then carried into the mapping if not changed here.

Mappings with ActivationMode changes are marked with "#"

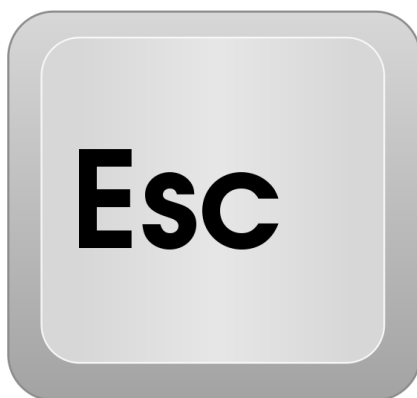
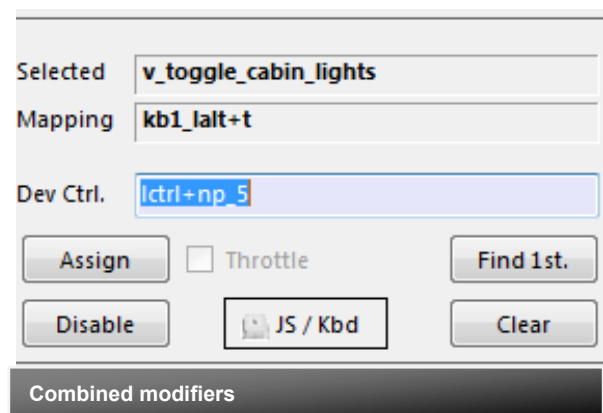
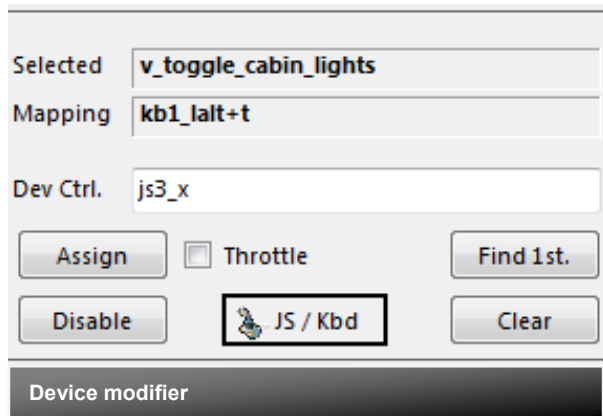


Context Menu of an action



Mapping with user ActivationMode # mark

Joystick mapping with Modifiers



Keyboard Modifiers

Controls can be extended with a Modifier. Right now only keyboard modifiers can be used for joysticks.

Modifiers are preset:

Left/right Shift / Alt / Ctrl keys

Modifiers can be combined.

If you press a modifier it will show up like 'lshift+lctrl+key'

For devices the notation is different - it is prepended by the device tag

E.g. js2_lalt+y (js2_y is the control that is modified here)

For keyboard input press all keys and release them at once.

Sometimes a second attempt is needed to create the proper key sequence.

Clear Modifiers

To clear all modifiers from the input

Press the ESC key for a moment.

it will be cleared after ~3-4 seconds

Mouse Mapping

Adding Mouse Commands

Switch to Kbd Mode

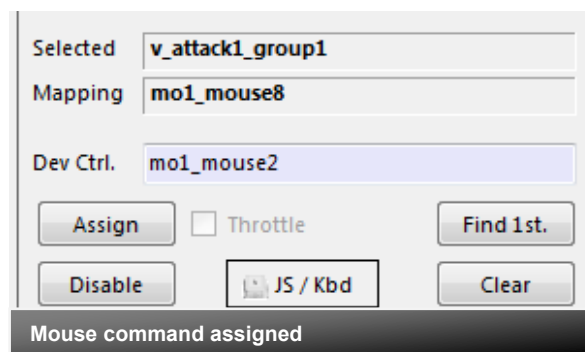
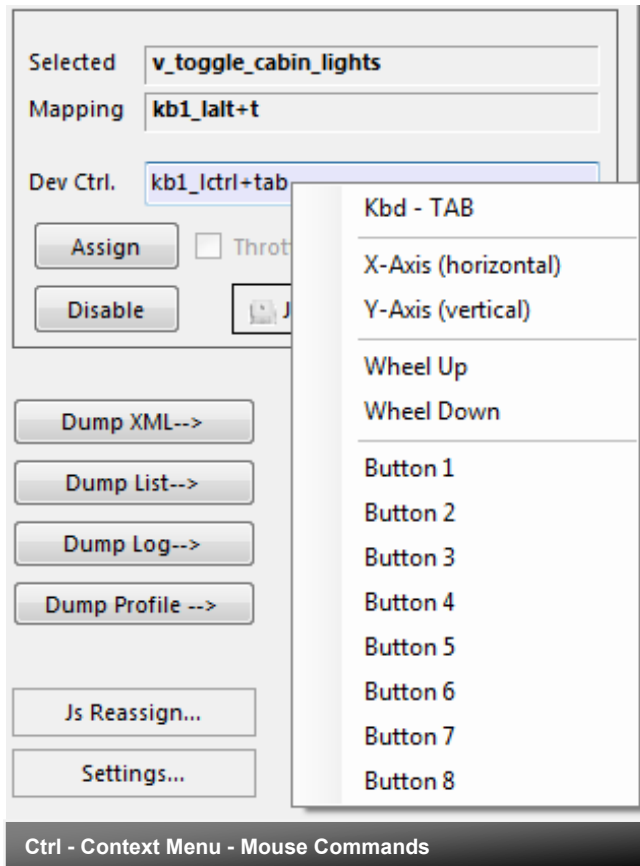


Context Menu

Right clicking the 'Ctrl' entry field opens a context menu giving a choice of mouse commands that are possible right now.

The number of buttons is taken from the current mouse input setting - you may need to find out which one is 1,2 ...

Keyboard Tab is here as well as it cannot be entered (navigates the GUI).



Modifiers from keyboard

Can be used to extend mouse commands



XML Dump

XML Format

Mappings are sent to the game using XML formatted files.

The XML Area is where you may find the mapping after hitting the 'Dump' button.

```
<options type="joystick" instance="2">
  <flight_move_roll exponent="1.00" >
    <nonlinearity_curve>
      <point in="0.182" out="0.028"/>
      <point in="0.629" out="0.235"/>
      <point in="0.895" out="0.629"/>
    </nonlinearity_curve>
  </flight_move_roll>
</options>

<deviceoptions name="Saitek Pro Flight X-55 Rhino" >
  <option input="x" deadzone="0.025" />
</deviceoptions>

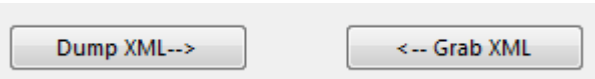
<deviceoptions name="Saitek Pro Flight X-55 Rhino" >
  <option input="y" deadzone="0.025" />
</deviceoptions>

<deviceoptions name="Saitek Pro Flight X-55 Rhino" >
  <option input="rotz" deadzone="0.025" />
</deviceoptions>

<actionmap name="spaceship_general">
  <action name="v_eject">
    <rebind input="js3_ralt+button24" />
  </action>
  <action name="v_exit">
    <rebind input="js3_button23" />
  </action>
  <action name="v_toggle_cabin_lights">
    <rebind input="js3_button18" />
  </action>
  <action name="v_toggle_running_lights">
    <rebind input="js3_button22" />
  </action>
</actionmap>

<actionmap name="spaceship_view">
  <action name="v_view_cycle_fwd">
    <rebind input="js3_button13" />
  </action>
  <action name="v_view_mode">
    <rebind input="js3_button17" />
  </action>
</actionmap>
```

XML Dump of an action map



The Context Menu

Right click opens a menu where you may choose from:

Copy, Paste, PasteAll, Select All, Open..., Save As...

The usage is rather common here. Once you dumped the mapping you want to "Save" it as "filename.xml" somewhere.

To refine any mapping "Open" the file – the content is shown in the XML Area, then "Grab" it into the ActionTree. Once the refinement is finished – again Save it to a file.

Note: only use properly formatted ActionMaps here. The program may just break if it encounters something unexpected!

Action maps

Working with action maps

(Maps, Mapping etc..)

The program gets the action maps from the USERS game asset – so you are always up to the actual values.

(...\StarCitizen\Public\USER\Controls\Mappings)

From here you may first chose a map, then 'Load' the action map – this will overwrite you XML window in any case

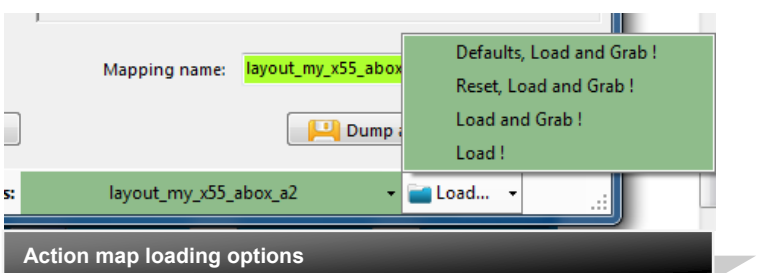
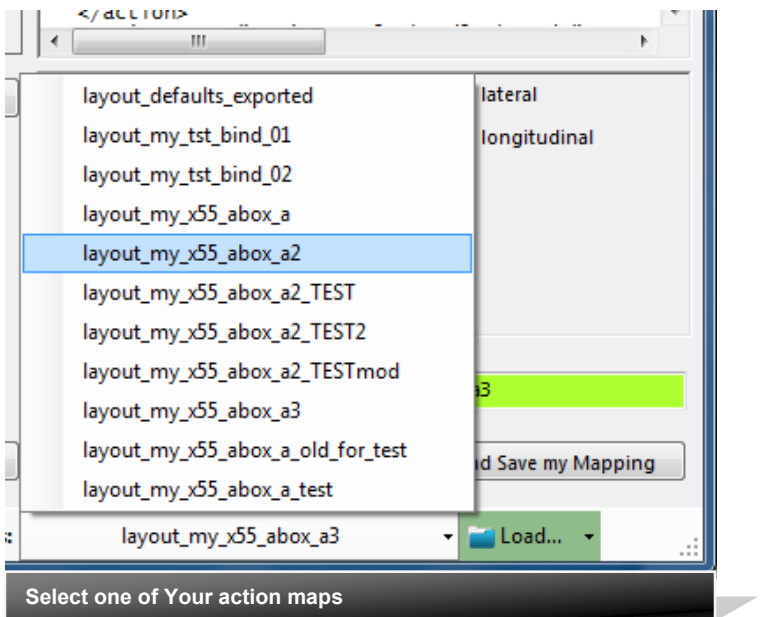
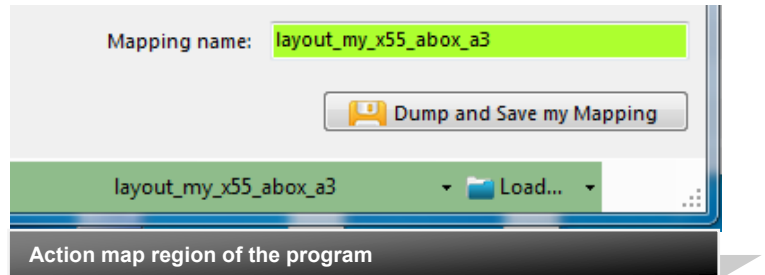
-LOAD loads the map into the XML window only

-LOAD and GRAB loads the map into the XML window and clicks Grab i.e. merges the existing mapping with the one loaded

-RESET, LOAD and GRAB first Reset (empty) the action list (all mappings cleared) then it loads and grabs the new map

-DEFAULT, LOAD and GRAB first Reset (defaults) the action list then it loads and grabs the new map and merges them with the defaults

See page 3 for some common workflows And how to handle them easily.



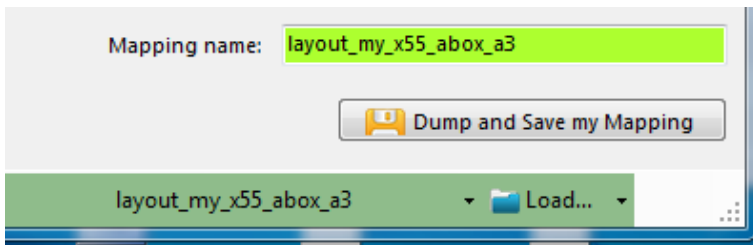
Your Actionmaps

Working with your own actionmaps

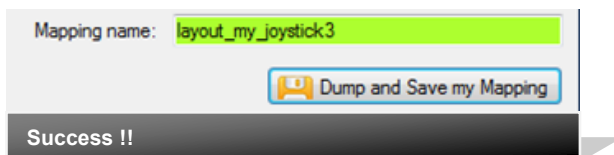
The program not only gets the actionsmaps from the real game asset – but also can save your maps there.

(...\StarCitizen\Public\USER\Controls\Mappings)

- 1.Type a name
- 2.Hit the button – it will then Dump and Save your map into the game folder (asking you to overwrite it if it exists)



Remark: your map name has always to start with '**layout_my_**' to prevent conflicts with CIGs own actionmaps
Lowercase only, no spaces, tabs allowed else you see the red flag ..



A successful Save will show the green flag

Your own maps will then show up like the game provided maps
pp_rebindkeys layout_my_joystick

should load it into the game

Note: For your convenience each Save also makes a copy of into your personal "My Documents\SCJMapper" folder – no work is lost if there is an update that cleans the Mappings folder.

Actiontree as table

Actiontree as Table

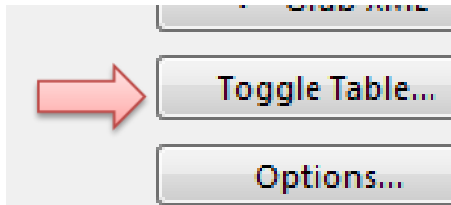
	REF_ActionMap	ActionName	Device	Def_Binding	Def_Modifier	AddBind	Usr_Binding	Usr_Modifier	Disabled
▶	01-spaceship_general	v_eject	joystick	js1_rctrl+button6	double_tap	<input type="checkbox"/>	js9_button46	delayed_press	<input type="checkbox"/>
	01-spaceship_general	v_eject	keyboard	kb1_ralt+l	double_tap	<input type="checkbox"/>	kb1_ralt+l	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_eject	xboxpad	xi1_shoulderl+s...	double_tap	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_exit	keyboard	kb1_f	Use Profile	<input type="checkbox"/>	kb1_f	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_exit	xboxpad	xi1_y	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_exit	joystick	js1_~	press	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_self_destruct	joystick	js1_~	delayed_press	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_self_destruct	keyboard	kb1_ralt+backs...	delayed_press	<input type="checkbox"/>	kb1_ralt+backs...	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_self_destruct	xboxpad	xi1_shoulderl+s...	delayed_press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_toggle_cabin_lights	joystick	js1_~	smart_toggle	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_toggle_cabin_lights	keyboard	kb1_lalt+t	smart_toggle	<input type="checkbox"/>	kb1_lalt+t	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_toggle_cabin_lights	xboxpad	xi1_shoulderl+d...	smart_toggle	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_toggle_running_lights	joystick	js1_~	smart_toggle	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_toggle_running_lights	keyboard	kb1_lalt+t	smart_toggle	<input type="checkbox"/>	kb1_lalt+t	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_starmap	keyboard	kb1_home	press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_up	joystick	js1_~	Use Profile	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_up	keyboard	kb1_lalt+np_8	Use Profile	<input type="checkbox"/>	kb1_lalt+lctrl+n...	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_up	xboxpad	xi1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_down	joystick	js1_~	Use Profile	<input type="checkbox"/>	js1_~	Use Profile	<input checked="" type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_down	keyboard	kb1_lalt+np_7	Use Profile	<input type="checkbox"/>	kb1_lalt+lctrl+n...	Use Profile	<input type="checkbox"/>
	01-spaceship_general	v_cooler_throttle_down	xboxpad	xi1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	01-spaceship_general	spectate_enterpuremode	keyboard	kb1_rctrl+insert	delayed_press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	02-spaceship_view	v_view_yaw_left	joystick	js1_hat2_left	Use Profile	<input type="checkbox"/>	js4_hat1_left	Use Profile	<input type="checkbox"/>
	02-spaceship_view	v_view_yaw_left	keyboard	kb1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
	02-spaceship_view	v_view_yaw_right	joystick	js1_hat2_right	Use Profile	<input type="checkbox"/>	js4_hat1_right	Use Profile	<input type="checkbox"/>
	02-spaceship_view	v_view_yaw_right	keyboard	kb1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>

Action Filter:
 Def Bind Filter:
 Usr Bind Filter:
 Joystick Gamepad Mouse Kbd
 Edit Disable

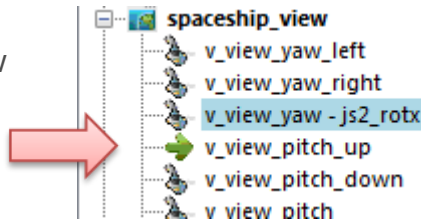
Actiontree can be show as table

Actiontree as table

“Toggle Table...” will show and hide the Table window (above)



Double clicking a row or clicking the row header will select this item in the Main Windows Action Tree (green arrow).



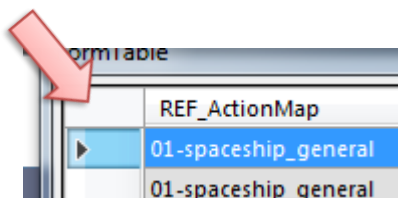
The table can be filtered with either text and/or the checkboxes
 (Note: those filters are not linked with the ones for the main action tree)



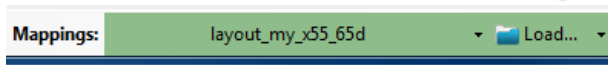
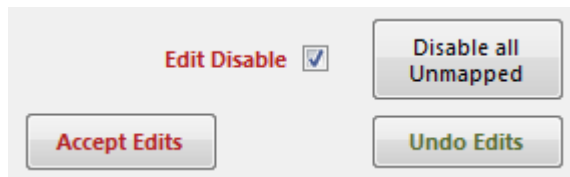
The table can be sorted by clicking any active column header.

	REF_ActionMap	ActionName	Device	Def_Bind
▶	20-player	attack1	keyboard	kb1_mou
	18-default	cam_toggle_cinematic	keyboard	kb1_ralt+
	18-default	cancel_cinematic	keyboard	kb1_spac
	20-player	cancelselect	keyboard	kb1_mou

Clicking the leftmost (empty) column sorts the table along the initial Actiontree order.



Fast Disabling with a table



Read about Disabling also later in this document..

Hints - What about commands you really don't want to be mapped in game ?

Edit Disabling

The only editable item in this table is "Disabled". First enable edit with the checkbox. Then click on any of the checkboxes in the 'Disabled' column. **Undo** will revert, **Accept** carries all the changes to the main tree but they are not saved yet.

Disable all Unmapped

Will disable all **unmapped** entries that are currently visible in the action tree. I.e. use the checkboxes / filters to limit the visible items in the action tree.

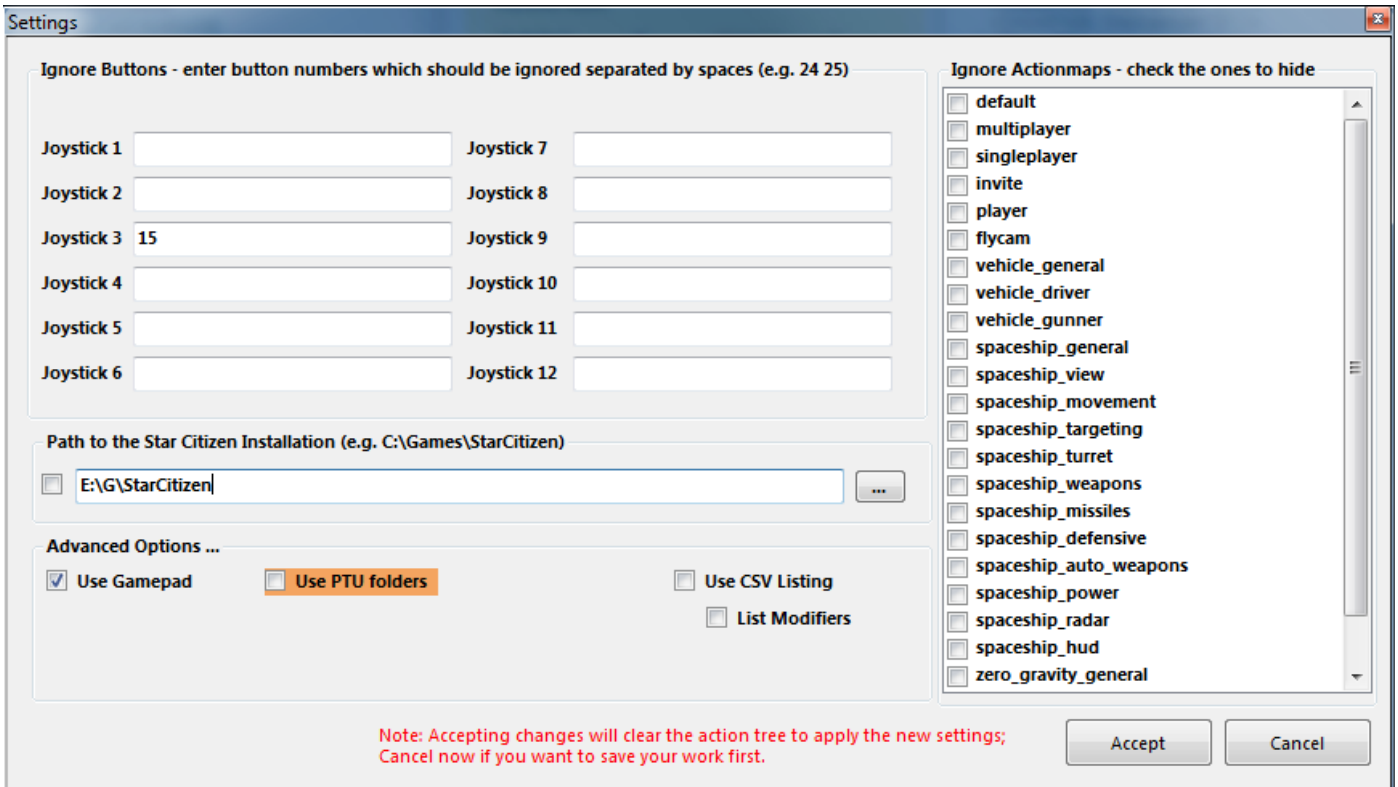
(Note: if you want to discard those changes after "Accept Edits" — "Load.." the map again)

Note: there is an oddity when changing 'Disabled' and the table is sorted by 'Usr_Binding'. As it immediately resorts the table after accepting the edit the changed entry is moved somewhere else. If you click another one below it may then have moved already and the click goes wrong. This is intrinsic and cannot be changed.

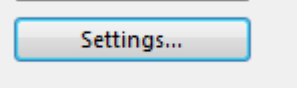
So if you want to fast apply disabling by clicking one after the other item either do NOT sort by 'Usr_Binding' OR if you must - start checking against the sort order i.e. if sorted ascending start checking from bottom to top.

Space for future use ...

Settings



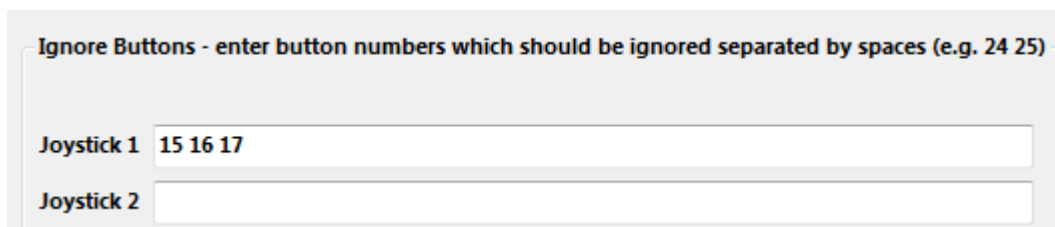
There are a number of setting you may need to do for efficient working..



Ignore Buttons

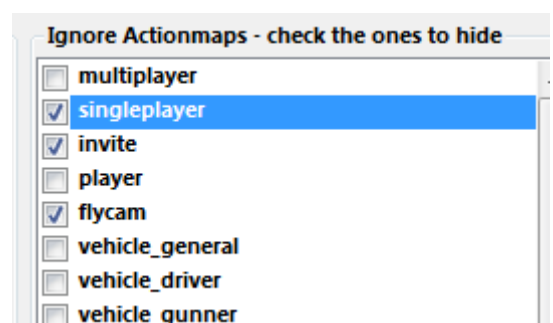
Some devices have buttons pressed to switch modes. I may be needed to 'ignore' them to get proper readouts for mapping.

Enter the numbers with a space between - like in the example below



Ignore Action maps

You may not want to deal with all the maps provided by the game - check the ones you want to ignore those maps are hidden from you and will not be processed once ignored.



Settings (2)

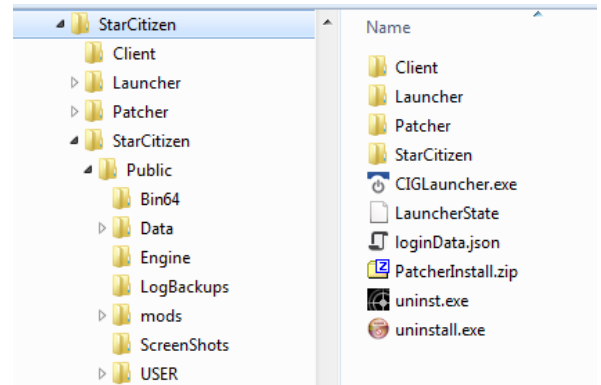
Providing a path to the game

In general the program finds the path to the game on its own, however if not, you may direct it to use a given path



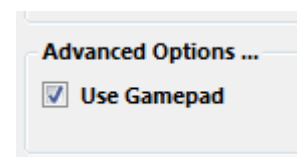
The path should be the top folder of the SC installation

Make sure to check the left box to use the path



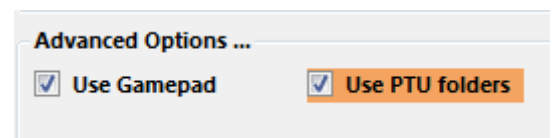
Use Gamepad

The gamepad needs special treatment - if you want to use a gamepad you have to check the box.

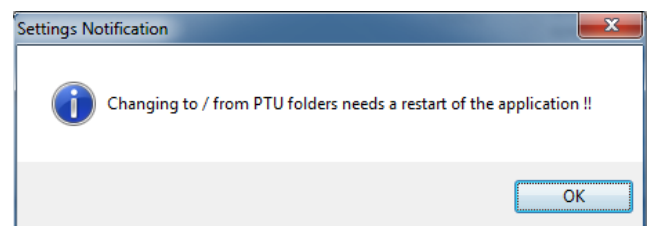


Using PTU Folders

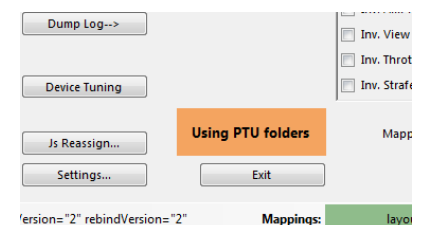
In general the program finds its files in the Public subfolder of the Game installation path. If you are running PTU and want to work with the Test environment - check this box



Changing to and from PTU requires a restart!



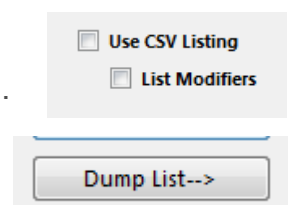
Once in PTU mode the program indicates this as shown below



Listing Actiontrees as CSV list

The actiontree can be listed in CSV format and with copy/paste or Save then used in a spreadsheet or database program. Optional the modifiers are listed. The list is created with "Dump List"

Note: use the various options to e.g. create a list from the default profile or your map with or without the CIG standard layout. See also Hints on page 24 !!



Joystick Assignment

Joystick	Device Name	Assigned jsN
Joystick 1	vJoy Device	n.a.
Joystick 2	Saitek Pro Flight X-55 Rhino Stick	js2
Joystick 3	Arduino Micro	js3
Joystick 4		
Joystick 5		
Joystick 6		
Joystick 7		
Joystick 8		

(re) assign the joystick devices to the wanted js - number

Js Reassign...

Go here if you wish to assign a device to a particular js – number or to re-assign the devices to other numbers.

Per default the devices found are assigned along the sequence 1..8 but SC may remap them so here is the place to fix this without having to go through all commands and reassign them.

Notes: The color of the assigned items will not change as it is still the same device but js1 will become js2 for example.

You can leave this dialog with “Accept” only if each device is either assigned to a unique number or to n.a. (not assigned) otherwise an error pops to ask you to fix it or Cancel.

Related SC console commands are:

```
i_DumpDeviceInformation
```

```
pp_ResortDevices joystick 1 2
```

```
pp_rebindkeys export joystick  
pp_rebindkeys export xboxpad
```

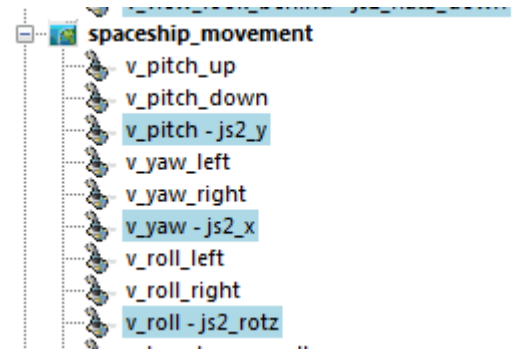
Device Tuning 1/3

V2.28 added Strafe axes

There are options provided to tune the reaction of a game device

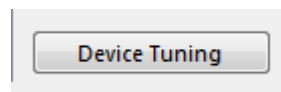
Use 'Device Tuning' to optimize it, it supports:

- Deadzone
- Sensitivity
- Invert
- either Exponent or NonLinearCurve independently for the Yaw-, Pitch-, and Roll- axes or the Strafe axes



Note: Tuning will only recognize mapped controls

Hit the 'Device Tuning' button to open the tuning window



Joystick Tuning

Actual mapping for the axis

Live View of the joystick movement

Tuning parameters of the axis

Tuning parameters of the active axis

Joystick IN-> OUT map

Turnspeed [seconds per full turn]

Damping - how fast will a movement stop (1=fast)

Activate an axis

Switch group

Live IN - OUT values scaled 0..1

Changing Skies

Done

Yaw js3_x

Pitch js3_y

Roll js2_rotz

IN(x) OUT(y)

Point	IN(x)	OUT(y)
Point 1	0.182	0.028
Point 2	0.629	0.235
Point 3	0.895	0.629

sec per 360° turn: 6

damping: 6

Out there 1, Out there 3, Skybox.dds, Canyon, Shiodome, LA Helipad, Highway, Big Sight, Sunset

Device Tuning 2/3

How to...

There is one active axis – the color frame of the chart indicates the active one (here blue = Yaw) 1

Parameters can be manipulated for the active axis only.

Switch the active one by clicking the Yaw, Pitch, Roll Option (bottom, left) 2

Or change the group to and from Strafe to YPR 2a

Activating a tuning parameter will activate too

Parameters must be 'checked' to be used 3

e.g. Deadzone and NonLinearCurve (Pt1..3) are checked for Yaw

Each axis has it's own set of parameters

Active and Checked (Enabled) parameters can be changed. 3

Deadzone is a simple slider from 0.0 to 0.15 (try it out in the live view)

All other parameters are handled by first choosing it (e.g. Point 1) 4

Changing the value by first left click and hold into the chart area, then moving the mouse up-down and left-right to adjust – then release the mouse button.

Point 1 is usually the leftmost orange marker 5

If you wish to copy the Curve Points to all other axis – click the Copy button 6

Sensitivity and Exponent will only go with up-down movement of the mouse

Active and Checked (Enabled) parameters can be changed. 3

Deadzone is a simple slider from 0.0 to 0.15 (try it out in the live view)

All other parameters are handled by first choosing it (e.g. Point 1) 4

Changing the value by first left click and hold into the chart area, then moving the mouse up-down and left-right to adjust – then release the mouse button.

Point 1 is usually the leftmost orange marker 5

If you wish to copy the Curve Points to all other axis – click the Copy button 6

Sensitivity and Exponent will only go with up-down movement of the mouse

... Here Roll (Green) is active and Exponent is chosen to be changed. 1

By click, hold and moving down – the exponent was changed from 1.47 to 2.83

The curve represents IN vs OUT of the joystick

If you move the joystick the 'Live' fields will report what's going on:

Sometimes it is helpful to just disable one direction of the movement 3

Check OFF for any axis (it just disables it for the Live View)

Device Tuning 3/3

Once back from Tuning...

With “Dump” or “Dump and Save” you will get the new Tuning values into the XML area – if you don’t want to apply the new settings, just hit “Grab” to restart with the settings from the XML area.

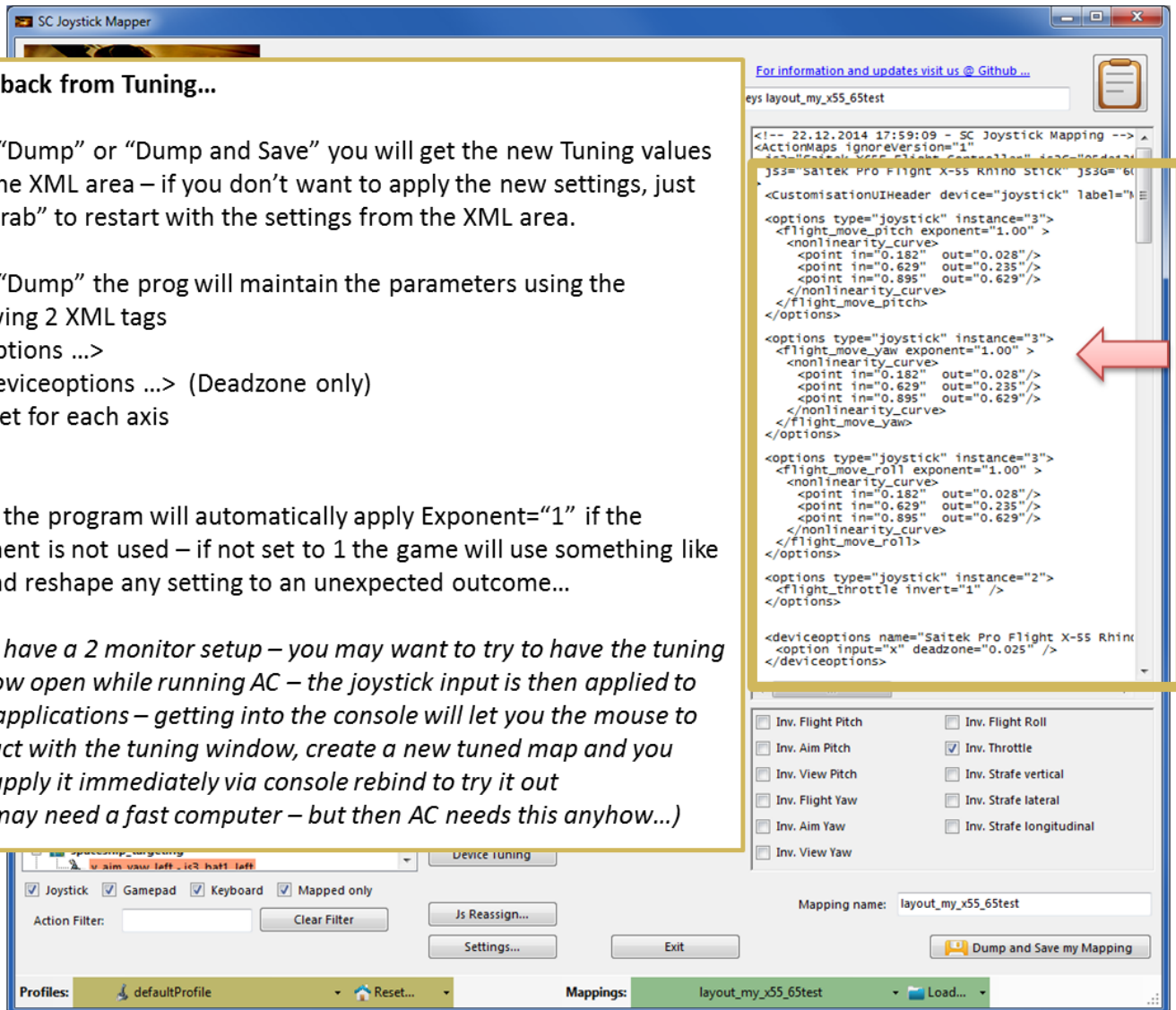
With “Dump” the prog will maintain the parameters using the following 2 XML tags

- <options ...>
- <deviceoptions ...> (Deadzone only)

One set for each axis

Note: the program will automatically apply Exponent=“1” if the Exponent is not used – if not set to 1 the game will use something like 2.3 and reshape any setting to an unexpected outcome...

If you have a 2 monitor setup – you may want to try to have the tuning window open while running AC – the joystick input is then applied to both applications – getting into the console will let you the mouse to interact with the tuning window, create a new tuned map and you may apply it immediately via console rebind to try it out (You may need a fast computer – but then AC needs this anyhow...)



The screenshot displays the SC Joystick Mapper interface. The main window is titled "SC Joystick Mapper" and shows a configuration for a "Saitek Pro Flight X-55 Rhino Stick". The XML configuration area is highlighted with a yellow box and contains the following code:

```
<!-- 22.12.2014 17:59:09 - SC Joystick Mapping -->  
<ActionMaps ignoreversion="1"  
  id="Saitek X55 Rhino Stick" device="joystick" label="Saitek X55 Rhino Stick" js3g="6"  
>  
  <CustomisationUIHeader device="joystick" label="Saitek X55 Rhino Stick" js3g="6">  
    <options type="joystick" instance="3">  
      <flight_move_pitch exponent="1.00">  
        <nonlinearity_curve>  
          <point in="0.182" out="0.028"/>  
          <point in="0.629" out="0.235"/>  
          <point in="0.895" out="0.629"/>  
        </nonlinearity_curve>  
      </flight_move_pitch>  
    </options>  
    <options type="joystick" instance="3">  
      <flight_move_yaw exponent="1.00">  
        <nonlinearity_curve>  
          <point in="0.182" out="0.028"/>  
          <point in="0.629" out="0.235"/>  
          <point in="0.895" out="0.629"/>  
        </nonlinearity_curve>  
      </flight_move_yaw>  
    </options>  
    <options type="joystick" instance="3">  
      <flight_move_roll exponent="1.00">  
        <nonlinearity_curve>  
          <point in="0.182" out="0.028"/>  
          <point in="0.629" out="0.235"/>  
          <point in="0.895" out="0.629"/>  
        </nonlinearity_curve>  
      </flight_move_roll>  
    </options>  
    <options type="joystick" instance="2">  
      <flight_throttle invert="1" />  
    </options>  
  </CustomisationUIHeader>  
</ActionMaps>  
<deviceoptions name="Saitek Pro Flight X-55 Rhino Stick" js3g="6">  
  <option input="x" deadzone="0.025" />  
</deviceoptions>
```

A red arrow points to the XML configuration area. Below the XML area, there are several checkboxes for device options:

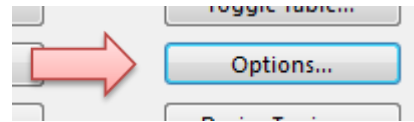
- Inv. Flight Pitch
- Inv. Flight Roll
- Inv. Aim Pitch
- Inv. Throttle
- Inv. View Pitch
- Inv. Strafe vertical
- Inv. Flight Yaw
- Inv. Strafe lateral
- Inv. Aim Yaw
- Inv. Strafe longitudinal
- Inv. View Yaw

The bottom of the window shows the "Profiles" section with "defaultProfile" selected and the "Mappings" section with "layout_my_x55_65test" selected. The "Dump and Save my Mapping" button is highlighted.

Device & Action Options 1/2

V2.28 added

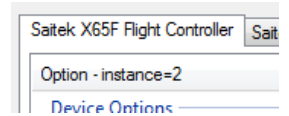
Open the **Options ...** window to access this feature



Device Options are the ones tied to a certain device e.g. a joystick axis.

Action Options are grouped into different kind of actions e.g. flight_move group similar to the actionmap grouping (but not exactly the same..) AND they are tied to a device and "instance" i.e. the jsN number for joysticks. (The X65F is js2 in this example).

➔ The dialog will also track which control is assigned to which action and show it in the rows accordingly



- There is one tab for each device that is used - here we have the two joysticks.
- You click into a row to edit the settings.

➔ There are only Saturation and Deadzone available for *Device Options*.
 For *Action Options* there are tuning parameters available and if an action is mapped both kind of edits are made available for convenience.

Note: Editing is the same as described in the previous chapter for Device Tuning.

JMapper - Options

Saitek X65F Flight Controller | Saitek Pro Flight X-55 Rhino Stick

Option - instance=3	Dev Control	Saturation	Deadzone	Invert	Expo.	Curve P1	Curve P2
Device Options							
rotz	v_roll	--	0.030				
x	v_yaw	--	0.028				
y	v_pitch	--	0.028				
flight_move							
flight_move_pitch	js3_y			no	--	0.182 / 0.028	0.629
flight_move_yaw	js3_x			no	--	0.182 / 0.028	0.629
flight_move_roll	js3_rotz			no	--	0.182 / 0.028	0.629
flight_move_strafe_vertical				no	--	--/--	
flight_move_strafe_lateral				no	--	--/--	
flight_move_strafe_longitudinal				no	--	--/--	
flight_throttle							
flight_throttle_abs				no	--	--/--	
flight_throttle_rel				no	--	--/--	
flight_aim							
flight_aim_pitch				no	--	--/--	
flight_aim_yaw				no	--	--/--	
flight_view							
flight_view_pitch				no	--	--/--	
flight_view_yaw				no	--	--/--	
Turret_aim							
turret_aim_pitch				no	--	--/--	
turret_aim_yaw				no	--	--/--	

Graph: v_yaw - js3_x

Select an option then click and drag

0.028

Exponent Exponent: 0.000

Curve

Point	IN(x)	OUT(y)
Point 1	0.182	0.028
Point 2	0.629	0.235
Point 3	0.895	0.629

Invert

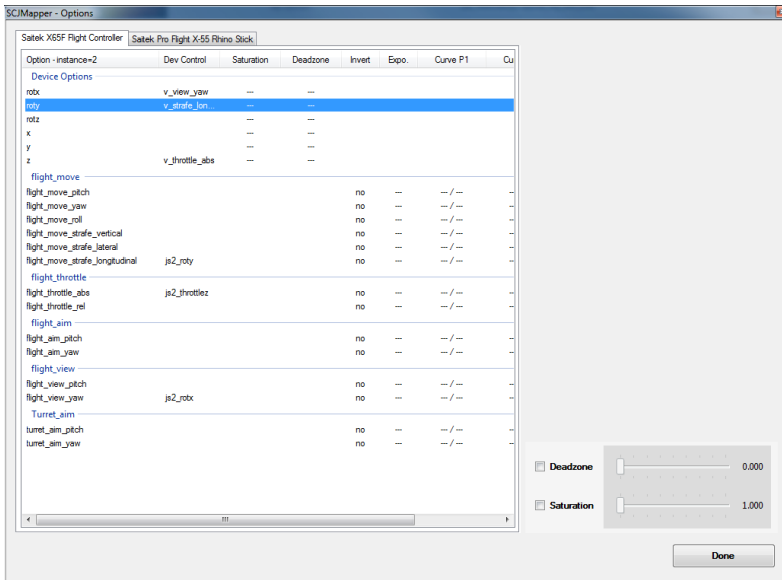
None

Deadzone 0.028

Saturation 1.000

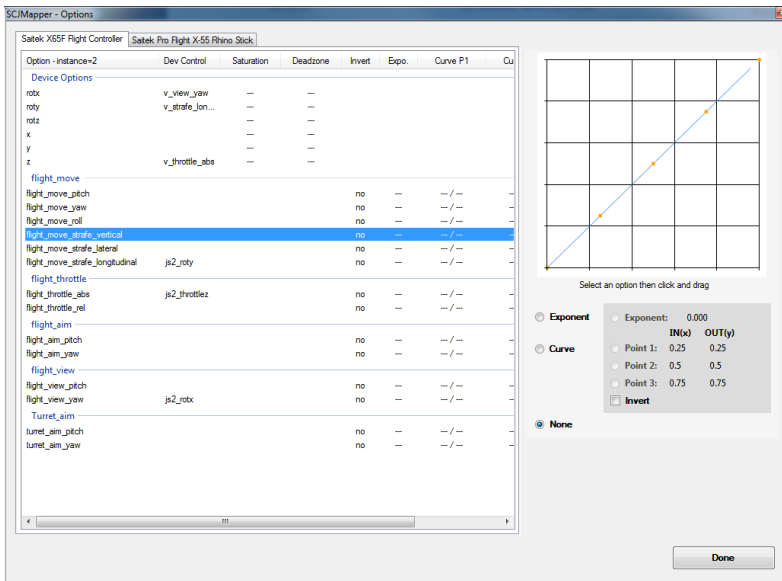
Done

Device & Action Options 2/2



Device Options

Enable /Disable Deadzone and Saturation with the checkboxes, use the slider to control the value of an enabled item.



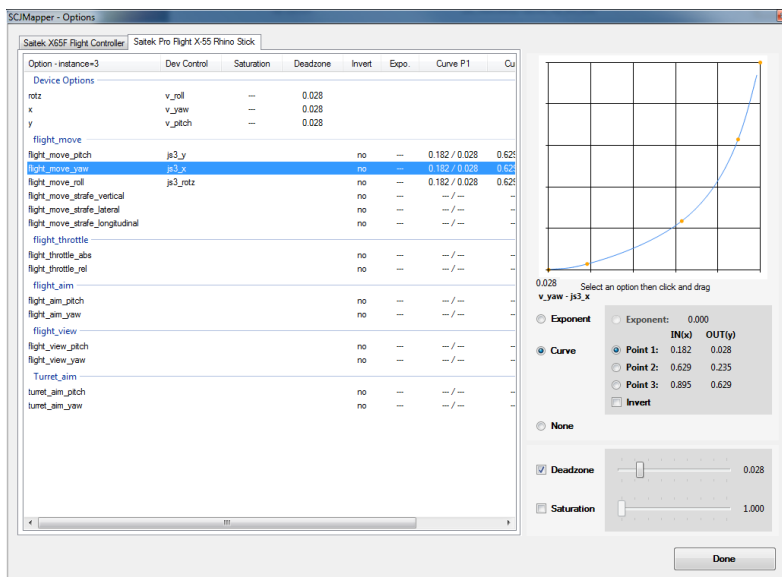
Action Options

Use the radio buttons to select one of the tuning kinds (Exponent, Curve or None)

Click and drag the curve or points in the grid.

Check Invert to invert this action

None will disable the tuning but not Invert



Here is a mapped action selected.

This enables the tuning items but also the related device options of the mapped control

Note: tuning of unmapped items will not make a lot of sense but you may later assign a control to the action and then the tuning becomes active in the mapping.

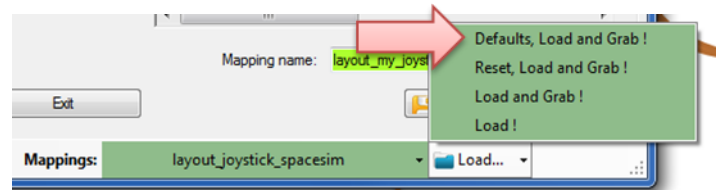
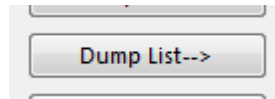
Also note that this is how CIG treats the Options - the program is just following the rules..

Hints ...

How to get a list of all game commands when using a map file?

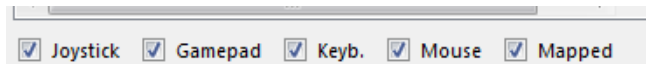
- Load a map using 'Defaults'

- Hit 'Dump List'



... Gets you the complete list of commands in use if you load that map in game

- Right click in the listing to get a context menu to Copy / Paste or Save As..
- The mapping filter checkboxes can be used to limit the listed items



```

*** spaceship_auto_weapons
v_weapon_toggle_ai          . kb1 _ slash          . [1] Use Profile

*** spaceship_power
v_power_focus_group_1      + js3 _ button4        . [1] Use Profile
v_power_focus_group_1      . kb1 _ 1              . [1] Use Profile
v_power_focus_group_2      + js3 _ button3        . [1] Use Profile
v_power_focus_group_2      . kb1 _ 2              . [1] Use Profile
v_power_focus_group_3      + js3 _ button2        . [1] Use Profile
v_power_focus_group_3      . kb1 _ 3              . [1] Use Profile
v_power_reset_focus        + js3 _ button1        . [1] Use Profile
v_power_reset_focus        . kb1 _ 0              . [1] Use Profile
v_power_throttle_up        + js3 _ button6        # [2] double_tap
v_power_throttle_up        . kb1 _ np_add         . [1] Use Profile
v_power_throttle_down      + js3 _ rctrl+button6  . [1] Use Profile
v_power_throttle_down      . kb1 _ np_subtract    . [1] Use Profile
v_power_throttle_max       + js3 _ button5        # [1] press
v_power_throttle_max       . kb1 _ np_add         # [2] double_tap
v_power_throttle_min       + js3 _ rctrl+button5  # [1] tap
v_power_throttle_min       . kb1 _ np_subtract    . [2] double_tap
v_power_toggle_group_1     + js3 _ rctrl+button4  . [1] smart_toggle
v_power_toggle_group_1     . kb1 _ 4              . [1] smart_toggle
v_power_toggle_group_2     + js3 _ rctrl+button3  . [1] smart_toggle
v_power_toggle_group_2     . kb1 _ 5              . [1] smart_toggle
v_power_toggle_group_3     + js3 _ rctrl+button4  . [1] smart_toggle
v_power_toggle_group_3     . kb1 _ 6              . [1] smart_toggle

*** spaceship_radar
v_radar_toggle_onoff       + js3 _ button16       . [1] Use Profile
v_radar_toggle_active_or_passive + js3 _ button37      . [1] Use Profile
v_radar_toggle_active_or_passive . kb1 _ period         . [1] Use Profile
v_radar_cycle_mode_fwd     + js3 _ button15       . [1] Use Profile
v_radar_cycle_zoom_fwd     + js3 _ button14       . [1] Use Profile
v_radar_cycle_zoom_fwd     . kb1 _ comma         . [1] Use Profile
v_radar_cycle_focus_fwd    + js3 _ button13       . [1] Use Profile
v_radar_toggle_view_focus  + js3 _ rctrl+button13 . [1] Use Profile

*** spaceship_hud
v_hud_cycle_mode_fwd       . kb1 _ apostrophe     . [1] Use Profile
v_hud_cycle_mode_back      . kb1 _ semicolon      . [1] Use Profile
v_hud_focused_cycle_mode_fwd . xi1 _ shoulderr      . [1] Use Profile
v_hud_focused_cycle_mode_back . xi1 _ shoulderl      . [1] Use Profile
v_hud_open_tab1           . kb1 _ f1             . [1] Use Profile
    
```

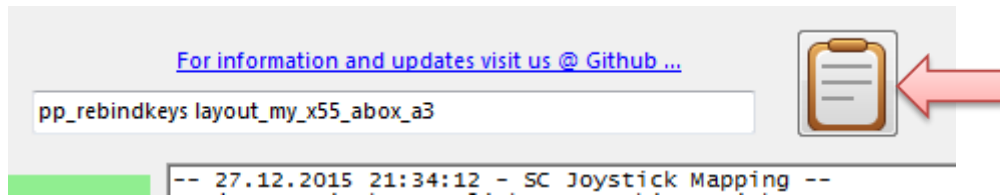
V2.18 added:

For bindings and activation:

- . indicates a profile entry i.e. a default setting
- + indicates a user mapping
- # indicates a user ActivationMode setting

Hints ...

How to use pp_rebindkeys easy in the game ?



- Clicking the Notepad icon top right copies the pp_rebindkeys command into the Clipboard – from there just Ctrl-V it into the SC console..

Note: if you want to be sure to apply only your new map first type pp_rebindkeys without a file and then Enter - the response of the game should be - loaded factory defaults ... Then use the command with your mapname (without the .xml extension)

How to apply keyboard commands and modifiers ?

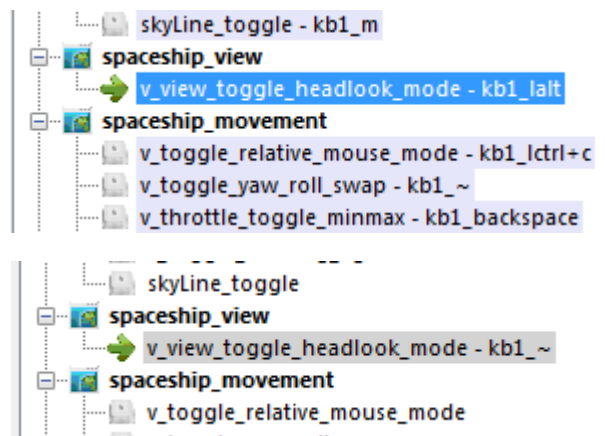
Sometimes your command is not recognized with the first try

Check the Ctrl field each time and if it does not yet capture what you want – try once more. Also releasing all controls currently pressed **together** helps to get successful Ctrl. Entries.

What about commands you really don't want to be mapped in game ?

Sometimes default commands from CIG annoyingly interfere with your game style

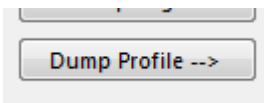
- Load a Profile with defaults and filter if needed to find the problematic action
- If you find that this single kbd leftalt command is disturbing your use of the left alt modifier
- Reload your own map and 'Disable' that action for the keyboard to ignore it in the game



Hints ...

How to get the defaultProfile.xml now that it is no longer a text file?

- Hit 'Dump Profile'



... Gets you the complete used defaultProfile in the right window

The in-game asset is used if **DataXML defaultProfile** is shown

Action Filter:

Profile: DataXML defaultProfile

- Right click in the listing to get a context menu to Copy / Paste or Save As..

```
<profile version="1" optionsversion="2" rebindversion="2" >
<platforms >
  <PC keyboard="1" mouse="1" xboxpad="1" ps3pad="0" joystick="1" />
  <Xbox keyboard="1" xboxpad="1" ps3pad="0" />
  <PS3 keyboard="1" xboxpad="0" ps3pad="1" />
</platforms>

<actiongroup action="v_attack1" >
  <action name="v_attack1_group1" />
  <action name="v_attack1_group2" />
  <action name="v_attack1_group3" />
</actiongroup>

<ActivationModes >
<ActivationMode name="tap" onPress="0" onHold="0" onRelease="1" multiTap="1" multiTapBlock="1" presst
<ActivationMode name="double_tap" onPress="1" onHold="0" onRelease="0" multiTap="2" multiTapBlock="1"
<ActivationMode name="double_tap_nonblocking" onPress="1" onHold="0" onRelease="0" multiTap="2" multiT
<ActivationMode name="press" onPress="1" onHold="0" onRelease="0" multiTap="1" multiTapBlock="1" pres
<ActivationMode name="delayed_press" onPress="1" onHold="0" onRelease="0" multiTap="1" multiTapBlock="
<ActivationMode name="hold" onPress="1" onHold="0" onRelease="1" multiTap="1" multiTapBlock="1" retri
<ActivationMode name="delayed_hold" onPress="1" onHold="0" onRelease="1" multiTap="1" multiTapBlock="1
<ActivationMode name="smart_toggle" onPress="1" onHold="0" onRelease="1" multiTap="1" multiTapBlock="1
</ActivationModes>

<CustomisationUIHeader >
  <keyboard label="@ui_ResetToDefaults" description="@ui_KeyboardDefaultDesc" image="KeyboardDefault" />
  <xboxpad label="@ui_ResetToDefaults" description="@ui_GamepadDefaultDesc" image="GamePadDefault" />
  <joystick label="@ui_ResetToDefaults" description="@ui_JoystickDefaultDesc" image="JoystickDefault" />
</CustomisationUIHeader>

<optiontree type="keyboard" name="root" UIShowInvert="-1" UIShowSensitivity="-1" UISensitivityMin="0.01"
  <optiongroup name="master" UILabel="@ui_COMasterSensitivity" UIShowSensitivity="1" UIShowInvert="0" >
    <optiongroup name="inversion" UILabel="@COMasterSensitivityCurvesMouse" UIShowCurve="-1" UIShowSensitiv
      <optiongroup name="inversion" UILabel="@ui_COInversionSettings" UIShowSensitivity="0" UIShowInvert="-:
        <optiongroup name="fps_view" >
          <optiongroup name="fps_view_pitch" UILabel="@ui_COFPSviewPitch" invert_cvar="cl_invertMouse" l
          <optiongroup name="fps_view_yaw" UILabel="@ui_COFPSviewYaw" UIShowSensitivity="1" UIShowInvert
        </optiongroup>
      </optiongroup>

    <optiongroup name="flight" UILabel="@ui_COflight" UIShowSensitivity="0" UIShowInvert="0" >
      <optiongroup name="flight_move" UILabel="@ui_COflightMove" UIShowSensitivity="1" >
        <optiongroup name="flight_move_pitch" UILabel="@ui_COflightPitch" UIShowSensitivity="1" UIShow
        <optiongroup name="flight_move_yaw" UILabel="@ui_COflightYaw" UIShowSensitivity="1" UIShowInvert
      </optiongroup>

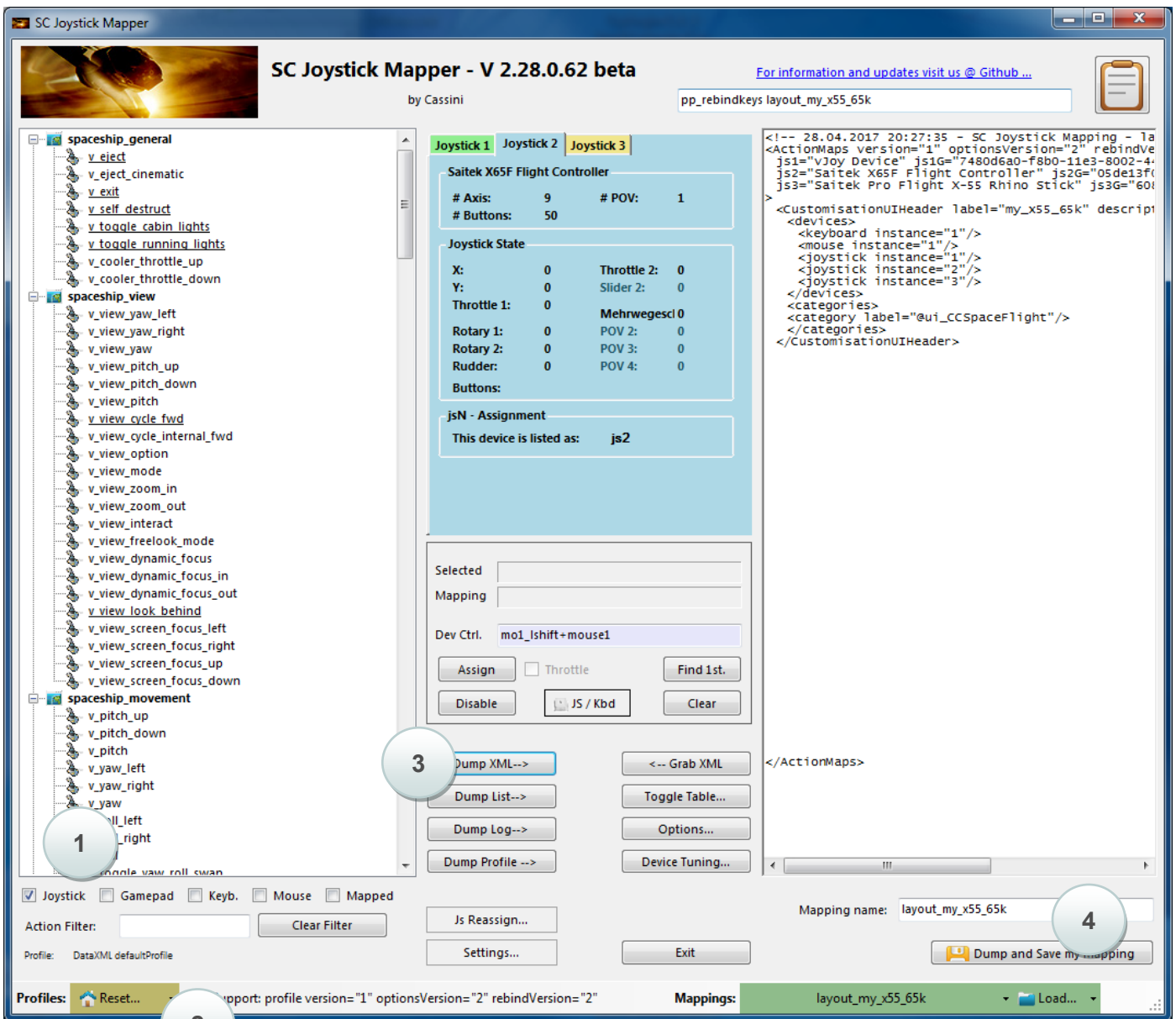
    <optiongroup name="flight_view" UILabel="@ui_COFreeLook" UIShowSensitivity="1" >

```

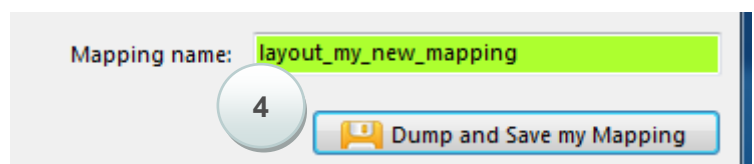
Hints ...

How to start with a mapping ?

- 1 Check all device types to be assigned (here only Joystick)
- 2 Use "Reset" – "Reset empty" - should look like below
- 3 "Dump XML ->" – just to see what this looks like – pretty empty...



4 Now it would be a good idea to *Dump and Save* the empty map with a name not yet used



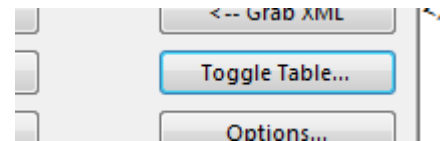
Now you are ready to map ...

Hints ...

How to start with a complete disabled map ? 1/2

Start with an empty map as shown in the previous page

Use Toggle Table.. – this is the Fast Disable trick



1 Check e.g. Mouse, Joystick and Gamepad – to edit and disable only those

2 Check “Edit Disable” – we want to edit the Disabled fields

3 Click “Disable all Unmapped”

REF_ActionMap	ActionName	Device	Def_Binding	Def_Modifier	AddBind	Usr_Binding	Usr_Modifier	Disabled
01-spaceship_general	v_eject	joystick	js1_rctrl+button6	double_tap	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_eject	xboxpad	xil_shoulderl+s...	double_tap	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_exit	xboxpad	xil_y	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_exit	joystick	js1_~	press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_self_destruct	joystick	js1_~	delayed_press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_self_destruct	xboxpad	xil_shoulderl+s...	delayed_press	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_toggle_cabin_lights	joystick	js1_~	smart_toggle	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_toggle_cabin_lights	xboxpad	xil_shoulderl+d...	smart_toggle	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_toggle_running_lights	joystick	js1_~	smart_toggle	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_cooler_throttle_up	joystick	js1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_cooler_throttle_up	xboxpad	xil_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_cooler_throttle_down	joystick	js1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
01-spaceship_general	v_cooler_throttle_down	xboxpad	xil_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_yaw_left	joystick	js1_hat2_left	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_yaw_right	joystick	js1_hat2_right	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_yaw	joystick	js1_x	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_yaw	xboxpad	xil_thumbrx	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_yaw_mouse	mouse	mo1_maxis_x	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_pitch_up	joystick	js1_hat2_down	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_pitch_down	joystick	js1_hat2_up	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_pitch	joystick	js1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_pitch	xboxpad	xil_thumby	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_pitch_mouse	mouse	mo1_maxis_y	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_cycle_fwd	joystick	js1_~	tap	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_cycle_fwd	xboxpad	xil_shoulderl+d...	tap	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>
02-spaceship_view	v_view_cycle_internal_fwd	joystick	js1_~	Use Profile	<input type="checkbox"/>		Use Profile	<input type="checkbox"/>

Right-hand panel controls:

- Action Filter: Clear
- Def Bind Filter: Clear
- Usr Bind Filter: Clear
- Joystick Gamepad Mouse Kbd
- Edit Disable
- Accept Edits (2)
- Disable all Unmapped (3)
- Undo Edits

Now you see all entries of Mouse, Joystick and Gamepad have been disabled

4 “Accept Edits” – the main window of SCJmapper is updated now

5 Close this window

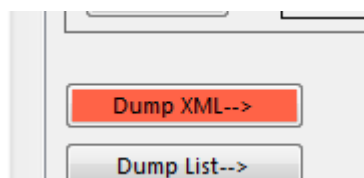
Back in the Main Window – “Dump XML” is now red – Click it to see the XML

Right-hand panel controls:

- Action Filter: Clear
- Def Bind Filter: Clear
- Usr Bind Filter: Clear
- Joystick Gamepad Mouse Kbd
- Edit Disable
- Accept Edits (4)
- Disable all Unmapped
- Undo Edits

Left-hand panel:

- Header: Differ Disabled
- Table with checkboxes for various devices (e.g., js1, xil, mo1).



Hints ...

How to start with a complete disabled map ? 2/2

The screenshot shows the SC Joystick Mapper V 2.28.0.62 beta interface. On the left, a tree view shows a 'spaceship_general' profile with various actions like 'v_eject', 'v_toggle_cabin_lights', and 'v_view_yaw_left'. The center panel displays 'Joystick 1' configuration for a 'Saitek X65F Flight Controller', showing 9 axes, 50 buttons, and 1 POV. Below this, a 'jsN - Assignment' section shows 'This device is listed as: js2'. The right panel shows the XML mapping code for the 'spaceship_general' profile, including actions like '<action name="v_eject">' and '<rebind input="x11_" multiTap="1" />'. At the bottom, there are buttons for 'Dump XML-->', 'Grab XML', 'Dump List-->', 'Toggle Table...', 'Dump Log-->', 'Options...', 'Dump Profile -->', and 'Device Tuning...'. The 'Mapping name' is 'layout_my_new_mapping' and the 'Mappings' list includes 'layout_my_x55_65k'.

Dump and Save to have a baseline.

In case you do have devices not to be used (like in the example my Joystick 1 - vJoy device) you would now first use Js Reassign and map the ones used and n.a. the ones not used.

jsN - Assignment		
Joystick 1	vJoy Device	n.a.
Joystick 2	Saitek X65F Flight Controller	js2
Joystick 3	Saitek Pro Flight X-55 Rhino Stick	js3
Joystick 4		

Now you are ready to map and what is not mapped is disabled in the game ...



Brought to you by Cassini 2017
Data and RSI spacecraft are derived work from the RSI homepage

Changelog:

- V2.18 - update Hints - List Commands - add description for + and =, add joystick modifier timeout description, add mouse commands
- V2.21 - update Mouse context menu and new screenshots where the version is shown
- V2.22 - add Underlined ActivationModes, DumpProfile button and new screenshots where the version is shown
- V2.23 - add Actiontree as table description and new screenshots where the version is shown
- V2.25 - add CSV list option, add BlendAll to table view
- V2.27—add extended Context Menu in Mapping tree (Collapse/Expand), Rename 'Blend' to 'Disable', some editorial changes
- V2.28—add "Device & Action Options", changed GUI elements, and Tuning for Strafe and the Hints section with "How to start..."