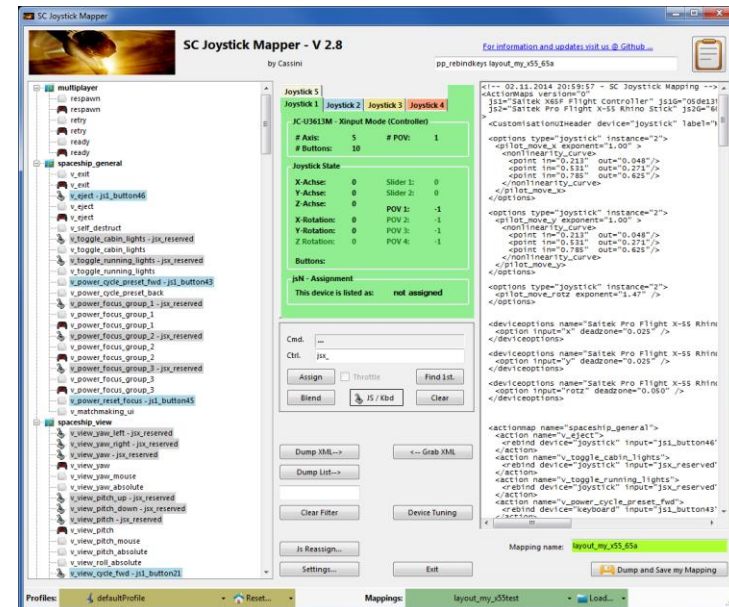


# SC Joystick Mapper

## Quick Reference Guide V 2.8 BETA

20141118 – 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 2.x to V 2.8:

- If you not have used 2.3 already:  
Check the jsN assignment and maybe de-assign unused devices  
See the new '**js Reassign**' feature on page 17.  
Note: You may need to do this twice for each of the "VJoy virtual joystick" devices.
- Blend Option is new under Settings
- 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](mailto: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 ...

# Contents

- Page 2 Version Upgrade and Issue Handling
- Page 3 Contents (this one...)
- Page 4..10 General GUI and how to's
- Page 11..14 **V2.0 new features**
- Page 15 **V2.1 new features**
- Page 16 **V2.2 new features + V2.5 refinement**
- Page 17 **V2.3 new features + V2.4 refinement**
- Page 18 **V2.5 new features**
- Page 19 **V2.7 new features**
- Page 24 **V2.8 new features**
- Last Page Common Workflows - Cheat sheet

# Workflow (see also last page)

- Connect the game control 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_my_joystick`
- **V 2.0: You may load and save the map directly from your game folders so next time you just use `pp_rebindkeys layout_my_joystick`**

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`

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

# The GUI ...

Action tree and mappings

XML dump of the mappings used

The screenshot shows the SC Joystick Mapper V2.8 interface. On the left is a tree view of game actions, including 'multiplayer' and 'spaceship\_general' categories. The center panel displays 'Detected Game devices' for a 'JC-U3613M - Xinput Mode (Controller)', showing joystick state and button assignments. The right panel shows an XML dump of the current mapping. At the bottom, there are buttons for 'Dump XML', 'Grab XML', 'Dump List', 'Js Reassign...', and 'Device Tuning'. A status bar at the bottom shows the current profile and mapping name.

Detected Game devices  
(up to 8 are shown)

Device properties  
(greyed out ones are not available)

Joystick device map

Selected mapping

Action Mapping Buttons

XML Area Buttons

V2.7: Joystick Tuning

V2: Save into game folders

V2: Load from game folders

V2: Resize the window

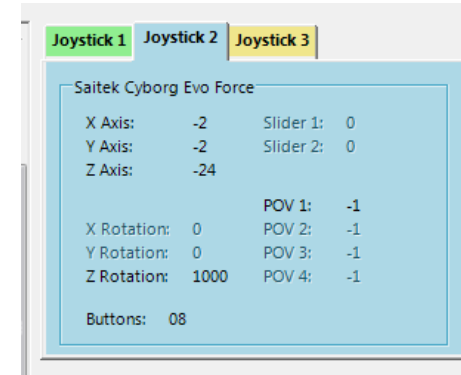
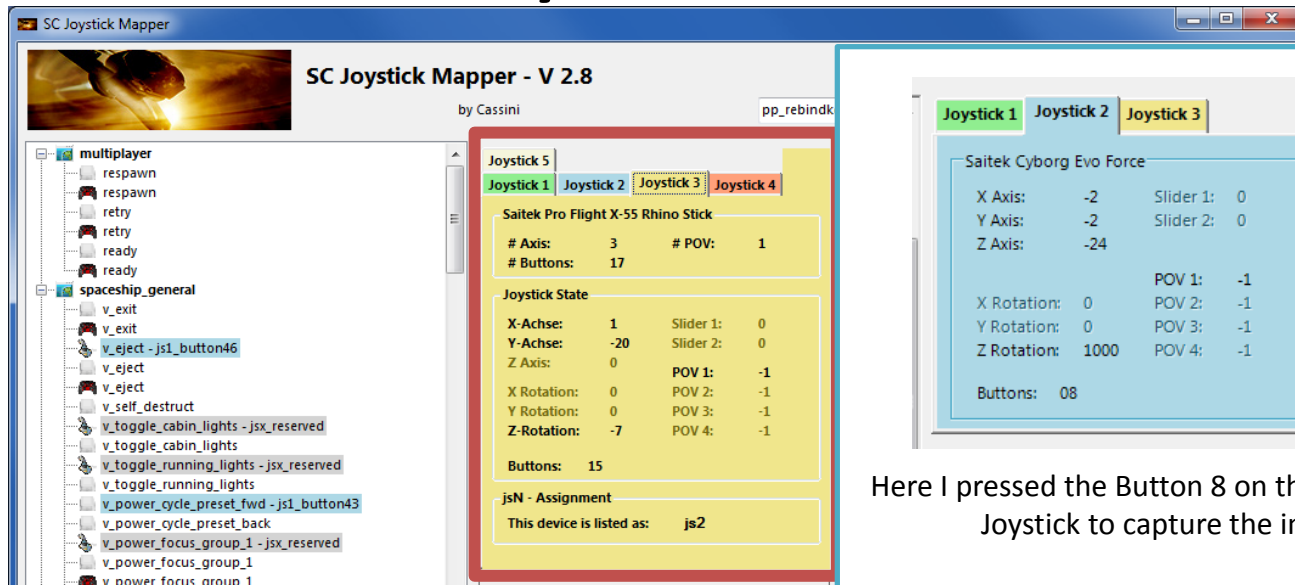
V2.3, 2.4: Js Reassignment

V2: New Reset with options

Dump nice List

V2: filter the action tree

# The Joystick Area...



Here I pressed the Button 8 on the Cyborg Evo Joystick to capture the image

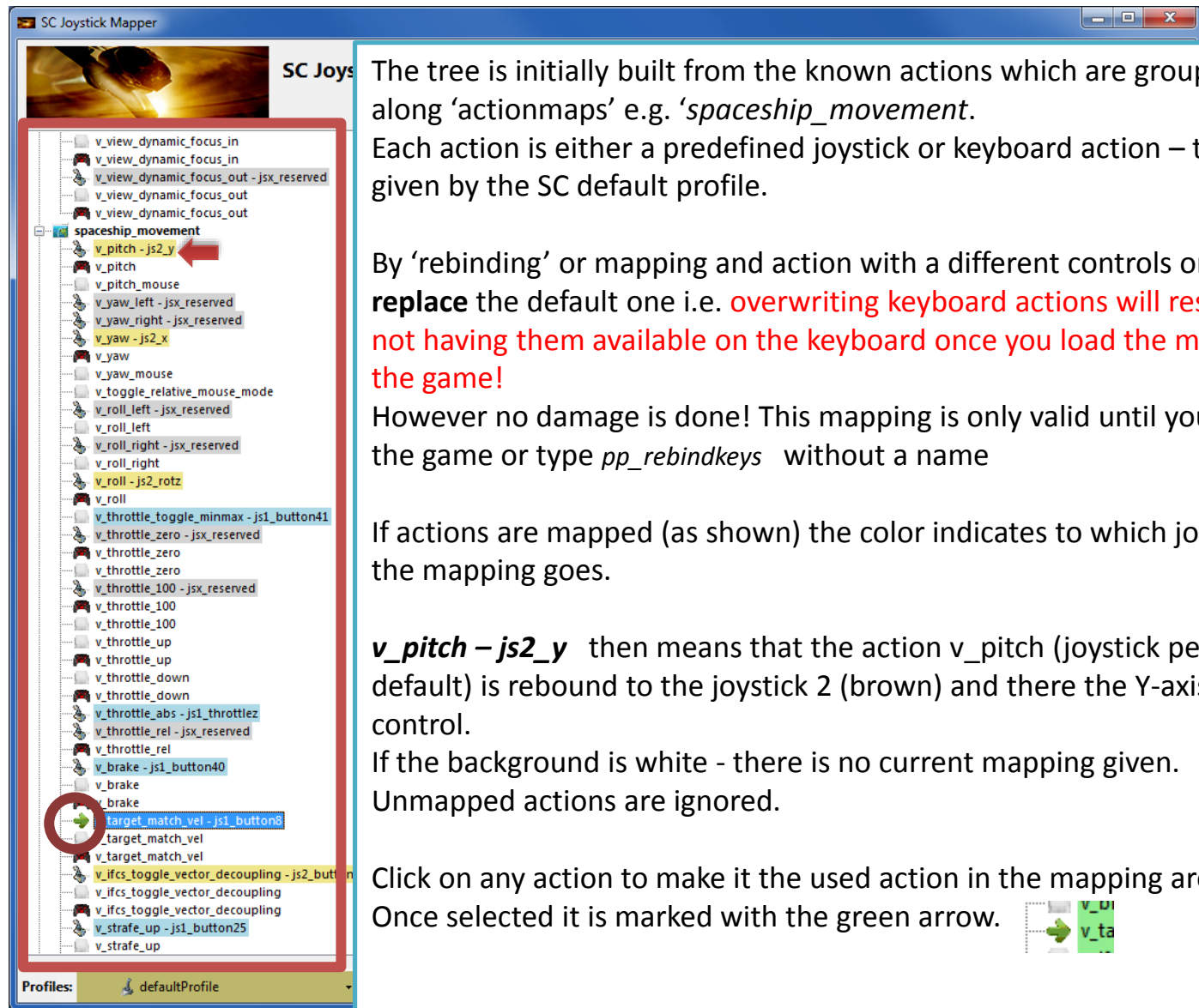
The tabs represent the game devices found connected to the PC also the number 1..8 shows the order the PC reports them which is crucial to the mapping as this will result in the default js\_1, js\_2 .. Names used to build the command name. The elements are the ones the joystick seems to support – greyed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

V 2.4: you will see the actual Js assignment - or 'not assigned' – see page 17

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

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 or type `pp_rebindkeys` without a name

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 (brown) 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.

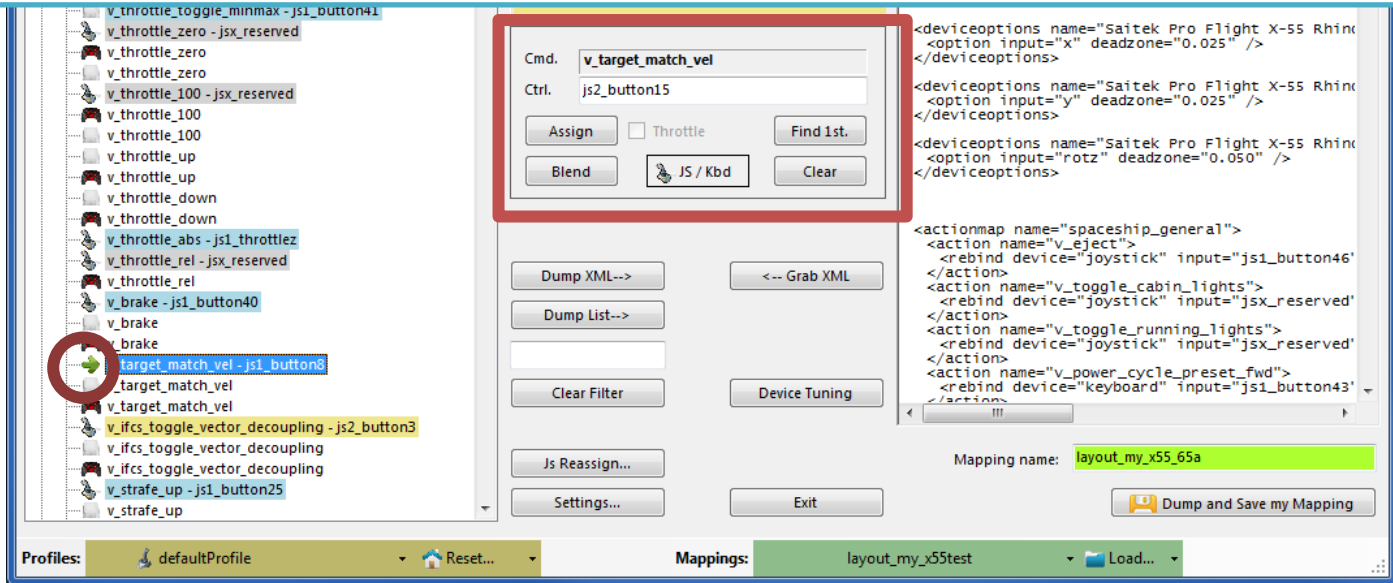
Once you have a mapping that should be used, hit the “Assign” button.

The new mapping will be shown in the Action Tree – where it gets the back color of the joystick it is assigned to.

V2: To make any axis a Throttle axis – check the ‘Throttle’ box ! It is often the Z-Axis but the Rhino has it e.g. on js2\_y. If you do so the control assigned in changed to a throttle control (here js1\_throttlez)

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 1st” to find the first action where the currently shown Ctrl. (js1\_z or if checked as shown js1\_throttlez) is mapped.





# The XML Area...

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.

Rightclick opens a menu where you may choose from:

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

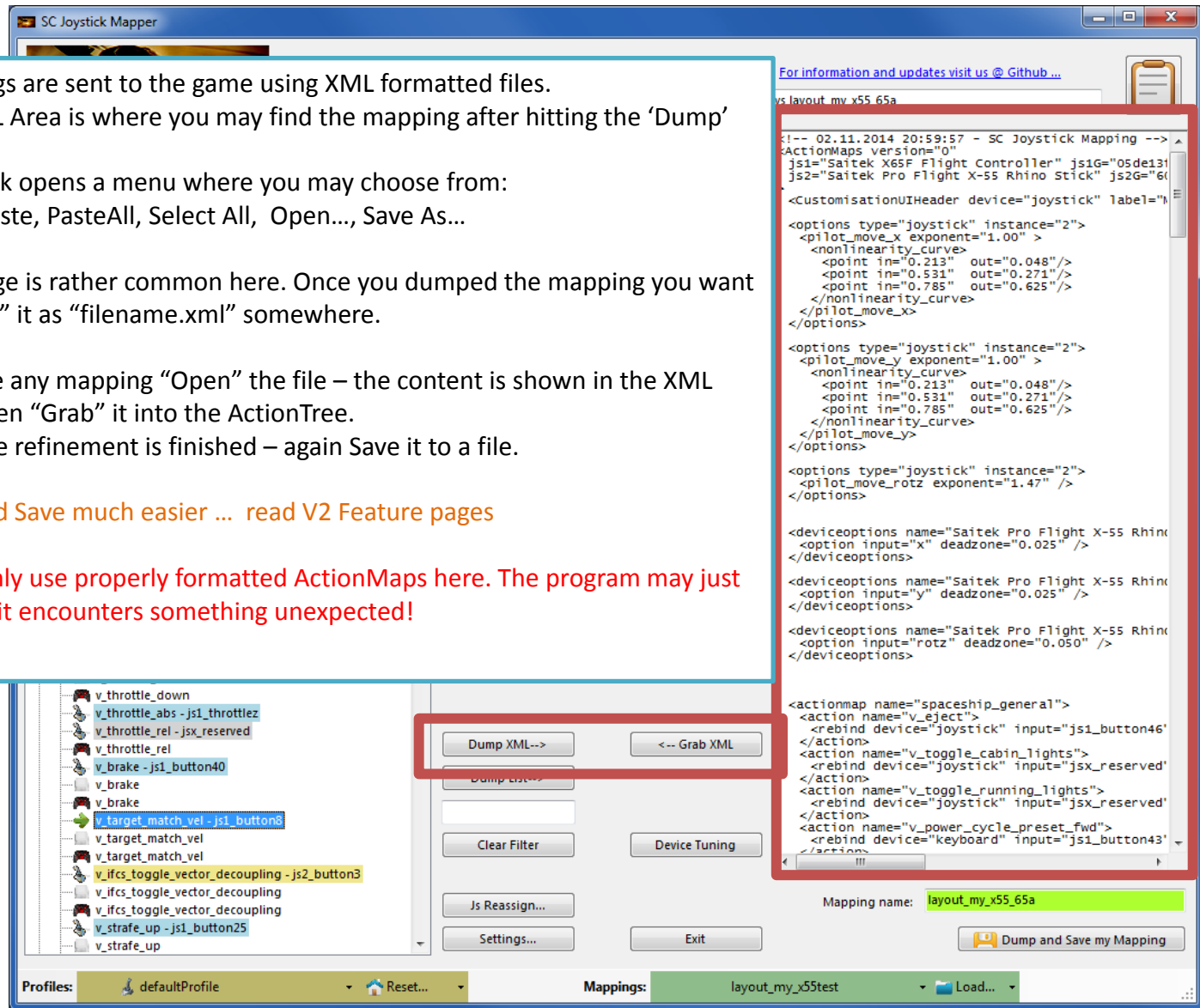
The usage is rather common here. Once you dumped the mapping you want to "Save" it as "filename.xml" somewhere.

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.

Load and Save much easier ... read V2 Feature pages

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



# 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.

The screenshot displays the SC Joystick Mapper interface. On the left, a file explorer window titled "Speichern unter" (Save As) is open, showing a list of files in the directory "Computer > 1\_APPLIC (E:) > G > StarCitizen > My". The file "T2Mapping.txt" is selected. The "Dateiname" field contains "T2Mapping.txt" and the "Dateityp" is set to "Text files (\*.txt)".

The main application window shows a list of joystick actions on the left, including "v\_throttle\_abs - js1\_throttlez", "v\_brake - js1\_button40", "v\_target\_match\_vel - js1\_button8", "v\_ifcs\_toggle\_vector\_decoupling - js2\_button3", and "v\_strafe\_up - js1\_button25". A "Dump List-->" button is highlighted with a red box.

The right side of the application shows the XML output area, which contains a formatted list of mapped actions. The XML content is as follows:

```
-- 19.11.2014 00:13:37 - SC Joystick Mapping --  
** js1 = Saitek X65F Flight Controller  
** js2 = Saitek Pro Flight X-55 Rhino Stick  
  
*** multiplayer  
  
*** spaceship_general  
V_eject - js1_button4  
V_power_cycle_preset_fwd - js1_button4  
V_power_reset_focus - js1_button4  
  
*** spaceship_view  
V_view_cycle_fwd - js1_button2  
V_view_zoom_in - js2_hat1_up  
V_view_zoom_out - js2_hat1_do  
V_view_cycle_headlook_mode - js2_button2  
  
*** spaceship_movement  
V_pitch - js2_y  
V_yaw - js2_x  
V_roll - js2_rotz  
V_throttle_toggle_minmax - js1_button4  
V_throttle_abs - js1_thrott1  
V_brake - js1_button4  
V_target_match_vel - js1_button8  
V_ifcs_toggle_vector_decoupling - js2_button3  
V_strafe_up - js1_button2  
V_strafe_down - js1_button2  
V_strafe_left - js1_button2  
V_strafe_right - js1_button2  
V_strafe_longitudinal - js1_roty  
V_ifcs_toggle_safeties - js1_button2  
V_decoupled_strafe_up - js1_button2  
V_decoupled_strafe_down - js1_button2  
V_decoupled_strafe_left - js1_button2  
V_decoupled_strafe_right - js1_button2  
V_decoupled_strafe_longitudinal - js1_roty  
V_decoupled_yaw - js2_x  
V_decoupled_pitch - js2_y  
V_decoupled_roll - js2_rotz  
V_decoupled_brake - js1_button4  
V_afterburner - js1_button6  
  
*** spaceship_targeting  
V_aim_yaw_left - js2_hat1_le  
V_aim_yaw_right - js2_hat1_r1  
V_target_cycle_friendly_fwd - js2_button1  
V_target_toggle_pinned_focused - js2_button1  
V_target_missile_lock_focused - js2_button6  
V_target_cycle_hostile_fwd - js2_button1  
V_target_nearest_hostile - js2_button1  
V_target_head_tracking - js2_button7  
  
*** spaceship_turret  
  
*** spaceship_weapons  
V_attack1_group1 - js2_button1  
V_attack1_group2 - js2_button4  
V_attack1_group3 - js2_button5
```

# V2 – Features - 1

The screenshot shows the SC Joystick Mapper interface. On the left, a tree view of actions is displayed, filtered by the text 'thr'. The filtered items include:

- multiplayer
- spaceship\_general
- spaceship\_view
- spaceship\_movement
  - v\_throttle\_toggle\_minmax - js1\_button41
  - v\_throttle\_zero - jsx\_reserved
  - v\_throttle\_zero
  - v\_throttle\_zero
  - v\_throttle\_100 - jsx\_reserved
  - v\_throttle\_100
  - v\_throttle\_100
  - v\_throttle\_up
  - v\_throttle\_up
  - v\_throttle\_down
  - v\_throttle\_down
  - v\_throttle\_abs - js1\_throttlez
  - v\_throttle\_rel - jsx\_reserved
  - v\_throttle\_rel
- spaceship\_targeting
- spaceship\_turret
- spaceship\_weapons
- spaceship\_missiles
- spaceship\_defensive
- spaceship\_auto\_weapons
- spaceship\_radar

A text box on the right contains the following text:

You may filter the action tree now

Start typing and the tree is reduced to the actions and controls that contain the characters typed

e.g. I typed 'thr' to see my throttles only

Try button and you get all your assigned buttons only etc.

Click 'Clear Filter' to get back to the complete list again.

Note: this will not change, remove or modify any of your mappings, it just reduces the tree to the ones you are interested in.

At the bottom of the interface, there is a search input field containing 'thr', a 'Clear Filter' button, and a 'Device Tuning' button. The bottom status bar shows 'Profiles: defaultProfile' and 'Mappings: layout\_my\_x55test'.

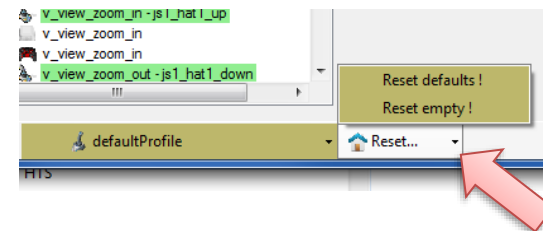
# V2 – Features - 2

## New working with profiles.

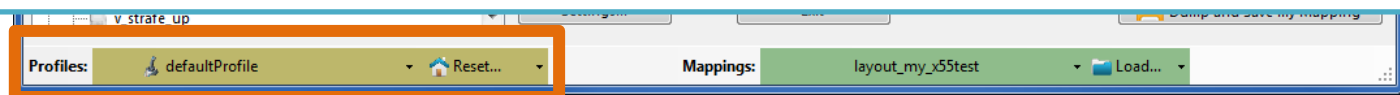
The program gets the actions from the real game asset – so you are always up to the actual values.

From here you may Reset the action list to the following

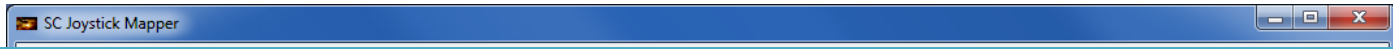
- RESET EMPTY      reverts to just an action list without any mappings
- RESET DEFAULTS   loads the Joystick actions mapped with what CIG is providing



Note: as CIG is providing a number of defaultProfiles you may chose one of those – however using the **defaultProfile** is usually the best option  
(This may be work in progress by CIG...)



# V2 – Features - 3



## New working with actionmaps (Maps, Mapping etc..)

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

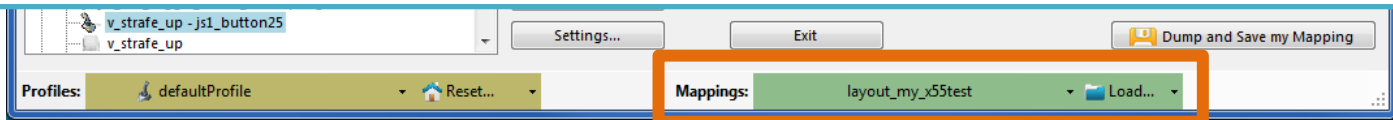
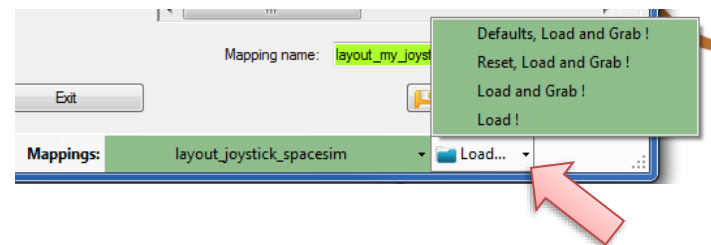
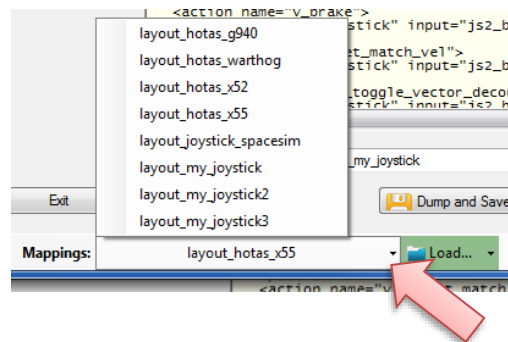
(...\StarCitizen\CitizenClient\Data\Controls\Mappings)

From here you may first chose a map, then 'Load' the actionmap – 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 last page for some common workflows

And how to handle them easily



# V2 – Features - 4

## New working with your own actionmaps

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

(...\StarCitizen\CitizenClient\Data\Controls\Mappings)

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

NOTE: your map name has always to start with 'layout\_my\_' to prevent modifying CIGs own actionmaps

Lowercase only, no spaces, tabs allowed else you see the red flag ..

Mapping name: layout\_any

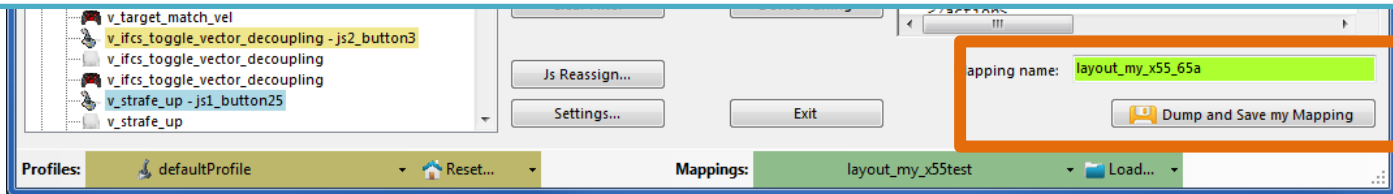
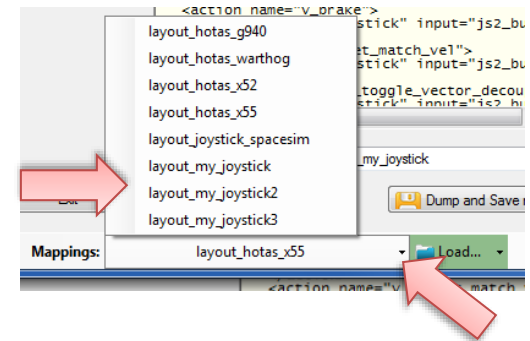
A successful Save will show the green flag

Mapping name: layout\_my\_joystick3  
Dump and Save my Mapping

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.



# V2.1 – Features

## New possibility to blend the unmapped joystick entries [V2.8 is now in Settings](#)

If you wish to hide all the joystick actions that you don't use – to make sure they are not active – check “Blend Joystick” and/or “Blend Gamepad”

The program will then map all unmapped actions with ‘jsx\_reserved’ or ‘xi\_reserved’ preventing any profile settings on the joystick. This is fully reversible – just uncheck the option and Dump the contents again.

[See also V2.8 new features on how to blend single items](#)

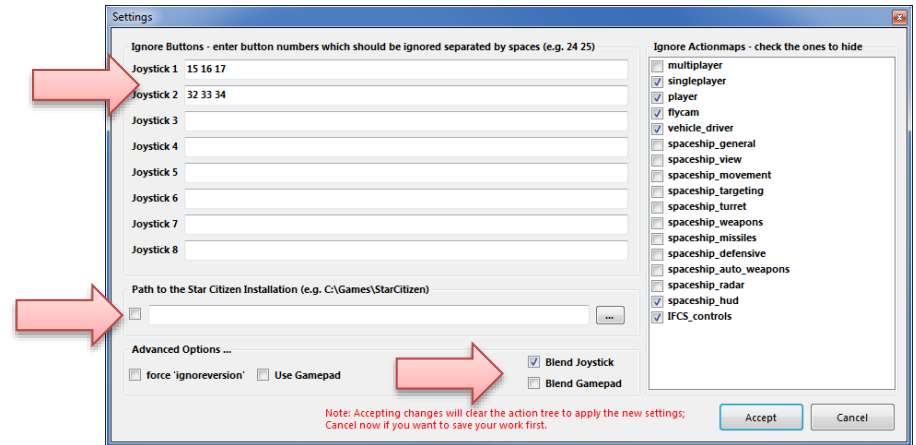
## New Settings window

As many are concerned about steady ON buttons that might interfere with assigning the proper control to an action we included a setting to IGNORE specific buttons.

Just enter the button numbers to ignore separated by a Space.

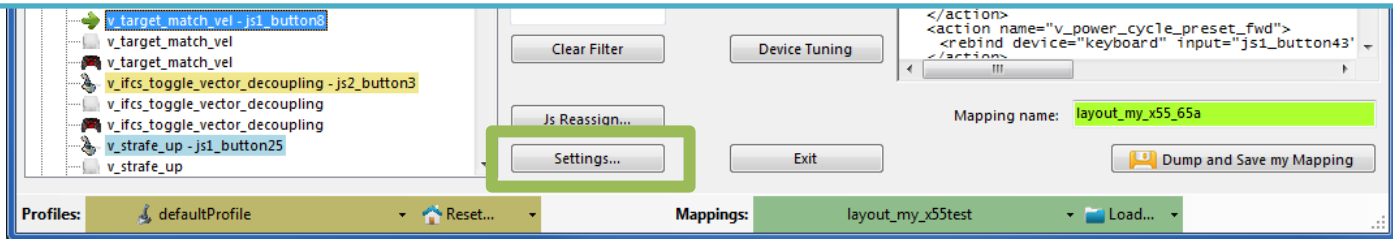
Make sure you enter the numbers for the right Joystick.

Numbers are the same as in the main window.



There is also way to override the programs own detection of the Star Citizen install folder.

Make sure to use the Checkbox if you want to override!



# V2.2, 2.5 – Features

## New possibility to ignore unwanted actionmaps

If you wish to ignore some maps to unclutter the GUI

If you wish to use the default ignored new actionmaps *multiplayer, singleplayer, player*

The program will ignore all actionmaps that are **checked**

In the example *multiplayer, singleplayer, player* and *IFCS\_controls* are completely ignored and will not show up.

Just uncheck any to use it again.

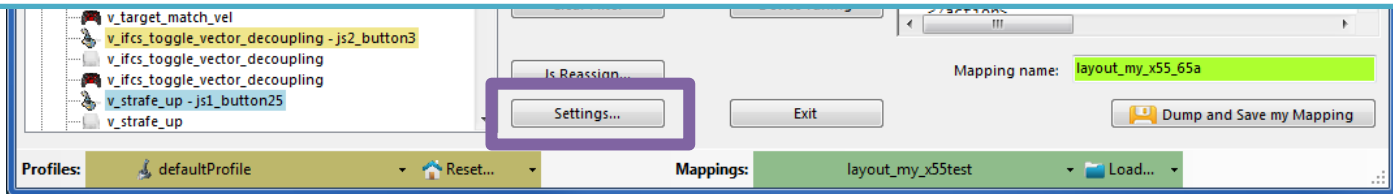
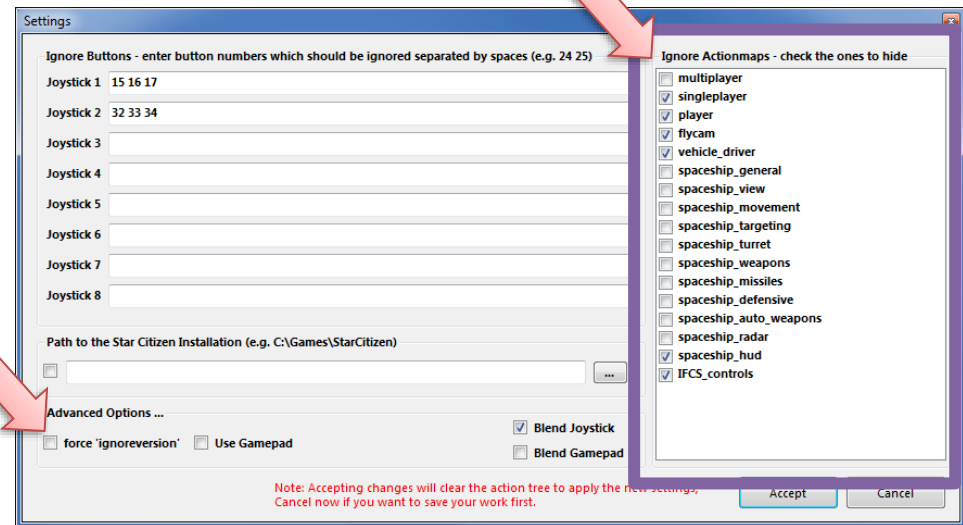
## V2.5 New option to force 'ignoreversion="1"'

If you wish to use the ignoreversion attribute rather than any version="n" ..

The prog is able to handle it now. Either type e.g. 'version="0"' or 'ignoreversion="1"'

Into the ActionMaps Tag and the prog will maintain it as you typed it.

Or just force it to use 'ignoreversion="1"' by checking the box here





# V2.3, 2.4 – Features

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

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.

V2.4 allows to assign js1 .. Js8 now

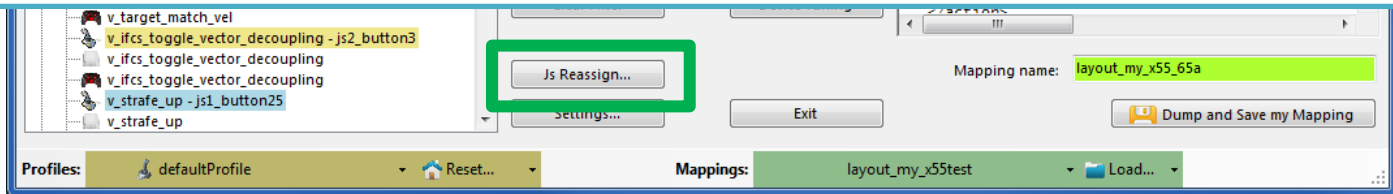
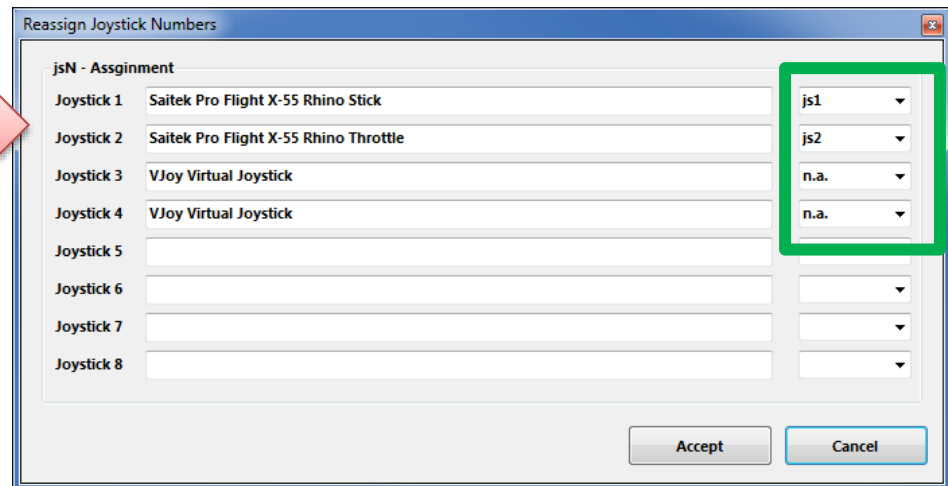
Related SC console commands are:

```
i_DumpDeviceInformation
```

```
pp_ResortDevices joystick 1 2
```

```
pp_rebindkeys export joystick
```

```
pp_rebindkeys export xboxpad
```



# V2.5 – Features

## New possibility – support for options

The prog will now maintain the following 3 XML tags

- <CustomisationUIHeader ...>
- <options ...>
- <deviceoptions ...>

See 2.7: for more new option handling

You may copy and paste or type whatever of those 3 tags you want to use – the program will maintain your typing and also read it from the mapping file when it is already there.

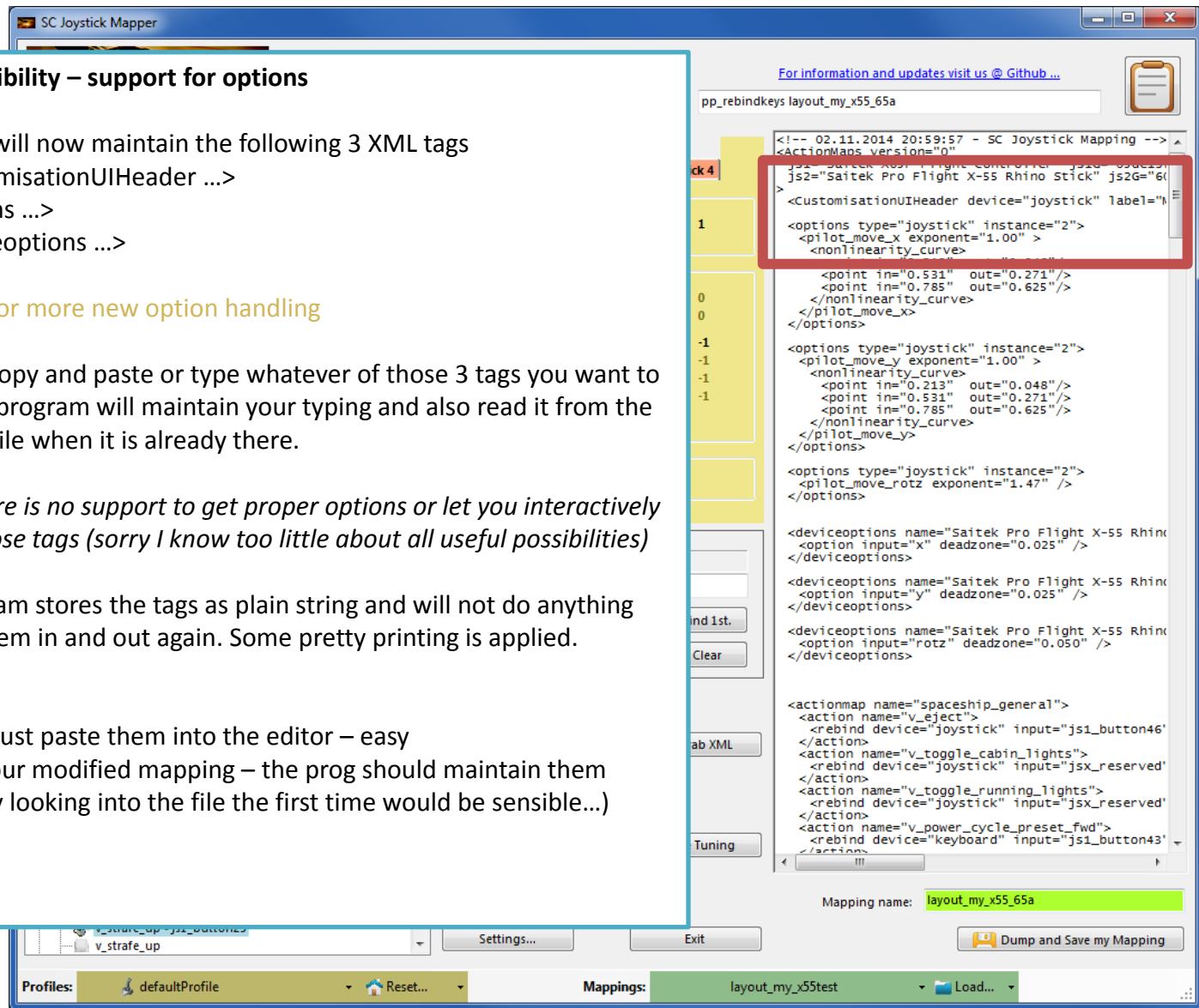
*Note: There is no support to get proper options or let you interactively design those tags (sorry I know too little about all useful possibilities)*

The program stores the tags as plain string and will not do anything but get them in and out again. Some pretty printing is applied.

Hint:

copy and just paste them into the editor – easy

Or load your modified mapping – the prog should maintain them (testing by looking into the file the first time would be sensible...)



# V2.7 – Features - 1

## New possibility – Device Tuning Window

The prog will now maintain the following 2 XML tags

- <options ...>
- <deviceoptions ...>

To get the Options done – click the “Joystick Tuning” button.  
A Window opens – will be shown on the next page.

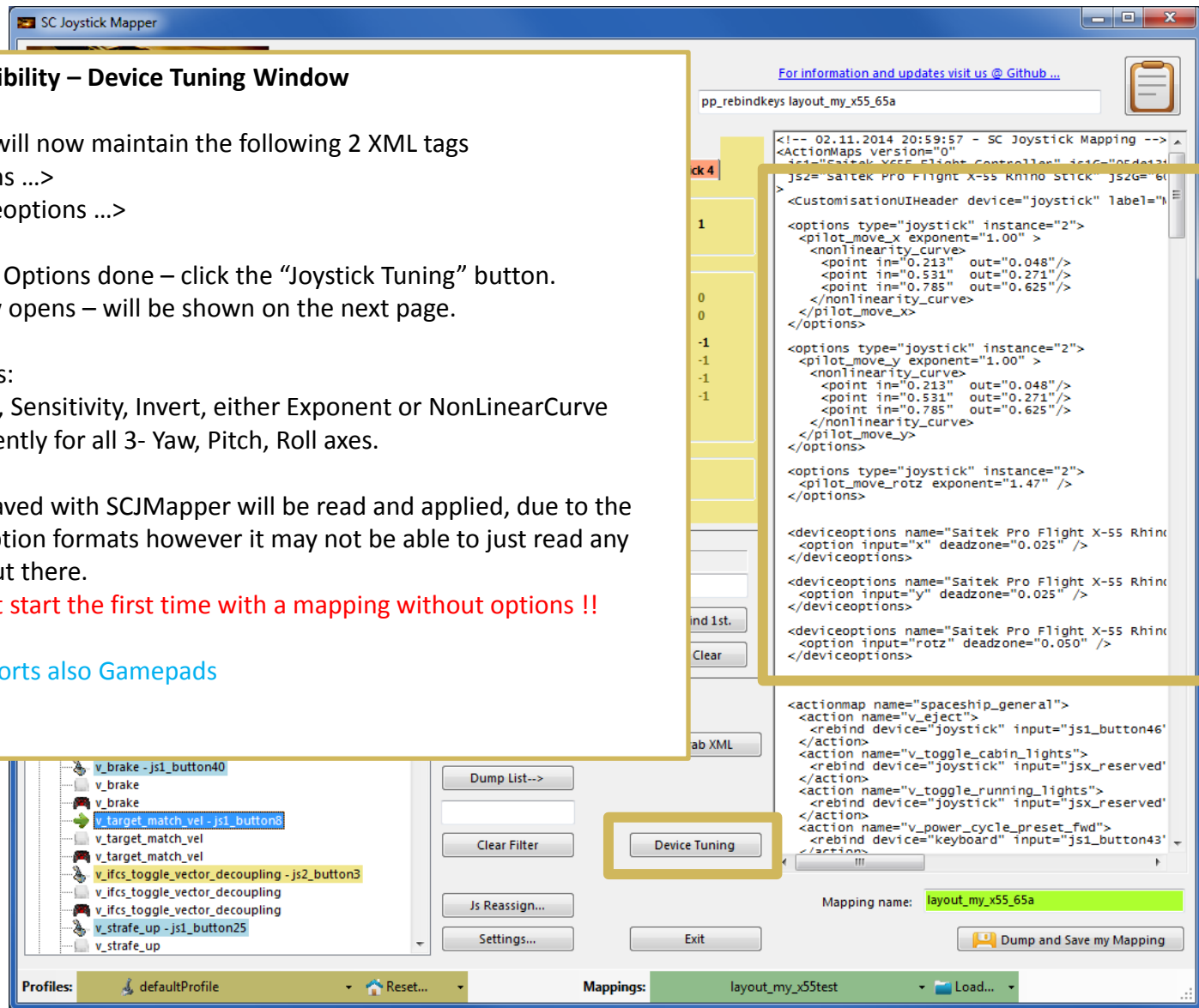
It supports:

Deadzone, Sensitivity, Invert, either Exponent or NonLinearCurve independently for all 3- Yaw, Pitch, Roll axes.

Options saved with SCJMapper will be read and applied, due to the various option formats however it may not be able to just read any options out there.

**Note: Best start the first time with a mapping without options !!**

V2.8 supports also Gamepads



# V2.7 – Features - 2

**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)**

**Speed/Damping Presets – Estimates, guesses...**

**Changing Skies**

**Activate an axis**

**Live IN – OUT values scaled 0..1**

**Finish**

**Y-axis: 0.00 0.00**  
**P-axis: 0.00 0.00**  
**R-axis: 0.00 0.00**

**Deadzone: 0.025**  
**Sensitivity: 1.00**  
**Exponent: 1.00**

**Point 1: 0.336 0.043**  
**Point 2: 0.651 0.236**  
**Point 3: 0.880 0.703**

**sec per 360° turn: 4**  
**damping: 6**

**Out there 1** **Canyon** **Highway**  
**Skybox.dds** **Shiodome** **Big Sight**

**Done**

# V2.7 – Features - 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

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

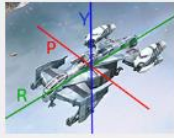
If you wish to copy the Curve Points to all other axis – click the Copy button ← 6

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

1

# V2.7 – Features - 4

**Joystick Tuning**



**Yaw** v\_yaw - js1\_x

Invert

Deadzone 0.025

Sensitivity 1.00

Exponent 1.00

Pt1 0.336 0.043

Pt2 0.651 0.236

Pt3 0.880 0.703

---

**Pitch** v\_pitch - js1\_y

Invert

Deadzone 0.025

Sensitivity 1.00

Exponent 1.00

Pt1 0.336 0.043

Pt2 0.651 0.236

Pt3 0.880 0.703

---

**Roll** v\_roll - js1\_rotz

Invert

Deadzone 0.000

Sensitivity 1.00

Exponent 1.47

Pt1 0.250 0.250

Pt2 0.500 0.500

Pt3 0.750 0.750

... 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

Deadzone 0.000

Sensitivity: 1.00

Exponent: 2.83

	IN(x)	OUT(y)
<input type="radio"/> Point 1:	0.250	0.250
<input type="radio"/> Point 2:	0.500	0.500
<input type="radio"/> Point 3:	0.750	0.750

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

Point 2: 0.500 0.500

Point 3: 0.750 0.750

L	Y-Axis:	0.00	0.00	<input type="checkbox"/>	O
i	P-Axis:	0.00	0.00	<input type="checkbox"/>	F
v	R-Axis:	0.00	0.00	<input type="checkbox"/>	F
e					

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)

Yaw -->

Pitch -->

Roll -->

← 1

← 2

Deadzone 0.000

Sensitivity: 1.00

Exponent: 1.47 ← 1


	IN(x)	OUT(y)
<input type="radio"/> Point 1:	0.250	0.250
<input type="radio"/> Point 2:	0.500	0.500
<input type="radio"/> Point 3:	0.750	0.750

L	Y-Axis:	0.00	0.00	<input type="checkbox"/>	O
i	P-Axis:	0.00	0.00	<input type="checkbox"/>	F
v	R-Axis:	0.00	0.00	<input type="checkbox"/>	F
e					

← 3

sec per 360° turn  
4

damping  
6



Out there 1  Canyon  Highway

Skybox.dds  Shiodome  Big Sight

22

# V2.7 – Features - 5

## 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.

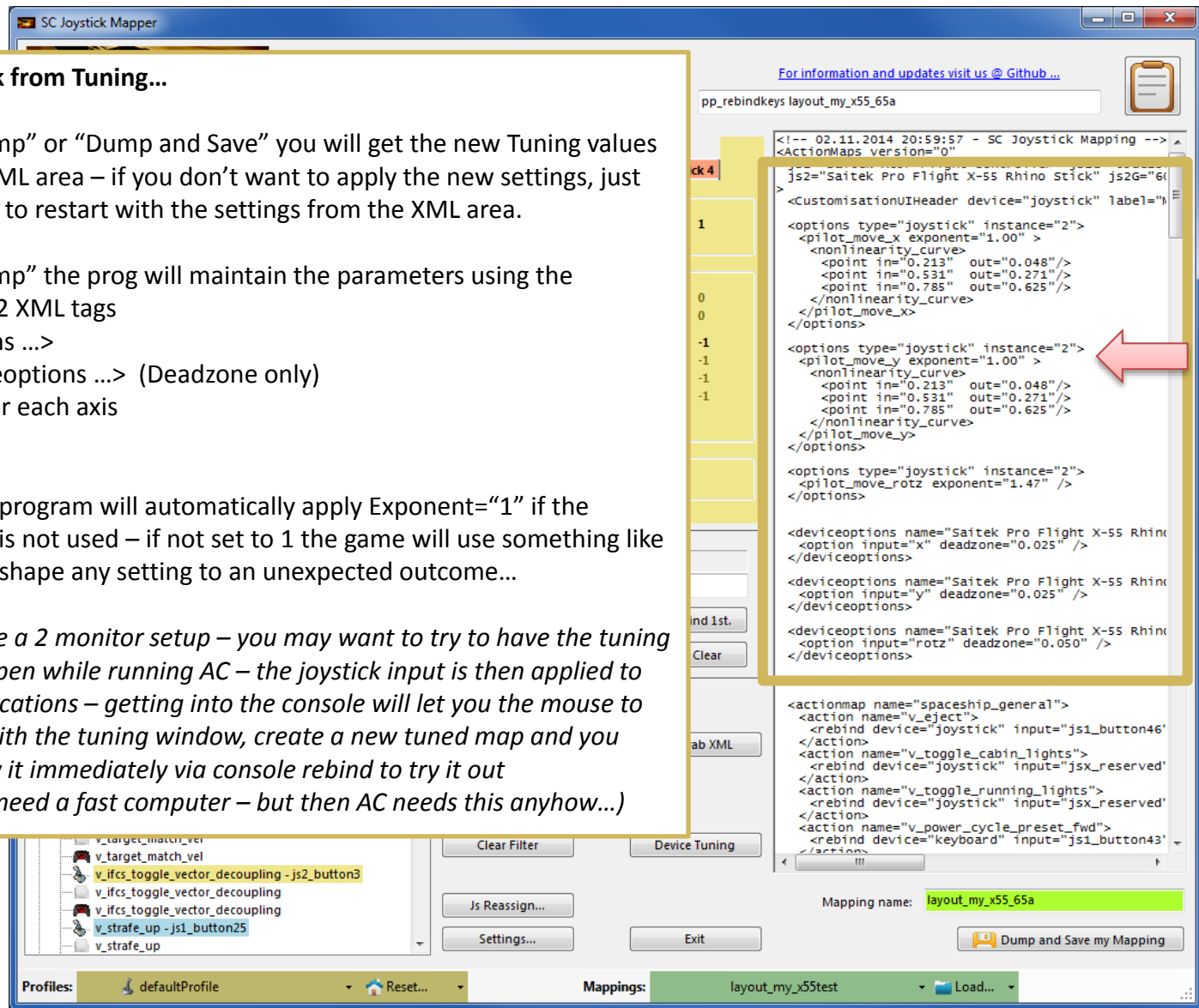
With “Dump” the prog will maintain the parameters using the following 2 XML tags

- <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...)*



# V2.8 – Features - 1

## New possibility – Use Keyboard assignments

The prog will now recognize keyboard assignments.

Switch to Keyboard mode by pressing the JS/Kbd Button

-> the Icon changes to a Key and the Ctrl. Field gets lavender color.

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

Now you may press any key or key+modifier until it fits the need.

Then hit 'Assign' to map the command as usual.

To get back to Game Control input – hit the JS/Kbd button and the entry mode gets back.

Cmd. v\_target\_match\_vel  
Ctrl. shift+ctrl+c  
Assign Throttle Find 1st.  
Blend JS / Kbd Clear

Profiles: defaultProfile  
Mappings: layout\_my\_x55test

```
For information and updates visit us @ Github ...  
keys layout_my_x55_65a  
<!-- 02.11.2014 20:59:57 - SC Joystick Mapping -->  
<ActionMaps version="0"  
  js1="Saitek X65F Flight Controller" js1G="05de1313"  
  js2="Saitek Pro Flight X-55 Rhino Stick" js2G="60131313"  
>  
  <CustomisationUIHeader device="joystick" label="Joystick 1" />  
  <options type="joystick" instance="2">  
    <pilot_move_x exponent="1.00" >  
      <nonlinearity_curve>  
        <point in="0.213" out="0.048"/>  
        <point in="0.531" out="0.271"/>  
        <point in="0.785" out="0.625"/>  
      </nonlinearity_curve>  
    </pilot_move_x>  
  </options>  
  <options type="joystick" instance="2">  
    <pilot_move_y exponent="1.00" >  
      <nonlinearity_curve>  
        <point in="0.213" out="0.048"/>  
        <point in="0.531" out="0.271"/>  
        <point in="0.785" out="0.625"/>  
      </nonlinearity_curve>  
    </pilot_move_y>  
  </options>  
  <options type="joystick" instance="2">  
    <pilot_move_rotz exponent="1.47" />  
  </options>  
  <deviceoptions name="Saitek Pro Flight X-55 Rhino Stick" >  
    <option input="x" deadzone="0.025" />  
  </deviceoptions>  
  <deviceoptions name="Saitek Pro Flight X-55 Rhino Stick" >  
    <option input="y" deadzone="0.025" />  
  </deviceoptions>  
  <deviceoptions name="Saitek Pro Flight X-55 Rhino Stick" >  
    <option input="rotz" deadzone="0.050" />  
  </deviceoptions>  
  <actionmap name="spaceship_general">  
    <action name="v_eject">  
      <rebind device="joystick" input="js1_button46" />  
    </action>  
    <action name="v_toggle_cabin_lights">  
      <rebind device="joystick" input="jsx_reserved" />  
    </action>  
    <action name="v_toggle_running_lights">  
      <rebind device="joystick" input="jsx_reserved" />  
    </action>  
    <action name="v_power_cycle_preset_fwd">  
      <rebind device="keyboard" input="js1_button43" />  
    </action>  
  </actionmap>  
</ActionMaps>
```



# V2.8 – Features - 2

**SC Joystick Mapper**

**spaceship\_general**

- v\_exit
- v\_eject - js1\_button46
- v\_eject -
- v\_eject
- v\_self\_destruct
- v\_toggle\_cabin\_lights - jsx\_reserved
- v\_toggle\_cabin\_lights
- v\_toggle\_running\_lights - jsx\_reserved
- v\_toggle\_running\_lights
- v\_power\_cycle\_preset\_fwd - js1\_button43
- v\_power\_cycle\_preset\_back
- v\_power\_focus\_group\_1 - jsx\_reserved
- v\_power\_focus\_group\_1
- v\_power\_focus\_group\_2 - jsx\_reserved
- v\_power\_focus\_group\_2
- v\_power\_focus\_group\_3 - jsx\_reserved
- v\_power\_focus\_group\_3
- v\_power\_reset\_focus - js1\_button45
- v\_matchmaking\_ui

**spaceship\_view**

- v\_view\_yaw\_left - jsx\_reserved
- v\_view\_yaw\_right - jsx\_reserved
- v\_view\_yaw - jsx\_reserved
- v\_view\_yaw
- v\_view\_yaw\_mouse
- v\_view\_yaw\_absolute
- v\_view\_pitch\_up - jsx\_reserved
- v\_view\_pitch\_down - jsx\_reserved
- v\_view\_pitch - jsx\_reserved
- v\_view\_pitch
- v\_view\_pitch\_mouse
- v\_view\_pitch\_absolute
- v\_view\_roll\_absolute
- v\_view\_cycle\_fwd - js1\_button21

Cmd: v\_eject  
Ctrl: lshift+lctrl+g

Blend Throttle Find 1st. Clear

Dump XML--> <-- Grab XML

Dump List-->

Clear Filter Device Tuning

Js Reassign...

Settings... Exit

```
<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="0.050" />
</deviceoptions>
<actionmap name="spaceship_general">
  <action name="v_eject">
    <rebind device="joystick" input="js1_button46" />
  </action>
  <action name="v_eject">
    <rebind device="keyboard" input=" " />
  </action>
  <action name="v_toggle_cabin_lights">
    <rebind device="joystick" input="jsx_reserved" />
  </action>
  <action name="v_toggle_running_lights">
    <rebind device="joystick" input="jsx_reserved" />
  </action>
</actions>
```

Mapping name: layout\_my\_x55\_65a

Dump and Save my Mapping

Profiles: defaultProfile

Mappings: layout\_my\_x55test

## New possibility – Blend single items

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

The items gets a dash but no command; "v\_eject -" in the example.

Once you dump it will be mapped with a <Space>

To unblend – 'Clear' the item

To blend all joystick or gamepad commands go to Settings and check the corresponding checkbox – see also page 15

# V2.8 – Features - 3

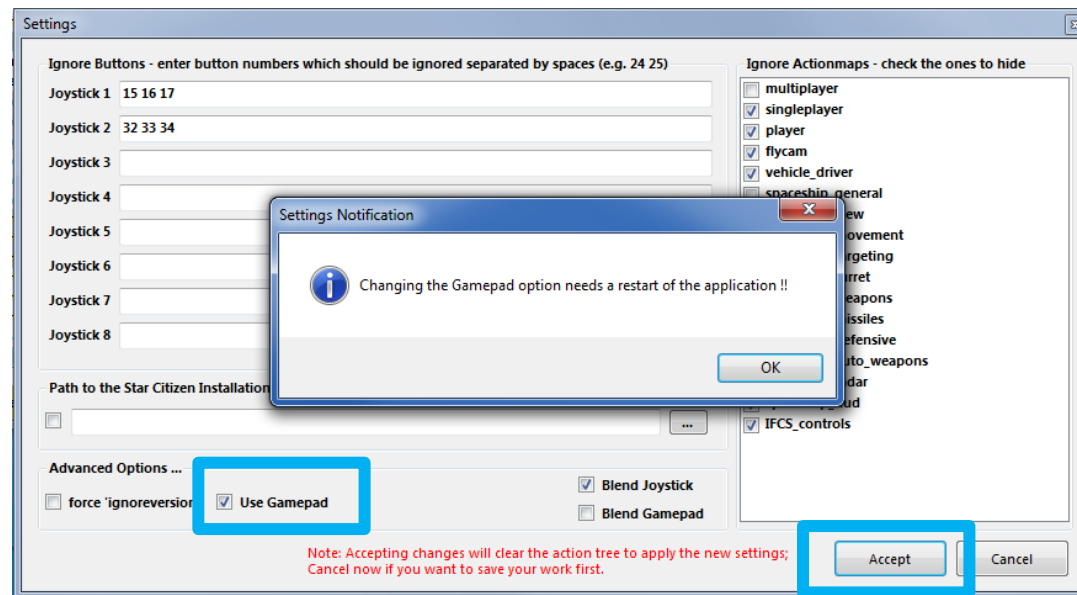
## New feature – Use Gamepad assignments

The prog will now recognize gamepad assignments.

To enable the use of gamepads as “xboxpad” go to ‘Settings’ and check the ‘Use Gamepad’ checkbox. THIS IS DISABLED per default to maintain backwards compatibility.

**Note: now you have to restart the program**

See next page how this then looks like



# V2.8 – Features - 4

SC Joystick Mapper - V 2.8  
by Cassini

For information and updates visit us @ [Github...](#)

pp\_rebindkeys layout\_my\_x55gpad

Joystick 5  
Gamepad Joystick 2 Joystick 3 Joystick 4

JC-U3613M - Xinput Mode (Controller)

# DPad: 4	# TSticks: 2
# Buttons: 8	# Triggers: 2

GamePad State

DPad:		
TStick Left:	178	0
TStick Right:	0	0
Trigger L:	0	-
Trigger R:	0	-
Sh Left:	-	Start: -
Sh Right:	-	Back: -
Buttons:	----	

Cmd. ...  
Ctrl. xi\_dpad\_left-xi\_shoulderr

Assign  Throttle Find 1st.

Cmd. ...  
Ctrl. ...

Assign  Throttle Find 1st.

Blend JS / Kbd Clear

Dump XML--> <-- Grab XML

Dump List-->

Clear Filter Device Tuning

Js Reassign... Exit

Profiles: defaultProfile Reset...

Mappings: layout\_my\_x55gpad Load...

## New possibility – Use Gamepad assignments

You see the Tab has changed to 'Gamepad' and the standard properties of the "xboxpad" instead of generic ones are listed.

From here it is the same handling as with joysticks

You may also use combined commands here.

Note: 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 the controls together helps to get successful Ctrl. Entries.

You may also go to Device Tuning and apply all mods that are available there

**- Only Yaw and Pitch commands on the left or right X and Y thumbs are supported for tuning!!**

# V2.8 – Hints...

The screenshot shows the SC Joystick Mapper V2.8 interface. At the top, there's a title bar and a header with the application name and version. Below that, there's a navigation bar with a Notepad icon highlighted by a red arrow. The main area is divided into a left sidebar with a list of mappings, a central panel with a 'Dump List-->' button highlighted by a blue box, and a right panel showing a list of commands and their associated hardware devices. A red arrow points to the 'Dump List-->' button, and another red arrow points to the Notepad icon.

**How to get a list of all commands ??**

Load a map using Defaults – see mark above  
Hit 'Dump List' – and Copy / Paste or Save As..

- Gets you the complete list of commands in use if you load that map.
- Clicking the Notepad icon top right copies the `pp_rebindkeys` command into the Clipboard – from there just `Ctrl-V` it into the AC console..

```
-- 19.11.2014 00:59:34 - SC Joystick Mapping --  
** js1 = Saitek X65F Flight Controller  
** js2 = Saitek Pro Flight X-55 Rhino Stick  
  
*** multiplayer  
respawn - x - (keyboard)  
respawn - xi_x - (xboxpad)  
retry - x - (keyboard)  
retry - xi_x - (xboxpad)  
ready - x - (keyboard)  
ready - xi_x - (xboxpad)  
  
*** spaceship_general  
v_exit - f - (keyboard)  
v_exit - xi_a - (xboxpad)  
v_eject - js1_button46 - (joystick)  
v_eject - ralt+1 - (keyboard)  
v_eject - xi_trigger1_btn+xi_back - (xboxpad)  
v_self_destruct - ralt+backspace - (keyboard)  
v_toggle_cabin_lights - 0 - (keyboard)  
v_toggle_running_lights - 0 - (keyboard)  
v_power_cycle_preset_fwd - js1_button43 - (keyboard)  
v_power_cycle_preset_back - 1 - (keyboard)  
v_power_focus_group_1 - 1 - (keyboard)  
v_power_focus_group_2 - 2 - (keyboard)  
v_power_focus_group_3 - 3 - (keyboard)  
v_power_reset_focus - js1_button45 - (keyboard)  
v_matchmaking_ui - f12 - (keyboard)  
  
*** spaceship_view  
v_view_yaw - xi_thumbrx - (xboxpad)  
v_view_yaw_mouse - maxis_x - (keyboard)  
v_view_yaw_absolute - HMD_Yaw - (keyboard)  
v_view_pitch - xi_thumbry - (xboxpad)  
v_view_pitch_mouse - maxis_y - (keyboard)  
v_view_pitch_absolute - HMD_Pitch - (keyboard)  
v_view_roll_absolute - HMD_Roll - (keyboard)  
v_view_cycle_fwd - js1_button21 - (joystick)  
v_view_cycle_fwd - insert - (keyboard)  
v_view_cycle_fwd - xi_trigger1_btn+xi_thumbr - (xboxpad)  
v_view_cycle_internal_fwd - home - (keyboard)  
v_view_mode - pgup - (keyboard)  
v_view_mode - xi_thumbr - (xboxpad)  
v_view_zoom_in - js2_hat1_up - (joystick)  
v_view_zoom_in - mwheel_up - (keyboard)  
v_view_zoom_in - xi_trigger1_btn+xi_dpad_up - (xboxpad)  
v_view_zoom_out - js2_hat1_down - (joystick)  
v_view_zoom_out - mwheel_down - (keyboard)  
v_view_zoom_out - xi_trigger1_btn+xi_dpad_down - (xboxpad)  
v_view_interact - f - (keyboard)  
v_view_interact - xi_a - (xboxpad)  
v_view_cycle_headlook_mode - js2_button2 - (joystick)  
v_view_cycle_headlook_mode - tab - (keyboard)  
v_view_dynamic_focus - maxis_z - (keyboard)  
v_view_dynamic_focus_in - rbracket - (keyboard)  
v_view_dynamic_focus_in - xi_trigger1_btn+xi_dpad_up - (xboxpad)  
v_view_dynamic_focus_out - lbracket - (keyboard)  
v_view_dynamic_focus_out - xi_trigger1_btn+xi_dpad_down - (xboxpad)  
  
*** spaceship_movement
```

# SCJMapper V 2 – Common Workflows

