

## Default

0	Throttle to Zero Mapped to vJoy 1 Z axis. This sets the speed limiterto zero
-	Decrease Throttle 5% Right CTRL-Minus is mapped to vJoy 1 Z axis. This sets the speed limiter down in increments of 5%
=	Increase Throttle 5% Right CTRL-Equal is mapped to vJoy 1 Z axis. This sets the speed limiter up in increments of 5%

## Shift

0	Throttle to Zero Mapped to vJoy 1 Z axis. This sets the speed limiterto zero	<i>Default</i>
-	Decrease Throttle 5% Right CTRL-Minus is mapped to vJoy 1 Z axis. This sets the speed limiter down in increments of 5%	<i>Default</i>
=	Increase Throttle 5% Right CTRL-Equal is mapped to vJoy 1 Z axis. This sets the speed limiter up in increments of 5%	<i>Default</i>

## Default

Axis 1	Roll
Axis 2	Pitch
Axis 3	Speed limiter
Axis 4	unassigned (see also hat 1)
Axis 5	unassigned (see also hat 1)
Axis 6	Yaw
Button 1	Fire weapon 1
Button 2	Fire all weapons
Button 3	Fire weapon 2
Button 4	Decoy (shift Noise)
Button 5	Shift mode
Button 6	Cycle lock in view forward   Bombs reset HUD range
Button 7	Cycle lock forward   Bombs increase HUD range
Button 8	Lock hostiles closest
Button 9	Cycle lock backwards   Bombs decrease HUD range
Button 10	Lock target under recticle   Bombs toggle impact point
Button 11	Lock 2 / Pin 2 (hold)
Button 12	Lock 3 / Pin 3 (hold)
Button 13	Remove all pins
Button 14	Lock 1 / Pin 1 (hold)
Button 15	Pin / Unpin (hold) target
Button 16	Mining slot 2 / Recenter turret / Remote Turret 2 (shift)
Button 17	Mining slot 3 / Cycle right salvage mod / Turret cycle fire mode / Remote turret 3 (shift)
Button 18	Increase decoy burst / Turret ESP toggle (shift)
Button 19	Mining slot 1 / Cycle left salvage mod / Turret gyro toggle / Remote turret 1 (shift)
Button 20	Enter/exit remote turret
Button 21	Increase missiles
Button 22	Missile mode toggle
Button 23	unassigned
Button 24	unassigned
Button 25	unassigned
Button 26	unassigned
Button 27	Shields power on/off
Button 28	Thuster power on/off
Button 29	Weapons power on/off
Button 30	unassigned

Hat 1	Subtargeting and hailing
	Left - Sub-target back
	Right - Sub-target forward
	Up - Sub-target reset main
	Down - Hail Target

Shift		
Axis 1	Roll	Default
Axis 2	Pitch	Default
Axis 3	Speed limiter	Default
Axis 4		
Axis 5		
Axis 6	Yaw	Default
Button 1		
Button 2		
Button 3		
Button 4	Noise (shift)	
Button 5	Shift mode	Default
Button 6		
Button 7		
Button 8		
Button 9		
Button 10		
Button 11		
Button 12		
Button 13		
Button 14		
Button 15		
Button 16	Remote turret 2	
Button 17	Remote turret 3	
Button 18		
Button 19	Remote turret 1	
Button 20		
Button 21		
Button 22		
Button 23		
Button 24		
Button 25		
Button 26		
Button 27		
Button 28		
Button 29		
Button 30		

Hat 1

Hat 2 (Hat 1 shifted)

## Default

Axis 1	Strafe Left/Right
Axis 2	Throttle Forward/Backward
Axis 3	Throttle forward
Axis 4	Camera Left/Right (see also Hat 1)
Axis 5	Camera Up/down (see also Hat 1)
Axis 6	Strafe Up/Down
Button 1	Afterburner
Button 2	Speed Limiter Max (second stage trigger)
Button 3	Gimbals toggle
Button 4	Deploy Config
Button 5	Landing gear down
Button 6	Reset power
Button 7	Power to shields (hold max shields)
Button 8	Power to engines (hold max power to engines)
Button 9	Power to weapons (hold max power to weapons)
Button 10	Quantum toggle (hold to activate quantum jump)
Button 11	Right CTRL-Equal is mapped to vJoy 1 Z axis. This sets the speed limiter up in increments of 5%
Button 12	Decoupled mode toggle
Button 13	Right CTRL-Minus is mapped to vJoy 1 Z axis. This sets the speed limiter down in increments of 5%
Button 14	Set trim (hold trim off)
Button 15	Request Landing
Button 16	Shields fore
Button 17	Shields starboard
Button 18	Shields aft
Button 19	Shields port
Button 20	Shields reset
Button 21	Ping (hold 1 sec and release) - Hold in scan mode
Button 22	Brake
Button 23	Rest speed to SCM - Mining laser up
Button 24	Match target velocity - Mining laser down
Button 25	Open/close doors
Button 26	Lock/unlock doors
Button 27	Tools mode (mining, salvaging, etc...)
Button 28	Flight ready (turn on ship)
Button 29	Lights toggle
Button 30	Camera mode toggle
Hat 1	Hat 1
	Right - Scanning Mode
	Down - Rear View

## Shift

Axis 1	Strafe Left/Right	Default
Axis 2	Throttle Forward/Backward	Default
Axis 3	Throttle forward	Default
Axis 4		
Axis 5	Camera zoom in/out	
Axis 6	Strafe Up/Down	Default
Button 1		
Button 2		
Button 3	Toggle VTOL	
Button 4	Retract Config	
Button 5	Landing Gear up	
Button 6		
Button 7		
Button 8		
Button 9		
Button 10		
Button 11		
Button 12		
Button 13		
Button 14	Cruise control toggle	
Button 15		
Button 16		
Button 17		
Button 18		
Button 19		
Button 20		
Button 21		
Button 22		
Button 23		
Button 24		
Button 25		
Button 26		
Button 27		
Button 28		
Button 29		
Button 30		
Hat 1	Hat 2 (Hat 1 shifted)	