

SC Joystick Mapper

Quick Reference Guide V 2.8 BETA

20141118 – Cassini

ChangeLog: see ReadMe.txt

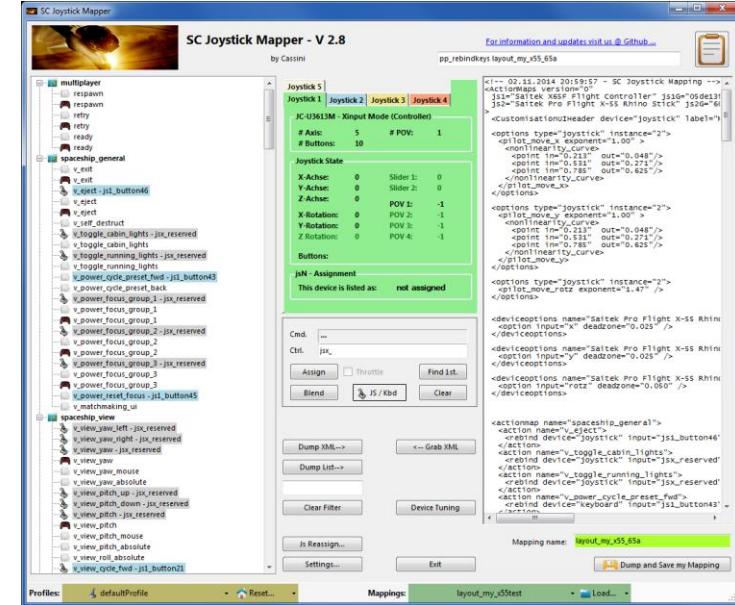
Disclaimer:

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 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

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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:

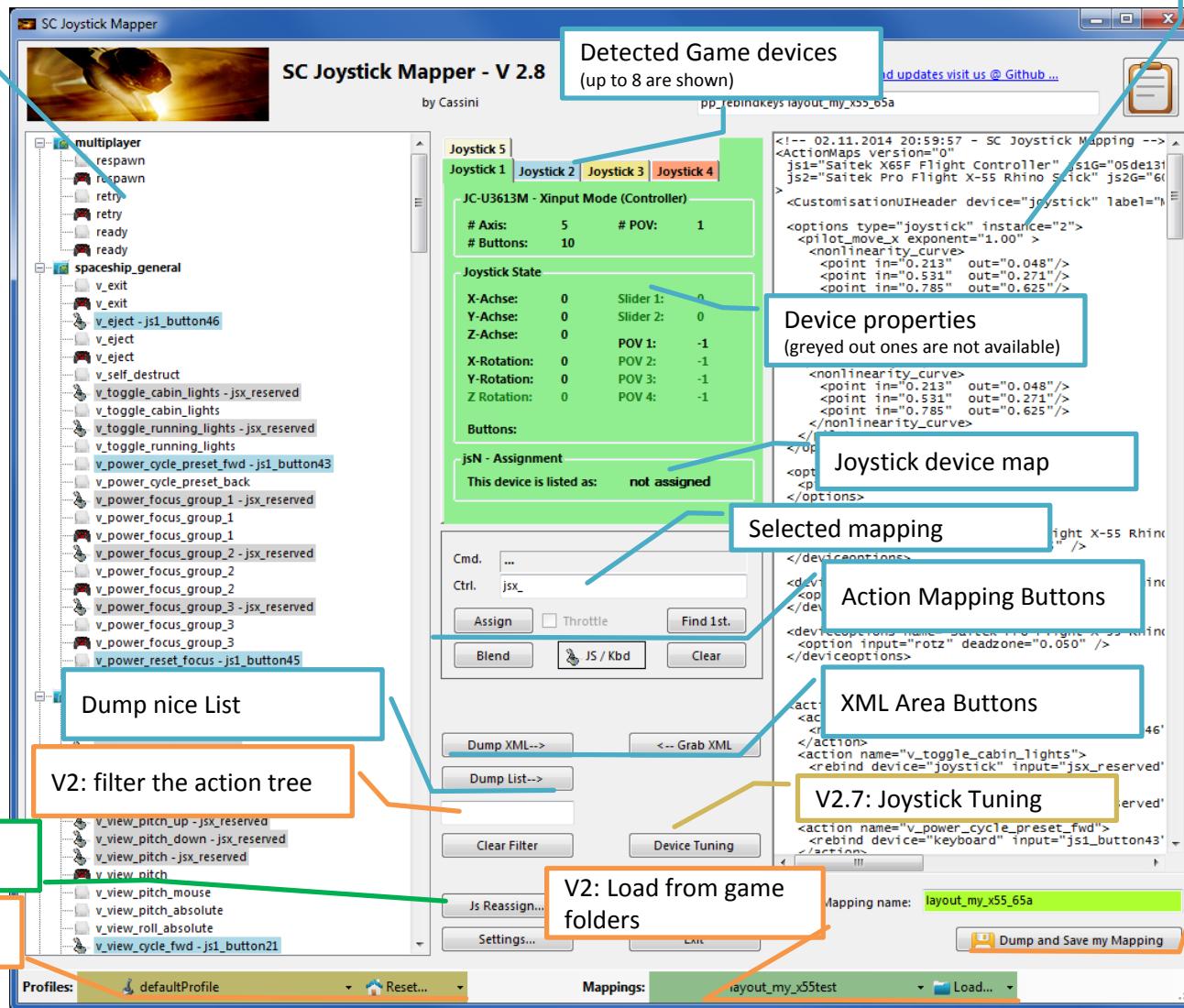
- `v_target_missile_lock_selected`
- `v_weapon_launch_missile`

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...

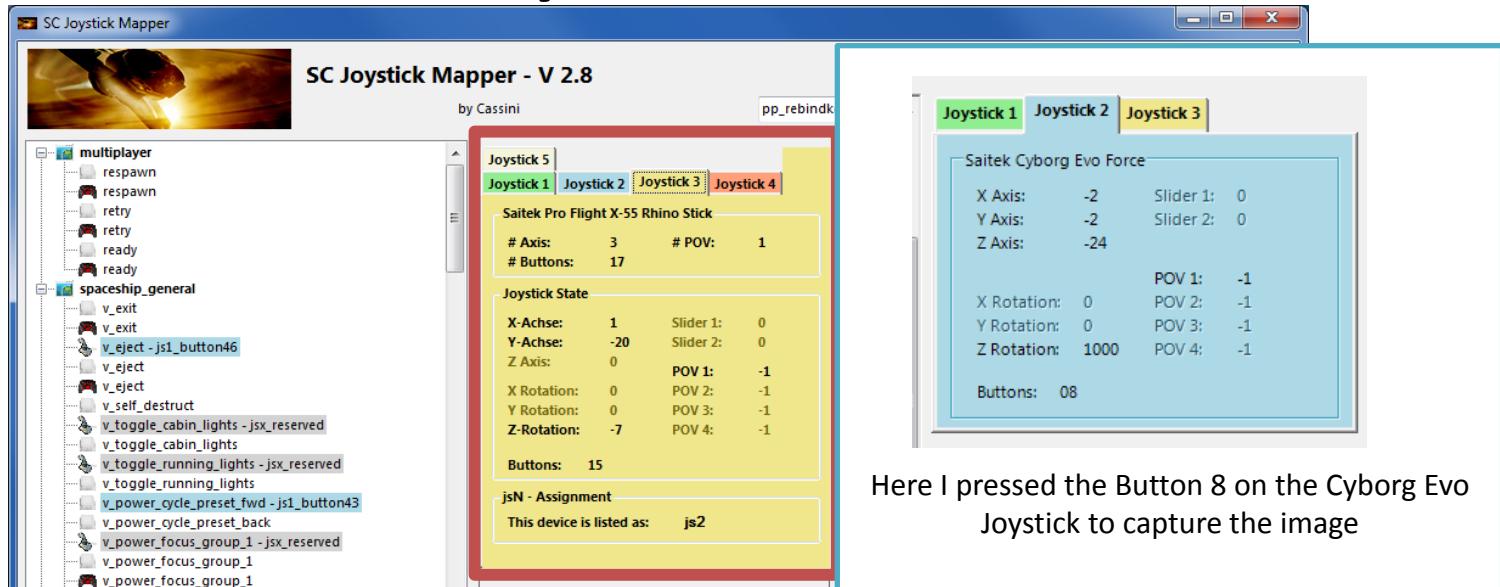
The GUI ...

Action tree and mappings

XML dump of the mappings used



The Joystick Area...



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

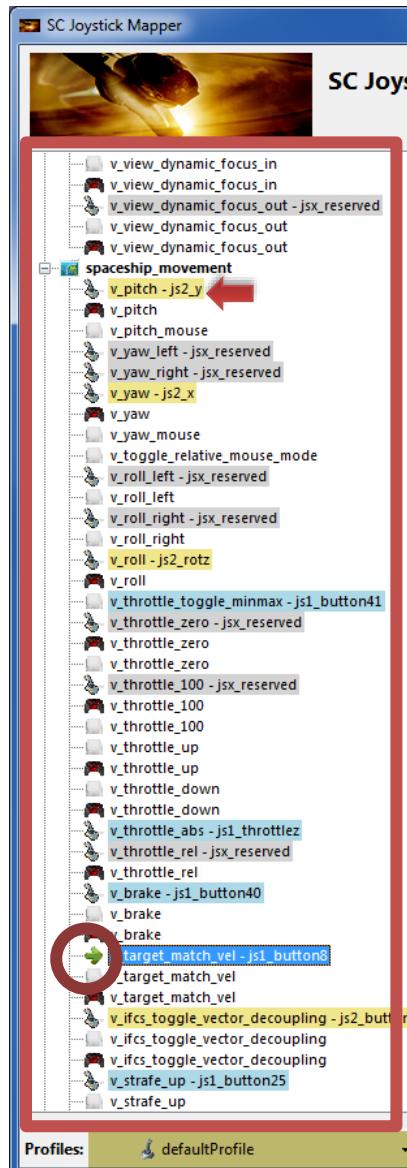
The tabs represent the game devices found connected to the PC also the number 1..8 shows the order the PC reports them which is crucial to the mapping as this will result in the default js_1, js_2 .. Names used to build the command name.
The elements are the ones the joystick seems to support – greyed 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 an action with a different control 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.

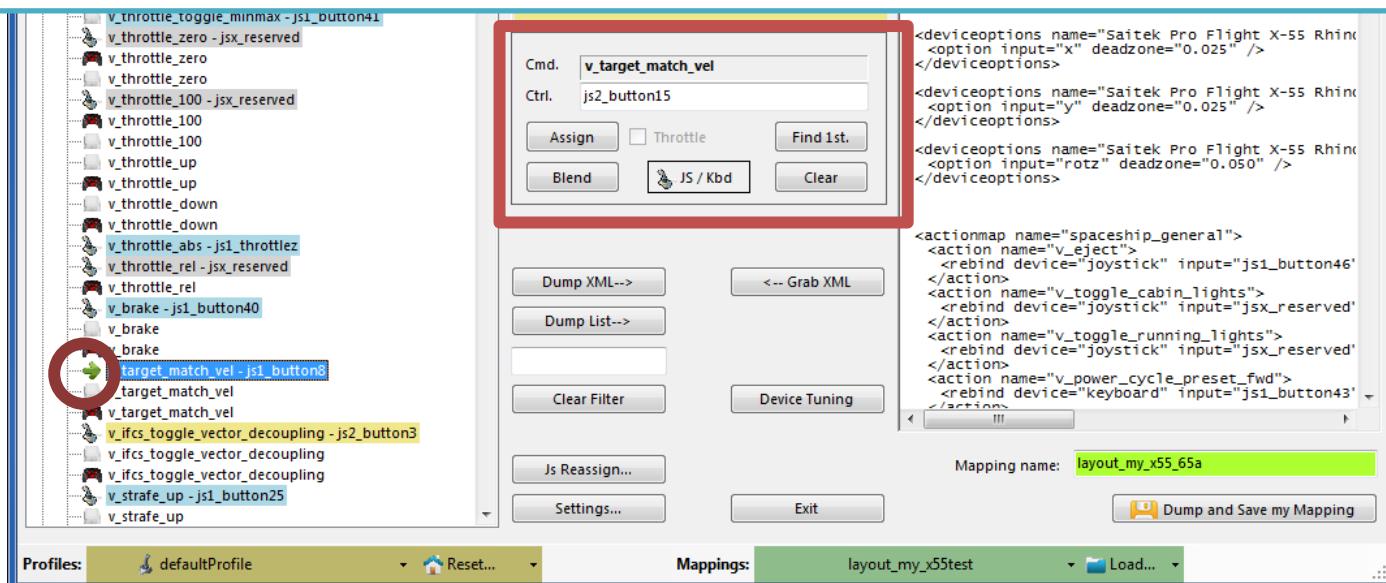
Once you have a mapping that should be used, hit the "Assign" button.

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 screenshot shows the SC Joystick Mapper interface. On the left, the ActionTree displays a list of mappings, including v_throttle_down, v_throttle_abs, v_throttle_rel, v_brake, v_target_match_vel, v_ifcs_toggle_vector_decoupling, and v_strafe_up. In the center, there are several buttons: Dump XML->, <-- Grab XML, Dump List->, Clear Filter, Device Tuning, Js Reassign..., Settings..., and Exit. To the right is the XML Area, which contains the XML code for the current mapping. At the bottom, there are fields for Mapping name (set to layout_my_x55_65a) and a large button labeled Dump and Save my Mapping. The status bar at the bottom shows Profiles: defaultProfile, Mappings: layout_my_x55test, and Load... .

```
<!-- 02.11.2014 20:59:57 - SC Joystick Mapping -->
<ActionMaps version="0"
js1="Saitek X65F Flight Controller" js1G="05de131"
js2="Saitek Pro Flight X-55 Rhino Stick" js2G="60
.
<CustomisationUIHeader device="joystick" label="M
<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 Rhin
<option input="x" deadzone="0.025" />
</deviceoptions>

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

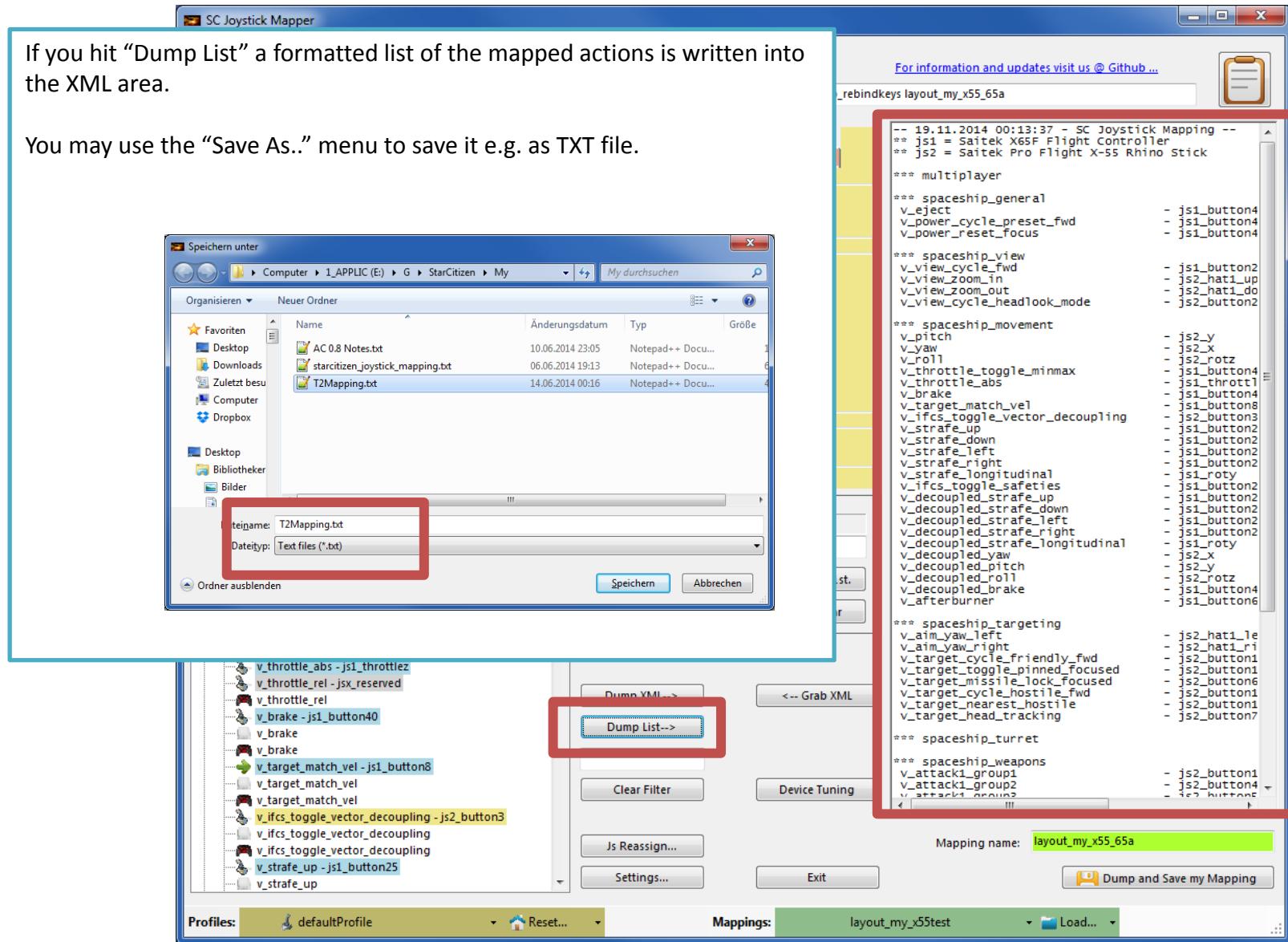
<deviceoptions name="Saitek Pro Flight X-55 Rhin
<option input="rotz" deadzone="0.050" />
</deviceoptions>

<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>
```

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.



V2 – Features - 1

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.

The screenshot shows the SC Joystick Mapper application window. On the left is a tree view of actions categorized under 'multiplayer', 'spaceship_general', 'spaceship_view', 'spaceship_movement', 'spaceship_targeting', 'spaceship_turret', 'spaceship_weapons', 'spaceship_missiles', 'spaceship_defensive', 'spaceship_auto_weapons', and 'spaceship_radar'. A search bar at the bottom left contains the text 'thr', which has filtered the tree to show only actions containing 'thr'. The right side of the window displays a list of actions and their mappings, such as 'v_target_cycle_hostile_fwd' mapped to 'js2_button1' and 'js2_button7'. Buttons for 'Dump XML...', 'Dump List...', 'Clear Filter', 'Device Tuning', 'Js Reassign...', 'Settings...', 'Exit', and 'Dump and Save my Mapping' are visible at the bottom. A status bar at the bottom shows 'Profiles: defaultProfile', 'Mappings: layout_my_x55test', and 'Load...'. A note in the top right says 'You may filter the action tree now'.

V2 – Features - 2



New working with profiles.

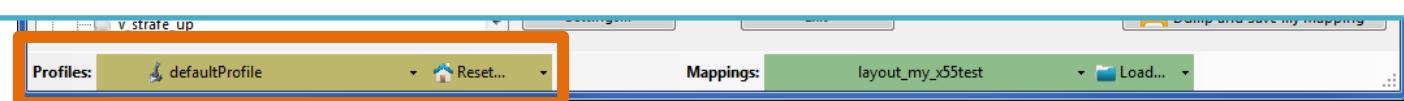
The program gets the actions from the real game asset – so you are always up to the actual values.

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

The screenshot shows the SC Joystick Mapper application window. In the center, there's a list of actionmaps: layout_hotas_g940, layout_hotas_warthog, layout_hotas_x52, layout_hotas_x55, layout_joystick_spacesim, layout_my_joystick, layout_my_joystick2, layout_my_joystick3, and layout_hotas_x55. Below this list is a 'Mappings:' dropdown menu. A context menu is open over the 'Load...' option in this dropdown, containing the following items: 'Defaults, Load and Grab !', 'Reset, Load and Grab !', 'Load and Grab !', and 'Load !'. Red arrows point from the text descriptions above to the corresponding options in the context menu.

This screenshot shows the same application window as the previous one, but the 'Load...' option in the 'Mappings:' dropdown menu is now highlighted with a green border. A red arrow points from the text 'And how to handle them easily' to this highlighted option.

This screenshot shows the application window again, but now the 'Dump and Save my Mapping' button at the bottom right is highlighted with a red box. A red arrow points from the text 'And how to handle them easily' to this button.

V2 – Features - 4



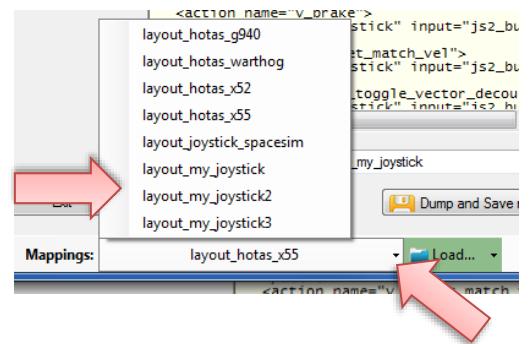
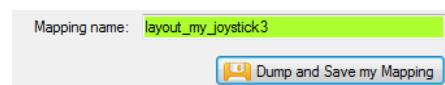
New working with your own actionmaps

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

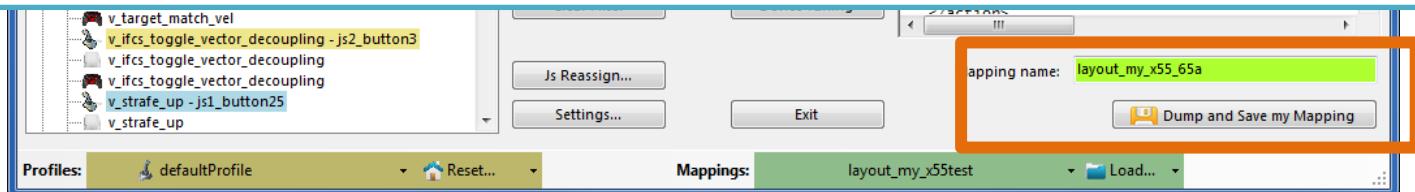
A successful Save will show the green flag



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.



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.

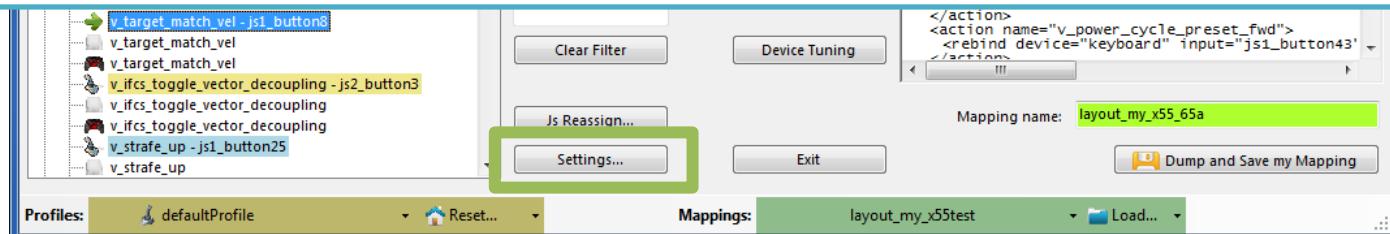
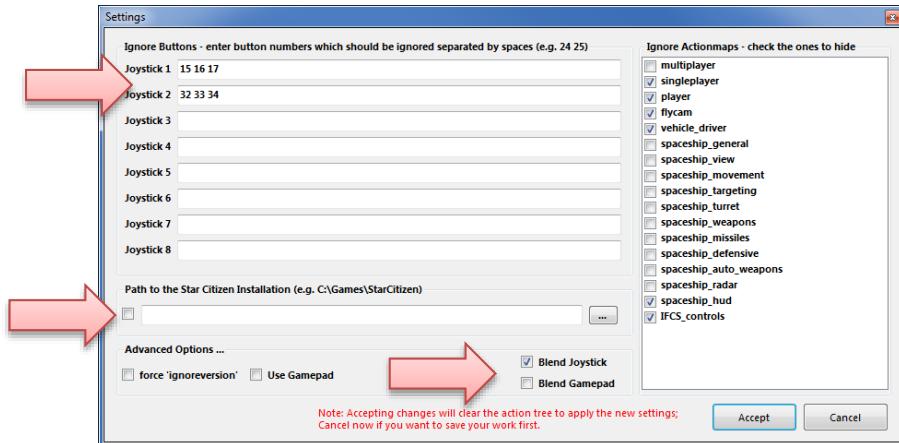
Just enter the button numbers to ignore separated by a Space.

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.

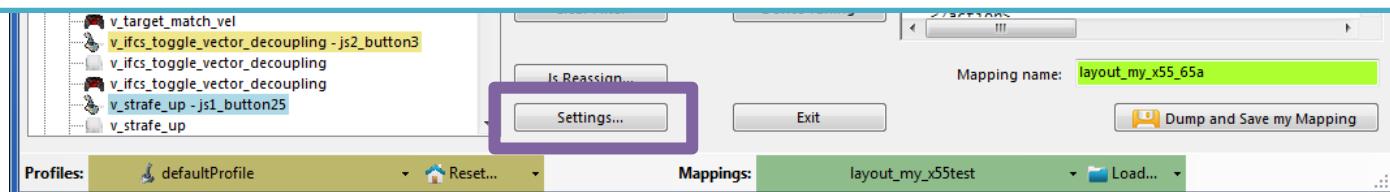
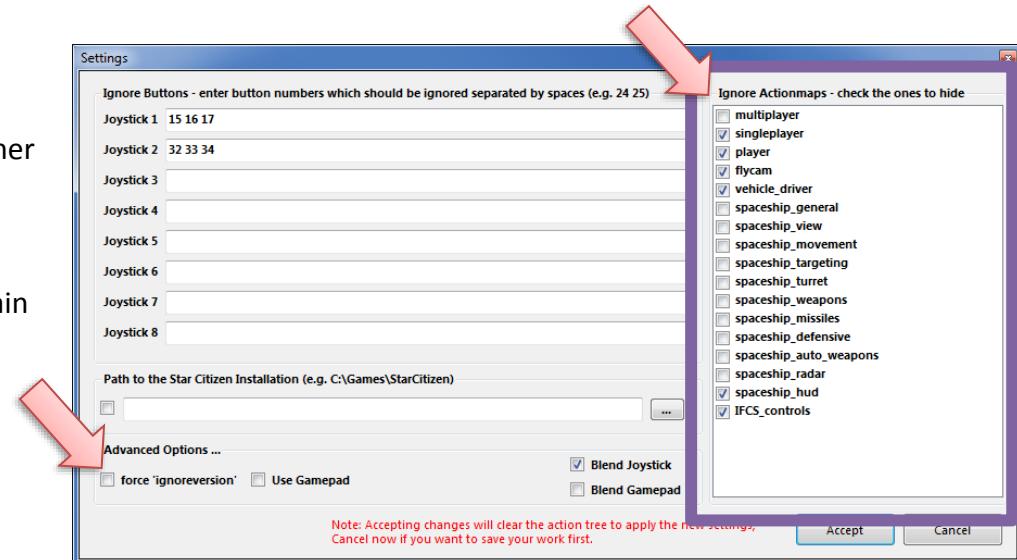
V2.5 New option to force 'ignoreversion="1"

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.

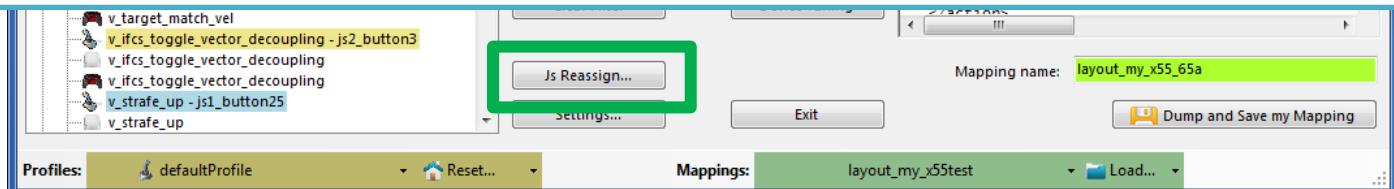
V2.4 allows to assign js1 .. Js8 now

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...)

The screenshot shows the SC Joystick Mapper application window. On the left, there's a sidebar with buttons for 'Profiles' (selected), 'defaultProfile', 'Reset...', 'Mappings' (selected), 'layout_my_x55test', 'Load...', and 'Dump and Save my Mapping'. Below this is a status bar with 'Profiles:' and 'Mappings:'. The main area is a code editor titled 'pp_rebindkeys layout_my_x55_65a'. It contains XML code for joystick mapping, with several sections highlighted by a red box. The code includes sections for 'CustomisationUIHeader', 'options' (with 'pilot_move_x', 'pilot_move_y', and 'pilot_move_z' sub-sections), and 'deviceoptions' (with 'Saitek Pro Flight X-55 Rhino Stick' entries). At the bottom of the code editor, there's a status bar with 'Mapping name: layout_my_x55_65a'. The right side of the window has a vertical scroll bar and a status bar at the bottom right.

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

The screenshot shows the SC Joystick Mapper application interface. At the top, there's a menu bar with 'File', 'Edit', 'Mappings', 'Profiles', 'Help', and 'Exit'. Below the menu is a toolbar with icons for 'Dump List-->', 'Clear Filter', 'Device Tuning' (which is highlighted with a yellow box), 'Js Reassign...', 'Settings...', and 'Exit'. The main area has tabs for 'Profiles:' (set to 'defaultProfile') and 'Mappings:' (set to 'layout_my_x55test'). A status bar at the bottom shows 'Dump and Save my Mapping' and file navigation buttons for 'Load...' and 'Save...'. The central part of the window displays an XML configuration for a joystick mapping. A vertical list on the left shows various joystick mappings like 'v_brake - js1_button40', 'v_ifcs_toggle_vector_decoupling - js2_button3', etc. On the right, the XML code includes sections for 'options' and 'deviceoptions' for different axes (x, y, rotz) with various tuning parameters like deadzone, sensitivity, and non-linearity curves. A 'Dump XML' button is located near the bottom of the XML pane.

V2.7 – Features - 2

Joystick Tuning

The screenshot shows the 'Joystick Tuning' window with three main sections:

- Actual mapping for the axis:** Shows the mapping equations and parameters for Yaw, Pitch, and Roll.
- Live View:** A window showing a starry space scene with a ship.
- Tuning parameters of the axis:** Shows the Deadzone, Sensitivity, and Exponent values for each axis.
- Tuning parameters of the active axis:** Shows the Deadzone, Sensitivity, and Exponent values for the currently selected axis (Yaw).
- Joystick IN-> OUT map:** A graph showing the mapping from joystick input (IN) to output (OUT). It includes a grid for defining points and a curve fitting the data.
- Turnspeed [seconds per full turn]:** A slider for setting turnspeed.
- Damping - how fast will a movement stop (1=fast):** A slider for setting damping.
- Speed/Damping Presets – Estimates, guesses...** Buttons for selecting different skybox options.
- Changing Skies:** Buttons for selecting different skybox options.
- Done:** A button to finish the tuning process.
- Finish 20:** A button labeled 'Finish 20'.

Activate an axis: Buttons for Yaw, Pitch, and Roll.

Live IN – OUT values scaled 0 .. 1: Displays current IN and OUT values for Y-Axis, P-Axis, and R-Axis.

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. 2

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

Activating a tuning parameter will activate too 3

Parameters must be ‘checked’ to be used 3

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

Each axis has its 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) 3

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. 4

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 6

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 0.050
- Sensitivity 1.00
- Exponent 1.47
- Pt1 0.250 0.250
- Pt2 0.500 0.500
- Pt3 0.750 0.750

1

2

3

4

5

6

Yaw -->

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

IN(x) OUT(y)

0.336	0.043
0.651	0.236
0.880	0.703

Copy to all axis

L Y-Axis: 0.00 0.00 R-Axis: 0.00 0.00

i P-Axis: 0.00 0.00 e R-Axis: 0.00 0.00

F O F F

Select an option and drag

1

2

3

4

5

6

sec per 360° turn 4

damping 6

Out there 1 **Canyon** **Highway**

Skybox.dds **Shiodome** **Big Sight**

Done

1

2

3

4

5

6

V2.7 – Features - 4

Joystick Tuning

...
Here Roll (Green) is active and Exponent is chosen to be changed. 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
Check OFF for any axis (it just disables it for the Live View)

1. Yaw -->
2. Pitch -->
3. Roll -->

1. Deadzone: 0.000
2. Sensitivity: 1.00
3. Exponent: 1.47

IN(x) OUT(y)
Point 1: 0.250 0.250
Point 2: 0.500 0.500
Point 3: 0.750 0.750

Y-Axis: 0.00 0.00
P-Axis: 0.00 0.00
R-Axis: 0.00 0.00

1. sec per 360° turn: 4
2. damping: 6

3. Out there 1, Canyon, Highway
4. Skybox.dds, Shiodome, Big Sight

Done

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...)

The screenshot shows the SC Joystick Mapper application window. On the left, there's a tree view of joystick mappings under 'Mappings' tab, with several items selected. In the center, there's a 'Device Tuning' panel with buttons for 'Clear Filter', 'Device Tuning', 'Js Reassign...', 'Settings...', and 'Exit'. On the right, the main area displays an XML configuration file for a Saitek Pro Flight X-55 Rhino Stick. A red arrow points to the XML code for the Y-axis options. At the bottom, there are buttons for 'Profiles:' (set to 'defaultProfile'), 'Reset...', 'Mappings:' (set to 'layout_my_x55test'), 'Load...', and 'Dump and Save my Mapping'.

```
<!-- 02.11.2014 20:59:57 --> SC Joystick Mapping -->
<ActionMaps version="0">
  <CustomisationUIHeader device="joystick" label="My Joystick" />
  <options type="joystick" instance="1">
    <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>
```

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

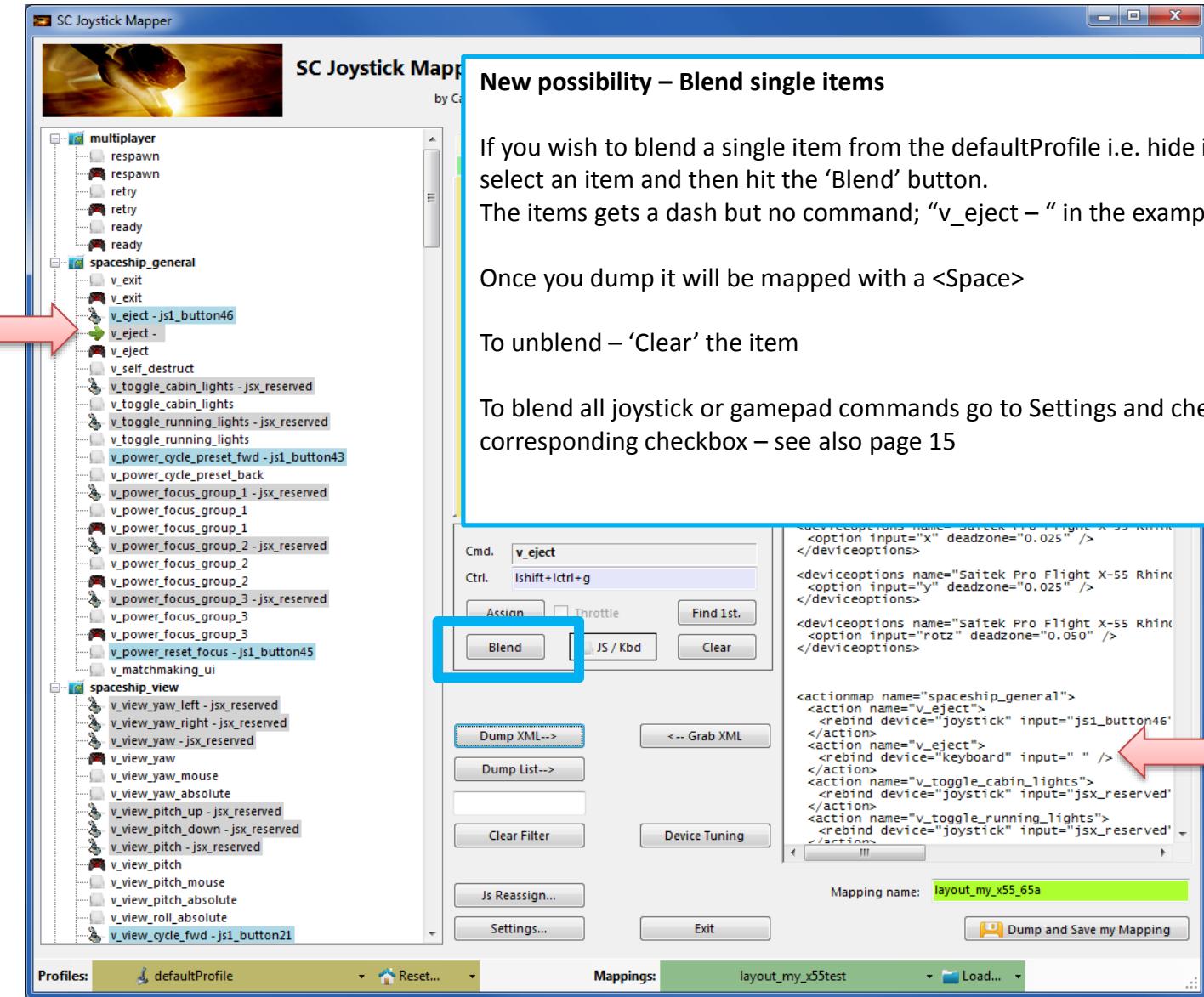
Now you may press any key or key+modifier until it fits the need.
Then hit 'Assign' to map the command as usual.

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

The screenshot shows the SC Joystick Mapper application window. On the left, there is a tree view of available commands. In the center, there is a configuration panel for a specific command. The 'Ctrl.' field contains 'lshift+ctrl+c'. Below the 'Ctrl.' field, there is a button labeled 'JS / Kbd' which is highlighted with a blue selection box. At the bottom of the central panel, there are several buttons: 'Assign', 'Throttle', 'Find 1st.', 'Blend', 'JS / Kbd' (which is highlighted), and 'Clear'. To the right of the central panel, there is a large text area displaying XML code for the current mapping. At the bottom of the window, there are buttons for 'Dump XML-->', 'Dump List-->', 'Clear Filter', 'Device Tuning', 'Js Reassign...', 'Settings...', 'Exit', 'Mapping name: layout_my_x55_65a', and 'Dump and Save my Mapping'. The status bar at the bottom shows 'Profiles: defaultProfile', 'Mappings: layout_my_x55test', and 'Load...'. The title bar of the window says 'SC Joystick Mapper'.

```
<!-- 02.11.2014 20:59:57 --> SC Joystick Mapping -->
<ActionMaps version="0"
js1="Saitek X65F Flight Controller" js1G="05de131"
js2="Saitek Pro Flight X-55 Rhino Stick" js2G="60
><CustomisationUIHeader device="joystick" label="M
<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 Rhin
<option input="x" deadzone="0.025" />
</deviceoptions>
<deviceoptions name="Saitek Pro Flight X-55 Rhin
<option input="y" deadzone="0.025" />
</deviceoptions>
<deviceoptions name="Saitek Pro Flight X-55 Rhin
<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>
```

V2.8 – Features - 2



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



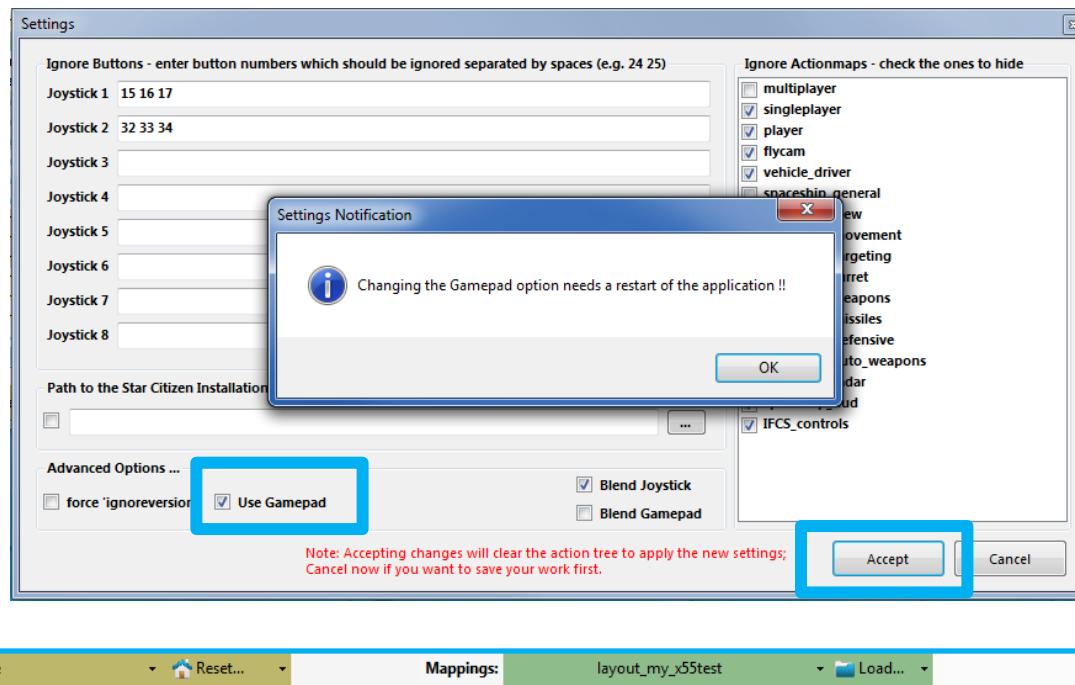
New feature – Use Gamepad assignments

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

New possibility – Use Gamepad assignments

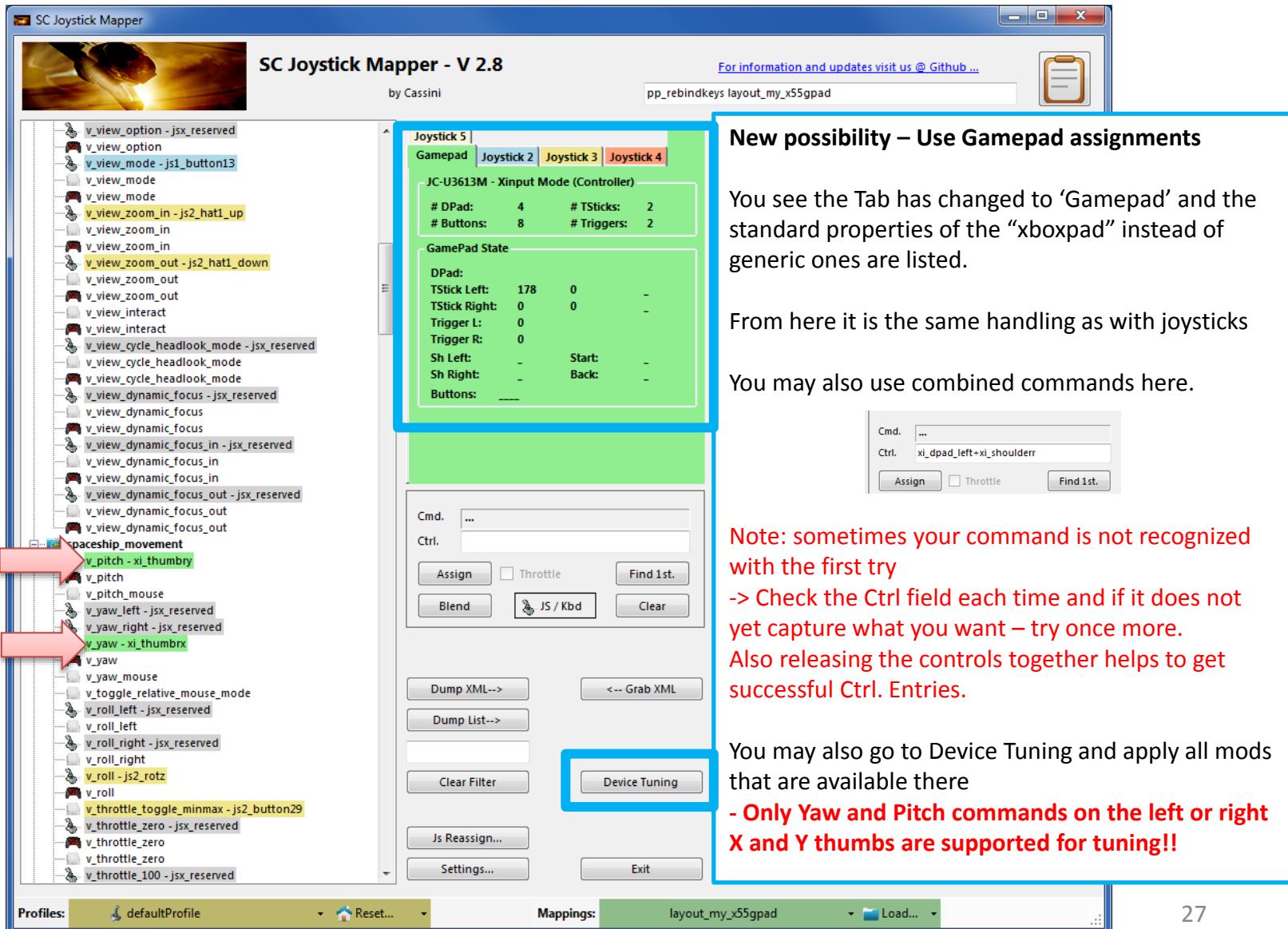
You see the Tab has changed to ‘Gamepad’ and the standard properties of the “xboxpad” instead of generic ones are listed.

From here it is the same handling as with joysticks

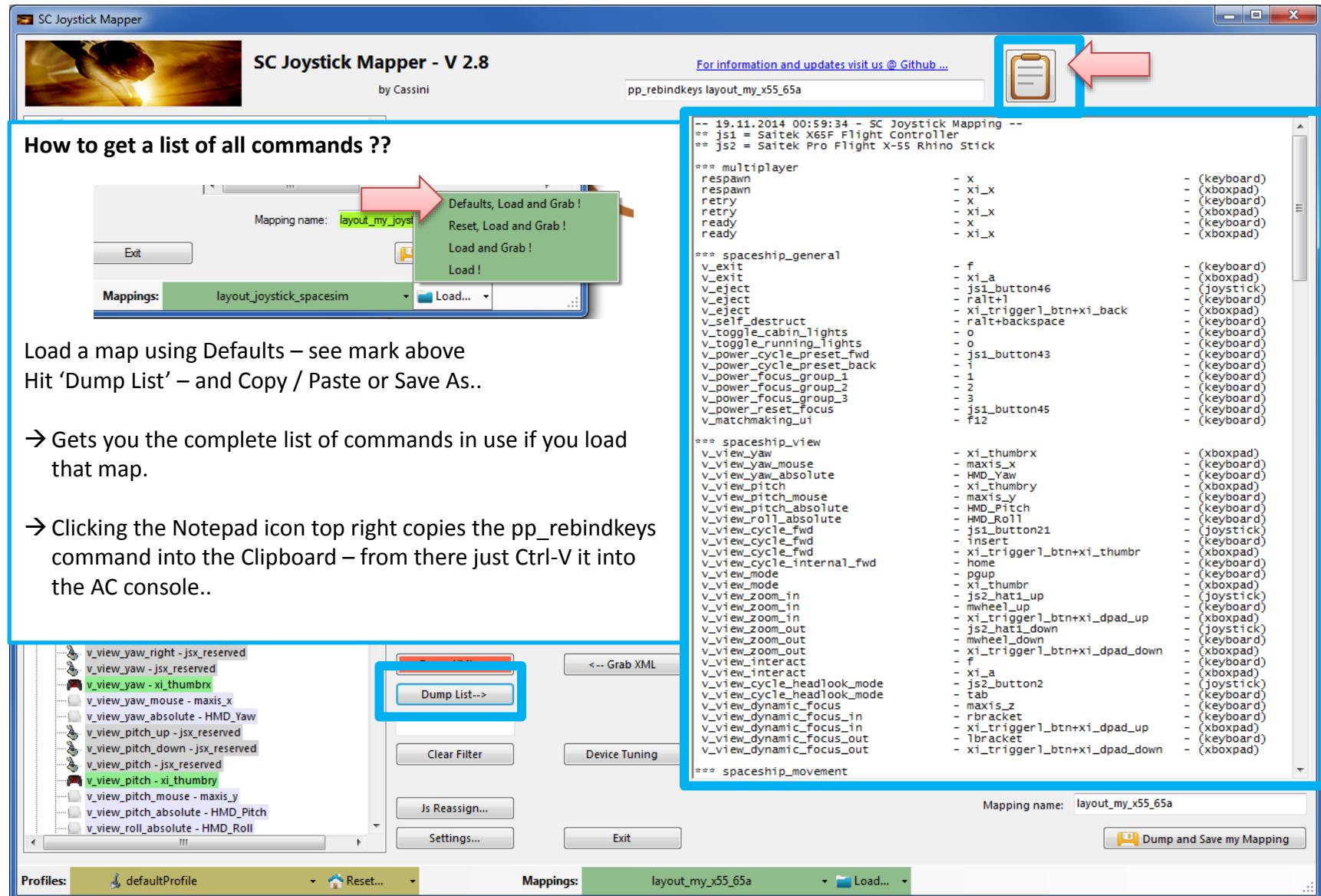
You may also use combined commands here.

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...



SCJMapper V 2 – Common Workflows

