STAR CITIZEN | VMAX THR + AEROMAX-R BINDING CHART
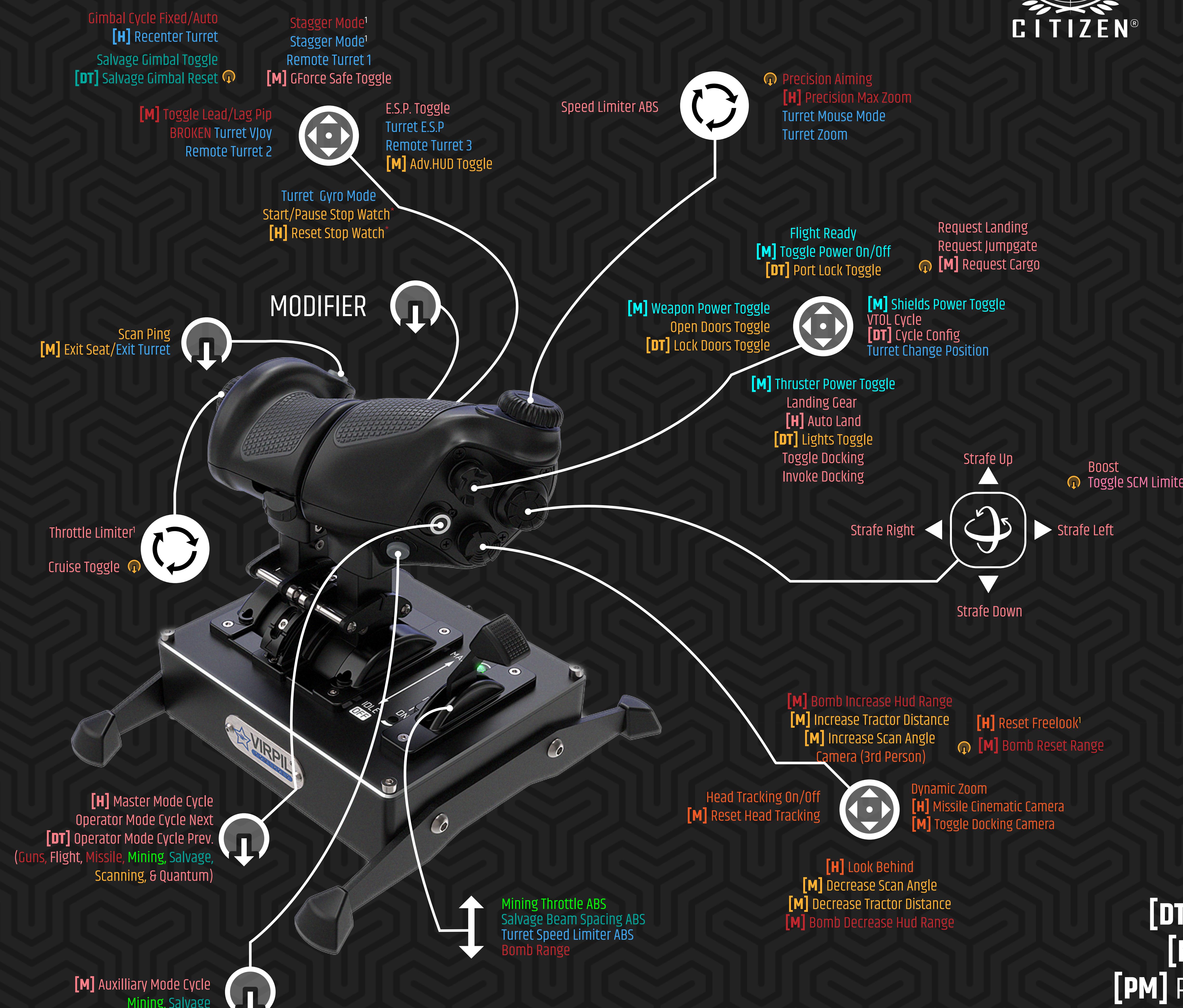
REQUIRED

Joystick Gremlin

Updated: 12.08.25
Version: 4.5.0PTU

Made with ☕ & ❤️ by SubliminalsTV
Support at store.subliminal.gg/supporters

CREATED BY:
SUBLIMINALSTV
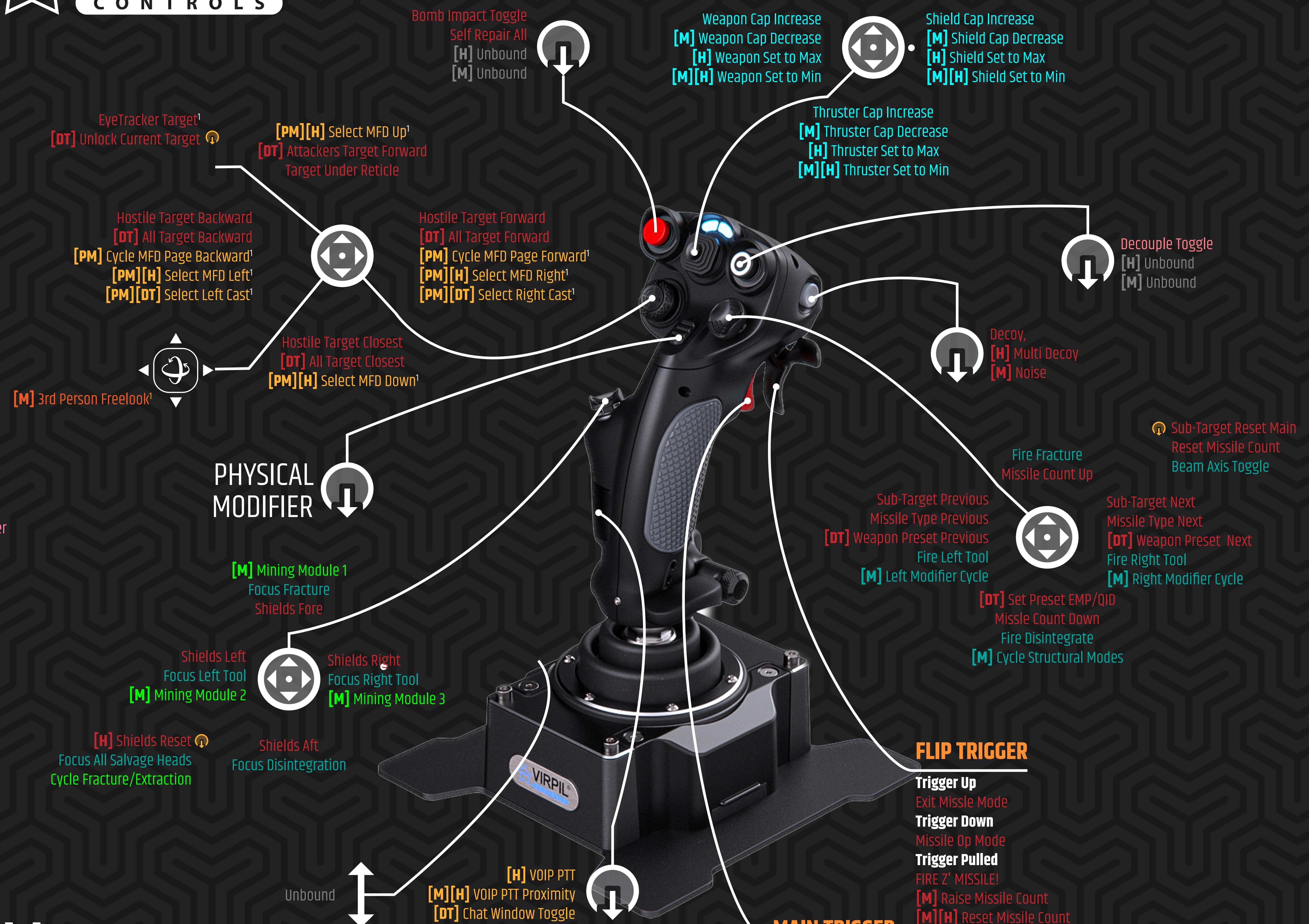SUBLIMINAL.GG/BINDINGS

STAR CITIZEN®

VIRPIL® CONTROLS

Gimbal Cycle Fixed/Auto
[H] Recenter Turret
Salvage Gimbal Toggle
[DT] Salvage Gimbal Reset

Stagger Mode[1]
Stagger Mode[1]
Remote Turret 1
[M] GForce Safe Toggle

Speed Limiter ABS

Precision Aiming
[H] Precision Max Zoom
Turret Mouse Mode
Turret Zoom

Bomb Impact Toggle
Self Repair All
[H] Unbound
[M] Unbound

Unbound — Capacitor Reset

Weapon Cap Increase
[M] Weapon Cap Decrease
[H] Weapon Set to Max
[M][H] Weapon Set to Min

Shield Cap Increase
[M] Shield Cap Decrease
[H] Shield Set to Max
[M][H] Shield Set to Min

E.S.P. Toggle
Turret E.S.P
Remote Turret 3
Remote Turret 2
[M] Adv.HUD Toggle

Turret Gyro Mode
Start/Pause Stop Watch
[H] Reset Stop Watch

EyeTracker Target[1]
[DT] Unlock Current Target

[PM][H] Select MFD Up[1]
[DT] Attackers Target Forward
Target Under Reticle

Thruster Cap Increase
[M] Thruster Cap Decrease
[H] Thruster Set to Max
[M][H] Thruster Set to Min

Flight Ready
[M] Toggle Power On/Off
[DT] Port Lock Toggle

Request Landing
Request Jumpgate
[M] Request Cargo

Hostile Target Backward
[DT] All Target Backward
[PM] Cycle MFD Page Backward[1]
[PM][H] Select MFD Left[1]
[PM][DT] Select Left Cast[1]

Hostile Target Forward
[DT] All Target Forward
[PM] Cycle MFD Page Forward[1]
[PM][H] Select MFD Right[1]
[PM][DT] Select Right Cast[1]

Decouple Toggle
[H] Unbound
[M] Unbound

MODIFIER

[M] Weapon Power Toggle
Open Doors Toggle
[DT] Lock Doors Toggle

[M] Shields Power Toggle
VTOL Cycle
[DT] Cycle Config
Turret Change Position

Hostile Target Closest
[DT] All Target Closest
[PM][H] Select MFD Down[1]

Decoy,
[H] Multi Decoy
[M] Noise

Scan Ping
[M] Exit Seat/Exit Turret

[M] Thruster Power Toggle
Landing Gear
[H] Auto Land
[DT] Lights Toggle
Toggle Docking
Invoke Docking

[M] 3rd Person Freelook[1]

PHYSICAL MODIFIER

Sub-Target Reset Main
Reset Missile Count
Beam Axis Toggle

Strafe Up

Boost
Toggle SCM Limiter

Fire Fracture
Missile Count Up

Sub-Target Previous
Missile Type Previous
[DT] Weapon Preset Previous
Fire Left Tool
[M] Left Modifier Cycle

Sub-Target Next
Missile Type Next
[DT] Weapon Preset Next
Fire Right Tool
[M] Right Modifier Cycle

Throttle Limiter[1]
Cruise Toggle

Strafe Right — Strafe Left

Strafe Down

[M] Mining Module 1
Focus Fracture
Shields Fore

[DT] Set Preset EMP/QIO
Missile Count Down
Fire Disintegrate
[M] Cycle Structural Modes

Shields Left
Focus Left Tool
[M] Mining Module 2

Shields Right
Focus Right Tool
[M] Mining Module 3

FLIP TRIGGER

[M] Bomb Increase Hud Range
[M] Increase Tractor Distance
[M] Increase Scan Angle
Camera (3rd Person)

[H] Reset Freelook[1]
[M] Bomb Reset Range

[H] Shields Reset
Focus All Salvage Heads
Cycle Fracture/Extraction

Shields Aft
Focus Disintegration

Trigger Up
Exit Missile Mode
Trigger Down
Missile Op Mode
Trigger Pulled
FIRE Z' MISSILE!
[M] Raise Missile Count
[M][H] Reset Missile Count

[H] Master Mode Cycle
Operator Mode Cycle Next
[DT] Operator Mode Cycle Prev.
(Guns, Flight, Missile, Mining, Salvage, Scanning, & Quantum)

Head Tracking On/Off
[M] Reset Head Tracking

Dynamic Zoom
[H] Missile Cinematic Camera
[M] Toggle Docking Camera

Unbound

[H] VOIP PTT
[M][H] VOIP PTT Proximity
[DT] Chat Window Toggle
[M] Hail Target
[M] Accept Notification
[M][DT] Decline Notification

MAIN TRIGGER

Stage 1 | Stage 2
Fire Selected Weapon Group | Fire Selected & Group 1
Fire Weapon Group 1
[H] Engage Quantum
Fire Salvage Beam
Fire Mining Laser
Activate Scan

[H] Look Behind
[M] Decrease Scan Angle
[M] Decrease Tractor Distance
[M] Bomb Decrease Hud Range

Mining Throttle ABS
Salvage Beam Spacing ABS
Turret Speed Limiter ABS
Bomb Range

[M] Auxilliary Mode Cycle
Mining, Salvage

[H] Hold
[DT] Double Tap
[M] Modifier
[PM] Physical Modifier

[1]Read Me The Read Me

Combat | Flight Control | Turret | Power | Mining | Salvage | Camera | Miscellaneous | Unbound