YAW-ROLL BUTTON

Hold or toggle to convert all roll input to yaw.

PRESETS

Choose from preconfigured bindings

MOUSE X-AXIS

Allow the mouse X-axis to control an aspect of the flight model.

RELATIVE MOUSE X-AXIS

Causes the mouse's position to centre horizontally over time.

MOUSE Y-AXIS

Allow the mouse Y-axis to control an aspect of the flight model.

RELATIVE MOUSE Y-AXIS

Causes the mouse's position to centre vertically over time.

RESET MOUSE

Instantly centres the mouse.

MOUSE SENSITIVITY

Adjusts the sensitivity of the mouse movement.

RELATIVE MOUSE RATE

Adjusts how quickly the mouse centres in relative mode.

MOUSE DEADZONE

Adjusts the deadzone of the mouse movement.

MOUSE POWER CURVE

Makes motion in the centre screen more sensitive.

At 1.0, the indicator position is one-to-one with its effect.

SHOW MOUSE WIDGET

Show a widget that indicates what the mouse is doing.

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YAW AXIS

Analogue input axis for controlling ship yaw (turning left or right).

DEADZONE

Axis inputs below this value will be ignored.

YAW LEFT

Digital input for yawing the ship left (turning left).

YAW RIGHT

Digital input for yawing the ship right (turning right).

YAW INTO ROLL

Enable a slight yaw action based on roll input:

Off no yaw into roll functionality.

On initial roll will apply a slight yaw when you begin a roll.

On low roll will apply yaw only on a low roll input and roll only on high roll input.

YAW INTO ROLL SENSITIVITY

Adjusts how much of an effect On low roll has.

YAW INTO ROLL - FLIGHT ASSIST OFF

Enable a slight yaw action based on roll input, when flight assist is off:

Default to standard controls use whatever option is defined for normal flight.

Off no yaw into roll functionality.

On initial roll will apply a slight yaw when you begin a roll.

On low roll will apply yaw only on a low roll input and roll only on high roll input.