X56 THROTTLE

Every box is editable · empty box = unbound · "·" separates the flight action from other modes (Salvage, Mining, Ground)

Joystick 2 in Star Citizen · orange tags on the photo match the tags beside each box

MODE SWITCH (BASE, LEFT)

MD	34–36	M1 / M2 / S1	Leave unbound: one position is always held

BASE SWITCHES SW1–SW6

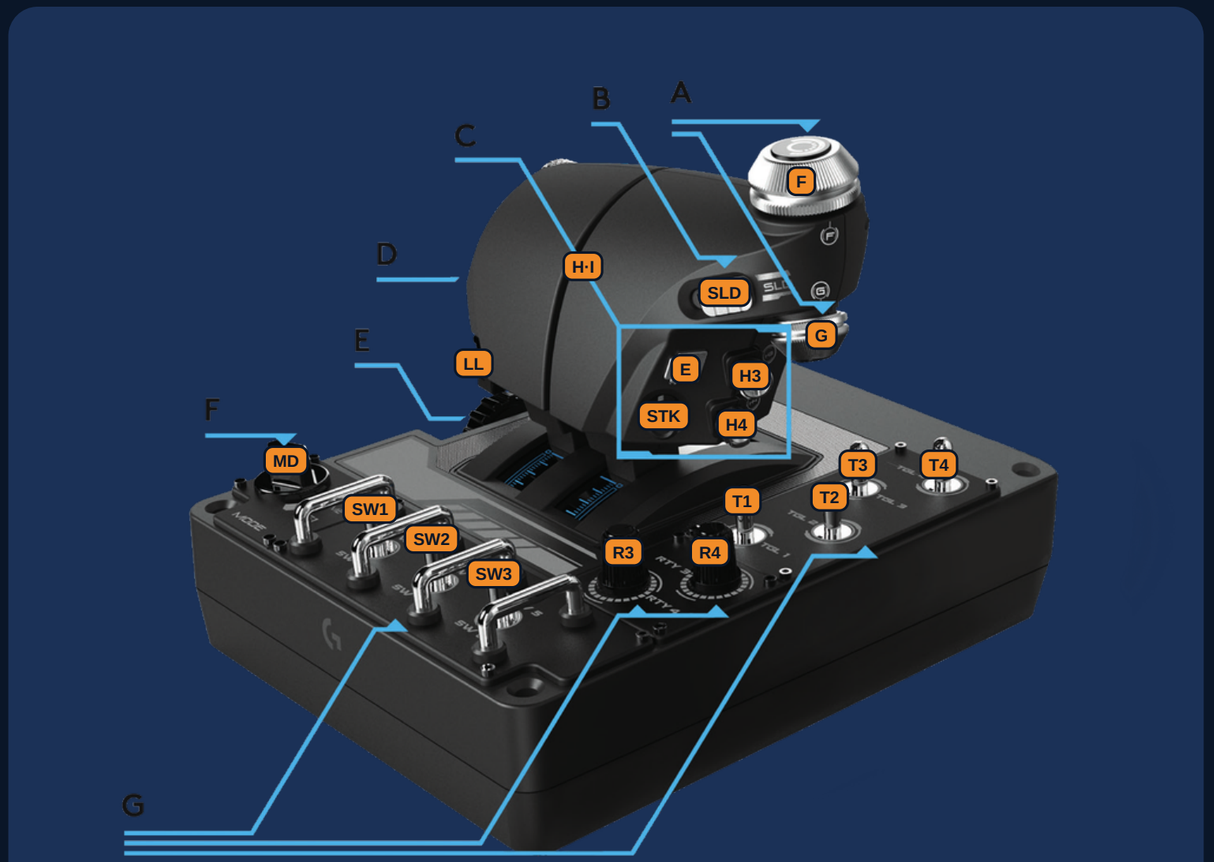
SW1	6	SW1 (up)	Landing gear
SW1	7	SW2 (down)	VTOL toggle
SW2	8	SW3 (up)	Master mode SCM / NAV (hold)
SW2	9	SW4 (down)	· Salvage: gimbal mode
SW3	10	SW5 (up)	Operator mode next
SW3	11	SW6 (down)	Operator mode previous

LEFT LEVER (LEFT SIDE)

LL	28	K1 rocker up	Look behind
LL	29	K1 rocker down	
LL	30	Scroll forward	Zoom in · Salvage: tractor +
LL	31	Scroll back	Zoom out · Salvage: tractor -

AXES

	Y	Right lever	Throttle fwd/back (back = reverse)
	X	Left lever	
STK	Rx	Mini-stick left/right	Strafe left / right
STK	Ry	Mini-stick up/down	Strafe up / down
R3	Sl2	Knob (check joy.cpl)	· Mining: laser power · Salvage: spacing
R4	Z Rz	Knobs (check joy.cpl)	



LL = left side of the left lever (out of view) · H·I = back of the right lever (out of view) · blue A–G lines are the manual's own

RIGHT LEVER, TOP

F	2	F: top dial push	Request landing
G	3	G: lower dial push	Reset shields · Salvage: disintegrate
SLD	33	Slider (slid right)	

RIGHT LEVER, THUMB

E	1	E button	Radar ping
STK	32	Mini-stick click	

UPPER HAT H3

H3	20	H3 up	Raise front shield · Salvage: fracture
H3	21	H3 right	Raise right shield · Salvage: focus right
H3	22	H3 down	Raise rear shield · Salvage: all heads
H3	23	H3 left	Raise left shield · Salvage: focus left

LOWER HAT H4

H4	24	H4 up	
H4	25	H4 right	
H4	26	H4 down	
H4	27	H4 left	

BACK OF RIGHT LEVER

H·I	5	H: index finger	Boost · Ground: boost
H·I	4	I: middle finger	Space brake · Ground: brake

BASE TOGGLES TGL1–TGL4

T1	12	TGL1 up	Armed missiles + · Salvage: modifier left
T1	13	TGL1 down	Armed missiles - · Salvage: modifier right
T2	14	TGL2 up	Tap: open doors · hold: close doors
T2	15	TGL2 down	Tap: lock doors · hold: unlock doors
T3	16	TGL3 up	
T3	17	TGL3 down	Auto precision mode toggle
T4	18	TGL4 up	Flight ready (power up)
T4	19	TGL4 down	

Device illustrations: Logitech X56 HOTAS user manual, (c) Logitech. Button numbers agree across two published X56 references; confirm any control in Windows joy.cpl.

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X56 STICK

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Joystick 1 in Star Citizen · orange tags on the photo match the tags beside each box

POV HAT (SILVER, TOP)

POV	**U**	POV up	Cycle targets: all (hold: reset)
POV	**R**	POV right	Cycle targets: hostiles (hold: reset)
POV	**D**	POV down	Cycle targets: attackers (hold: reset)
POV	**L**	POV left	Cycle targets: friendlies (hold: reset)

HEAD AND SIDE

A	**2**	A button	Missile mode toggle
STK	**4**	Mini-stick click	

AXES

	X	Stick left/right	Yaw (turn left / right)
	Y	Stick fwd/back	Pitch
	Rz	Twist	Roll
STK	**Ry**	Mini-stick up/down	· Ground: drive
STK	**Rx**	Mini-stick left/right	

MODE (FOLLOWS THROTTLE SWITCH)

	15–17	M1 / M2 / S1	Leave unbound: one is always held



D and LVR (pinky) are shown in the circled close-up. · blue A–G lines are the manual's own

TRIGGER AND SIDE

TRG	**1**	Trigger	Fire weapon group 1 · Scan
B	**3**	B button (right side)	Noise countermeasure

TOP-RIGHT HAT H1

H1	**7**	H1 up	Tap: lock pin 2 · hold: pin 2
H1	**8**	H1 right	Tap: lock pin 3 · hold: pin 3
H1	**9**	H1 down	Unlock target · remove all pins
H1	**10**	H1 left	Tap: lock pin 1 · hold: pin 1

LOWER HAT H2

H2	**11**	H2 up	
H2	**12**	H2 right	Sub-target next
H2	**13**	H2 down	Sub-target reset
H2	**14**	H2 left	Sub-target previous

PINKY

D	**5**	D: pinky button	Fire group 2 · Missile next · Mining laser type
LVR	**6**	Pinky lever	Decoy (countermeasure)

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