PS5 DUALSENSE

PS5 DualSense wireless controller · Star Citizen 4.10 · connect it, load the profile, fly

SET IT UP

1 Connect it

USB-C cable or Bluetooth. Bluetooth: controller off, hold Create + PS about 3 seconds until the light bar flashes, then Windows Settings > Bluetooth & devices > Add device > Bluetooth and pick "Wireless Controller".

2 Make it look like an Xbox controller

Star Citizen reads Xbox style (XInput) gamepads. Add Star Citizen to Steam as a non-Steam game and turn on PlayStation controller support in Steam Input, or run DS4Windows. Either way the game then sees a normal gamepad.

3 Copy the profile into the game

Put layout_AbsoluteGaming_Gamepad.xml (or the file the generator made you) in your mappings folder:
Roberts Space Industries\StarCitizen\LIVE\user\client\0\controls\mappings

4 Load it

Open the console with ~ and run, with no .xml on the end: pp_rebindkeys layout_AbsoluteGaming_Gamepad
Or use Options > Keybindings > Advanced Controls Customization > Control Profiles and load it there.

5 Check it in game

Options > Keybindings shows a Gamepad device. Move both sticks in the hangar or a ship to confirm.
Stick feels too twitchy or drifts? Adjust the gamepad sensitivity and deadzones under Options > Keybindings.

HOW THE LAYOUT THINKS

- Our layout keeps Star Citizen's own gamepad defaults where they exist and fills the free buttons with the things you reach for most.
- Hold L1 to reach a second set of buttons. That is how Star Citizen's gamepad layout works, so L1 alone does very little.
- Flight and on foot use different layouts. The game switches between them for you when you sit down or stand up.
- Page 2 is the flight layout, page 3 is on foot. Want your own? Fill in the layout form and drop it on absolutegaming.store/starcitizen5.html.
- Chat and a few menus still want a keyboard and mouse. They keep working alongside the controller.



Connect it once. After that Windows reconnects it when you turn it on.

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FLIGHT MAP

Absolute Gaming starter layout · orange tags on the controller match the tags beside each line

FLIGHT

Cross	View: Interaction (look at, press)
Circle	Decoupled toggle (gamepad)
Square	Defense: Decoy
Triangle	Radar: Ping
Up	Master mode SCM / NAV
Right	Radar: Scan mode toggle
Down	Landing gear toggle
Left	Quantum mode toggle
L1	Modifier: hold for the second set
R1	Weapons: Missile mode toggle
L2	View: Aim (ADS) toggle
R2	Weapons: Fire weapons
L3	Boost
R3	Yaw / roll swap
Create	Menu: mobiGlas
Options	free

Hold L1, then press a button for the right-hand column.

Options opens the game menu. The PS button belongs to the system.



FLIGHT + HOLD L1

Cross	View: Look behind
Circle	Space brake
Square	Defense: Noise
Triangle	View: Cycle camera view
Up	Ship: Lights toggle
Right	Mining: Mining mode toggle
Down	Auto land (hold)
Left	Salvage: Salvage mode toggle
R1	Ship: Flight ready (gamepad)
L2	Targeting: Unlock target
R2	Targeting: Cycle hostiles (hold: reset)
L3	Request landing
R3	Targeting: Sub-target next
Create	Menu: Star map
Options	Menu: Scoreboard

STICKS

L stick	Throttle forward / back and yaw.
R stick	Pitch and roll. Swap yaw and roll with R3.
L1 + L stick	Strafe up / down and left / right.

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ON FOOT MAP

Absolute Gaming starter layout · orange tags on the controller match the tags beside each line

ON FOOT

Cross	Jump
Circle	Crouch
Square	Reload (tap) / holster (hold)
Triangle	Use / interact
Up	Scope / optics
Right	Sidearm
Down	Gadget
Left	Secondary weapon
L1	Modifier: hold for the second set
R1	free
L2	Aim down sights
R2	Fire
L3	Sprint
R3	Melee (hold) / takedown (tap)
Create	Menu: mobiGlas
Options	free

Hold L1, then press a button for the right-hand column.

Options opens the game menu. The PS button belongs to the system.



ON FOOT + HOLD L1

Cross	free
Circle	Prone
Square	Customize weapon
Triangle	Third person
Up	Fire mode
Right	Melee weapon
Down	Flashlight
Left	Unarmed
R1	Inspect item
L2	free
R2	free
L3	Lean left
R3	Lean right
Create	Menu: Star map
Options	Menu: Scoreboard

STICKS

L stick	Move.
R stick	Look around.
L1 + L stick	Dodge (double tap, melee).

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