XBOX CONTROLLER

Xbox Wireless Controller · Star Citizen 4.10 · connect it, load the profile, fly

SET IT UP

1 Connect it

USB-C cable, the Xbox Wireless Adapter, or Bluetooth (Series X|S, Elite Series 2 and Xbox One model 1708 have it).
Bluetooth: turn it on, hold the Pair button on the top edge about 3 seconds, then Windows Settings > Bluetooth & devices > Add device.

2 Update the firmware

Use the Xbox Accessories app on Windows. Old firmware is the usual cause of Bluetooth dropouts.
Windows sees it as an Xbox controller straight away, which is exactly what Star Citizen wants. No extra software needed.

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 LB to reach a second set of buttons. That is how Star Citizen's gamepad layout works, so LB 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

A	View: Interaction (look at, press)
B	Decoupled toggle (gamepad)
X	Defense: Decoy
Y	Radar: Ping
Up	Master mode SCM / NAV
Right	Radar: Scan mode toggle
Down	Landing gear toggle
Left	Quantum mode toggle
LB	Modifier: hold for the second set
RB	Weapons: Missile mode toggle
LT	View: Aim (ADS) toggle
RT	Weapons: Fire weapons
L3	Boost
R3	Yaw / roll swap
View	Menu: mobiGlas
Menu	free

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

Menu opens the game menu. The Xbox button belongs to the system.



STICKS

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

FLIGHT + HOLD LB

A	View: Look behind
B	Space brake
X	Defense: Noise
Y	View: Cycle camera view
Up	Ship: Lights toggle
Right	Mining: Mining mode toggle
Down	Auto land (hold)
Left	Salvage: Salvage mode toggle
RB	Ship: Flight ready (gamepad)
LT	Targeting: Unlock target
RT	Targeting: Cycle hostiles (hold: reset)
L3	Request landing
R3	Targeting: Sub-target next
View	Menu: Star map
Menu	Menu: Scoreboard

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ON FOOT MAP

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ON FOOT

A	Jump
B	Crouch
X	Reload (tap) / holster (hold)
Y	Use / interact
Up	Scope / optics
Right	Sidearm
Down	Gadget
Left	Secondary weapon
LB	Modifier: hold for the second set
RB	free
LT	Aim down sights
RT	Fire
L3	Sprint
R3	Melee (hold) / takedown (tap)
View	Menu: mobiGlas
Menu	free

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

Menu opens the game menu. The Xbox button belongs to the system.



ON FOOT + HOLD LB

A	free
B	Prone
X	Customize weapon
Y	Third person
Up	Fire mode
Right	Melee weapon
Down	Flashlight
Left	Unarmed
RB	Inspect item
LT	free
RT	free
L3	Lean left
R3	Lean right
View	Menu: Star map
Menu	Menu: Scoreboard

STICKS

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

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