PS5 DUALSENSE

PS5 DualSense wireless controller · Star Citizen layout form · fill in, drop it on the website, get your profile

MAKE YOUR OWN LAYOUT

1. **Fill in page 2**
   Every box is a dropdown. Pick a Star Citizen action for each button, in flight and on foot, with and without L1 held.
   Leave a box empty for nothing. The filled version starts from our starter layout: change only what you want.

2. **Save it**
   Open this PDF in Acrobat Reader, Chrome, Edge or Preview on a Mac, fill it in, then save (Ctrl+S / Cmd+S).
   Use Save, not Print. Printing to PDF throws the boxes away.

3. **Drop it on the website**
   Go to absolutegaming.store/starcitizen5.html and drop the PDF on the XML generator.
   It is read in your browser and never uploaded. Check the review table, then download your profile.

4. **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

5. **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.



GOOD TO KNOW

- The sticks are set for you: left stick throttle and yaw in a ship, move on foot; right stick pitch and roll, look on foot.
- The "hold L1" columns are L1 plus that button. L1 itself is the modifier, so it has no box in those columns.
- Flight boxes also cover ground vehicles where Star Citizen shares the action. On-foot boxes work in the hangar, stations and EVA.
- The same button can do one thing in flight and another on foot. Two actions on one button in the same column will clash.

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YOUR LAYOUT

Absolute Gaming starter layout, change any box · then drop this PDF on absolutegaming.store/starcitizen5.html

PS5 DualSense wireless controller · orange tags on the controller match the button names in the first column



BUTTON		FLIGHT	FLIGHT + HOLD L1	ON FOOT	ON FOOT + HOLD L1
Cross	Cross	View: Interaction (look at, press)	View: Look behind	On foot: Jump	
Circle	Circle	Flight: Decoupled toggle (gamepad)	Flight: Space brake	On foot: Crouch	On foot: Prone
Square	Square	Defense: Decoy	Defense: Noise	On foot: Reload (tap) / holster (hold)	On foot: Customize weapon
Triangle	Triangle	Radar: Ping	View: Cycle camera view	On foot: Use / interact	On foot: Third person
Up	D-pad up	Flight: Master mode SCM / NAV	Ship: Lights toggle	On foot: Scope / optics	On foot: Fire mode
Right	D-pad right	Radar: Scan mode toggle	Mining: Mining mode toggle	On foot: Sidearm	On foot: Melee weapon
Down	D-pad down	Flight: Landing gear toggle	Flight: Auto land (hold)	On foot: Gadget	On foot: Flashlight
Left	D-pad left	Flight: Quantum mode toggle	Salvage: Salvage mode toggle	On foot: Secondary weapon	On foot: Unarmed
L1	L1 (modifier)		*modifier (held)*		*modifier (held)*
R1	R1	Weapons: Missile mode toggle	Ship: Flight ready (gamepad)		On foot: Inspect item
L2	L2	View: Aim (ADS) toggle	Targeting: Unlock target	On foot: Aim down sights	
R2	R2	Weapons: Fire weapons	Targeting: Cycle hostiles (hold: reset)	On foot: Fire	
L3	L3 (left stick click)	Flight: Boost	Flight: Request landing	On foot: Sprint	On foot: Lean left
R3	R3 (right stick click)	Flight: Yaw / roll swap	Targeting: Sub-target next	On foot: Melee (hold) / takedown (tap)	On foot: Lean right
Create	Create (Share)	Menu: mobiGlas	Menu: Star map	Menu: mobiGlas	Menu: Star map
Options	Options		Menu: Scoreboard		Menu: Scoreboard

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