G PRO FLIGHT YOKE

Logitech G PRO Flight Yoke System (yoke + throttle quadrant) · Star Citizen 4.10 · setup and control map

SET UP THE YOKE ONCE

1. **Connect it**
   Plug the throttle quadrant into the yoke with its round PS/2 cable, then plug the yoke's USB cable into the PC.
   Windows lists one controller with both. Check it: Win+R, joy.cpl, Properties. Move the yoke and all three levers.

2. **No software profile**
   If you installed the Logitech flight software, clear any profile on the yoke so buttons are not turned into key presses.
   Star Citizen reads the yoke directly. No driver profile is needed for this layout.

3. **Copy the profile**
   Put layout_AbsoluteGaming_GProYoke.xml (or the one the generator made you) in
   ...\StarCitizen\LIVE\user\client\0\controls\mappings

4. **Load it**
   In game press ~ for the console and type: pp_rebindkeys layout_AbsoluteGaming_GProYoke
   Or: Options > Keybindings > Advanced Controls Customization > Control Profiles > AbsoluteGaming_GProYoke > Load.

5. **Yoke = joystick 1**
   The profile binds joystick 1. If you also have a stick or pedals plugged in and the yoke does nothing,
   type pp_resortdevices joystick 1 2 then run the pp_rebindkeys line again.

6. **Check the black lever**
   Lever forward should speed you up. If it is backwards: Options > Keybindings > Joystick / HOTAS 1 >
   Inversion Settings > flip the strafe forward invert. Yoke: push = nose down, turn = roll.

7. **Deadzones**
   If the yoke creeps at rest, give X and Y a small deadzone (0.02 to 0.05) in Options > Keybindings > Joystick.
   Yokes rarely need more. The levers need none.



Photo: Logitech. The quadrant plugs into the yoke, so the game sees one controller.

HOW THIS LAYOUT THINKS

- The yoke flies like a plane: turn to roll, push and pull to pitch. Yaw is on the lower right-hand rocker (T5/T6), and the POV hat strafes.
- Black lever = throttle (back is stop, forward is full). Blue lever = mining laser power / salvage beam spacing. Red lever is free for you.
- Rudder pedals make yaw much nicer. Bind them to Yaw in the game, or ask us on Discord for a pedal add-on.
- The lever detent clicks and the mode selector are not bound: Logitech does not publish their button numbers. Bind them in game if you want them.
- Page 2 lists every control. Change any box, then drop the PDF on absolutegaming.store/starcitizen3.html for a new XML.

Device photos and button numbers: Logitech G Flight Yoke System product images and user guide, (c) Logitech. Confirm any control in Windows joy.cpl.

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YOKE + QUADRANT

Pick an action from each dropdown or type your best guess · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen3.html

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

YOKE: LEFT HANDLE

POV	POV hat up	
POV	POV hat right	
POV	POV hat down	
POV	POV hat left	
3	T1, rocker up	
4	T2, rocker down	
1	Button 1 (back of handle)	

YOKE: RIGHT HANDLE

2	Button 2 (red)	
5	T3, upper rocker up	
6	T4, upper rocker down	
7	T5, lower rocker	
8	T6, lower rocker	

YOKE: AXES

X	Turn left / right	
Y	Push / pull	

Button 1 is on the back of the left handle.
The mode selector is on the back of the right handle.

Each quadrant rocker: up = the odd number (T1, T3, T5), down = the even number.

Lever detent clicks and the mode selector are not on this form: Logitech does not list their button numbers. Check them in joy.cpl and bind them in the game if you want them.

QUADRANT: LEVERS

Z	Black lever	
Rx	Blue lever	
Ry	Red lever	

QUADRANT: ROCKERS

15	T1, left rocker up	
16	T2, left rocker down	
17	T3, middle rocker up	
18	T4, middle rocker down	
19	T5, right rocker up	
20	T6, right rocker down	



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