SOL-R 2 HOSAS

Thrustmaster Sol-R 2 HOSAS Space Sim Duo · Star Citizen 4.10 · dual-stick setup and control map

SET UP THE TWO STICKS ONCE

1. **Hand switch**
   Each base has a LEFT HANDED / RIGHT HANDED switch on the back. Left stick on LEFT, right stick on RIGHT. Windows then lists "Sol-R [L] Flightstick" and "Sol-R [R] Flightstick" (Start > joy.cpl). Leave PoV enabled on both (factory setting).

2. **Firmware**
   Install the Thrustmaster driver package from support.thrustmaster.com (SOL-R 2 HOSAS > Drivers) and let it update both bases.
   You do not need T.A.R.G.E.T. for this profile. If T.A.R.G.E.T. is running it hides the real sticks behind a virtual one, so stop it.

3. **Copy the profile**
   Put layout_AbsoluteGaming_SOLR2.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_SOLR2
   Or: Options > Keybindings > Advanced Controls Customization > Control Profiles > AbsoluteGaming_SOLR2 > Load.

5. **Left = joystick 1**
   The left stick must be joystick 1 and the right stick joystick 2. If pushing the left stick pitches the ship, they are swapped:
   type pp_resortdevices joystick 1 2 then run the pp_rebindkeys line again.

6. **Check directions**
   Left stick forward should fly forward. If it is backwards: Options > Keybindings > Joystick 1 > Inversion Settings >
   flip the forward/backward strafe inversion. Right stick: pitch on forward/back, yaw on left/right, roll on twist.

7. **Deadzones**
   Hall-effect sensors barely drift. If a stick creeps at rest, set a small deadzone (0.02 to 0.05) for that axis in
   Options > Keybindings > Joystick > Deadzone. Twist usually wants the most.

HOW THIS LAYOUT THINKS

- Left stick moves the ship: forward/back = thrust, left/right = strafe, twist = up/down. Its buttons run ship systems, gear, doors, shields and cameras.
- Right stick points the ship: pitch, yaw, twist = roll. Its buttons are weapons, missiles, targeting and power.
- Base throttle lever: left = mining laser power / salvage beam spacing. Right = free for you. Star Citizen reads the lever as Z (Thrustmaster's own profile agrees).
- Rotary selectors (20 to 23) hold a position, so they are left unbound. Bind them to "mode" style actions only.
- Pages 2 and 3 list every control with its manual number. Change any box, then drop the PDF on absolutegaming.store/starcitizen2.html for a new XML.



Right stick shown. Both sticks are identical hardware.

Device photos: Thrustmaster Sol-R 2 mapping chart, (c) Guillemot Corporation S.A., labels removed. Button numbers are from the Thrustmaster Sol-R manual and are printed on the bases. Confirm any control in Windows joy.cpl.

Star Citizen 4.10 LIVE · Absolute Gaming default · 9 Nov 2026

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LEFT STICK

Absolute Gaming default, change any box · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen2.html

Joystick 1 in Star Citizen · left-handed mode, PoV enabled · orange tags on the photo match the tags beside each box

ABSOLUTE GAMING

TRIGGERS AND GRIP

24	Trigger, first stage	Defense: Decoy
25	Trigger, full pull	Defense: Noise
26	Index lever (26)	Radar: Ping
27	Index lever (27)	Flight: Request landing
28	Lower grip button	Flight: Boost (+ ground boost)
29	Mini-stick click	Flight: Space brake (+ ground brake)
35	Orange button, left	Ship: Doors - tap open / hold close
39	Orange button, right	Ship: Doors - tap lock / hold unlock
37	Scroll wheel up	View: Zoom in (+ salvage tractor +, interaction zoom)
38	Scroll wheel down	View: Zoom out (+ salvage tractor -, interaction zoom)
36	Scroll wheel click	View: Look behind

OUTER HAT (30) = POV

PoV	Up	Defense: Raise front shield (+ salvage fracture)
PoV	Right	Defense: Raise right shield (+ salvage focus right)
PoV	Down	Defense: Raise rear shield (+ salvage all heads)
PoV	Left	Defense: Raise left shield (+ salvage focus left)
30	Push (if your stick reports it)	Defense: Reset shields (+ salvage disintegrate)

THUMB HAT (40) = BUTTONS

42	Up	View: Camera look up
43	Right	View: Camera look right
44	Down	View: Camera look down
41	Left	View: Camera look left
40	Push	View: Cycle camera view

AXES

X	Stick left / right	Axis: Strafe left / right
Y	Stick forward / back	Axis: Throttle fwd / back (+ ground drive)
Rz	Twist	Axis: Strafe up / down
Rx	Mini-stick left / right	
Ry	Mini-stick up / down	
Z	Base throttle lever	Axis: Mining laser power (+ salvage spacing)
Sl1	Extra axis (check joy.cpl)	



Inset: grip from the side (triggers 24/25, index lever 26/27, button 28). Base numbers are printed on the base.

BASE: LEFT SWITCHES (1/2 OUTER, 3/4 INNER)

1	Outer switch up	Flight: Retract landing gear
2	Outer switch down	Flight: Deploy landing gear
3	Inner switch up	Flight: VTOL on
4	Inner switch down	Flight: VTOL off

BASE: LEFT BUTTONS

5	Button 5	Flight: Flight ready (power up)
6	Button 6	Ship: Lights toggle
7	Button 7	Flight: Auto land (hold)
8	Button 8	Flight: Master mode SCM / NAV

BASE: ENCODER (LEFT KNOB)

9	Turn (9)	Mining: Laser power +
10	Turn (10)	Mining: Laser power -
11	Push	Mining: Laser type toggle

BASE: RIGHT SWITCHES (14/15 INNER, 12/13 OUTER)

14	Inner switch up	Ship: Operator mode next
15	Inner switch down	Ship: Operator mode previous
12	Outer switch up	Salvage: Modifier left
13	Outer switch down	Salvage: Modifier right

BASE: RIGHT BUTTONS

16	Button 16	Mining: Mining mode toggle
17	Button 17	Salvage: Salvage mode toggle
18	Button 18	Salvage: Gimbal mode toggle
19	Button 19	Salvage: Beam spacing axis toggle

BASE: ROTARY SELECTOR (HOLDS A POSITION)

20	Position 20	
21	Position 21	
22	Position 22	
23	Position 23	

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RIGHT STICK

Absolute Gaming default, change any box · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen2.html

Joystick 2 in Star Citizen · right-handed mode, PoV enabled · orange tags on the photo match the tags beside each box

TRIGGERS AND GRIP

24	Trigger, first stage	Weapons: Fire group 1 (+ scan)
25	Trigger, full pull	Weapons: Fire group 2
26	Index lever (26)	Weapons: Launch missiles (hold)
27	Index lever (27)	Weapons: Next missile type
28	Lower grip button	Weapons: Missile mode toggle
29	Mini-stick click	Targeting: Unlock target + remove all pins
35	Orange button, left	Weapons: Previous weapon preset
39	Orange button, right	Weapons: Next weapon preset
37	Scroll wheel up	Weapons: Armed missiles +
38	Scroll wheel down	Weapons: Armed missiles -
36	Scroll wheel click	Targeting: Sub-target reset

OUTER HAT (40) = POV

PoV	Up	Targeting: Cycle all targets (hold: reset)
PoV	Right	Targeting: Cycle hostiles (hold: reset)
PoV	Down	Targeting: Cycle attackers (hold: reset)
PoV	Left	Targeting: Cycle friendlies (hold: reset)
40	Push (if your stick reports it)	

THUMB HAT (30) = BUTTONS

32	Up	Targeting: Lock pin 1 (tap) / pin target 1 (hold)
33	Right	Targeting: Lock pin 2 (tap) / pin target 2 (hold)
34	Down	Targeting: Sub-target next
31	Left	Targeting: Lock pin 3 (tap) / pin target 3 (hold)
30	Push	Targeting: Sub-target previous

AXES

X	Stick left / right	Axis: Yaw (turn left / right)
Y	Stick forward / back	Axis: Pitch
Rz	Twist	Axis: Roll
Rx	Mini-stick left / right	
Ry	Mini-stick up / down	
Z	Base throttle lever	
Sl1	Extra axis (check joy.cpl)	



Inset: grip from the side (triggers 24/25, index lever 26/27, button 28). Base numbers are printed on the base.

BASE: LEFT SWITCHES (1/2 OUTER, 3/4 INNER)

1	Outer switch up	Flight: G-force safety toggle
2	Outer switch down	Flight: ESP toggle
3	Inner switch up	Defense: Power to max
4	Inner switch down	Defense: Power to min

BASE: LEFT BUTTONS

5	Button 5	Flight: Quantum mode toggle
6	Button 6	Radar: Scan mode toggle
7	Button 7	Flight: Auto precision mode toggle
8	Button 8	Flight: Decoupled mode toggle

BASE: ENCODER (LEFT KNOB)

9	Turn (9)	Power: Weapons +
10	Turn (10)	Power: Weapons -
11	Push	Power: Reset power assignments

BASE: RIGHT SWITCHES (14/15 INNER, 12/13 OUTER)

14	Inner switch up	Power: Engines +
15	Inner switch down	Power: Engines -
12	Outer switch up	Power: Shields +
13	Outer switch down	Power: Shields -

BASE: RIGHT BUTTONS

16	Button 16	Power: Ship power on / off
17	Button 17	
18	Button 18	
19	Button 19	

BASE: ROTARY SELECTOR (HOLDS A POSITION)

20	Position 20	
21	Position 21	
22	Position 22	
23	Position 23	

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