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 · blank binding form · 9 Nov 2026

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LEFT STICK

Pick an action from each dropdown or type your best guess · 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	
25	Trigger, full pull	
26	Index lever (26)	
27	Index lever (27)	
28	Lower grip button	
29	Mini-stick click	
35	Orange button, left	
39	Orange button, right	
37	Scroll wheel up	
38	Scroll wheel down	
36	Scroll wheel click	

OUTER HAT (30) = POV

PoV	Up	
PoV	Right	
PoV	Down	
PoV	Left	
30	Push (if your stick reports it)	

THUMB HAT (40) = BUTTONS

42	Up	
43	Right	
44	Down	
41	Left	
40	Push	

AXES

X	Stick left / right	
Y	Stick forward / back	
Rz	Twist	
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	
2	Outer switch down	
3	Inner switch up	
4	Inner switch down	

BASE: LEFT BUTTONS

5	Button 5	
6	Button 6	
7	Button 7	
8	Button 8	

BASE: ENCODER (LEFT KNOB)

9	Turn (9)	
10	Turn (10)	
11	Push	

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

14	Inner switch up	
15	Inner switch down	
12	Outer switch up	
13	Outer switch down	

BASE: RIGHT BUTTONS

16	Button 16	
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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RIGHT STICK

Pick an action from each dropdown or type your best guess · 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	
25	Trigger, full pull	
26	Index lever (26)	
27	Index lever (27)	
28	Lower grip button	
29	Mini-stick click	
35	Orange button, left	
39	Orange button, right	
37	Scroll wheel up	
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THUMB HAT (30) = BUTTONS

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33	Right	
34	Down	
31	Left	
30	Push	

AXES

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Y	Stick forward / back	
Rz	Twist	
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