SOL-R 4 HOTAS

Thrustmaster SOL-R 4 HOTAS (Sol-R flightstick + Sol-R 6 Throttle) · Star Citizen 4.10 · setup and control map

SET UP THE HOTAS ONCE

1. **Right-handed stick**
   The stick base has a LEFT HANDED / RIGHT HANDED switch on the back: set it to RIGHT. Windows then lists "Sol-R [R] Flightstick" and "Sol-R 6 Throttle" (Win+R, joy.cpl). Leave PoV enabled on the stick (factory setting).

2. **Firmware**
   Install the Thrustmaster driver package (support.thrustmaster.com, SOL-R 4 HOTAS > Drivers) and update both devices.
   You do not need T.A.R.G.E.T. If a T.A.R.G.E.T. profile is running it hides the real devices behind a virtual one, so stop it.

3. **Copy the profile**
   Put layout_AbsoluteGaming_SOLR4.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_SOLR4
   Or: Options > Keybindings > Advanced Controls Customization > Control Profiles > AbsoluteGaming_SOLR4 > Load.

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

6. **Check the throttle**
   Slide forward should fly forward, the middle is stop, back is reverse (the 50% detent marks stop). If it is backwards:
   Options > Keybindings > Joystick / HOTAS 2 > Inversion Settings > flip the strafe forward/backward invert.

7. **Deadzones**
   Hall-effect sensors barely drift. If something creeps at rest, give that axis a small deadzone (0.02 to 0.05).
   The stick twist and the throttle mini-stick usually want the most.



Two USB devices: the stick is joystick 1, the throttle is joystick 2.

HOW THIS LAYOUT THINKS

- Stick points the ship: forward/back = pitch, left/right = yaw, twist = roll. Grip: weapons, missiles, targeting. Base: flight assists and power.
- Throttle moves the ship: slide = thrust, mini-stick = strafe, antenna knob = mining laser power / salvage beam spacing.
- Throttle hats: PoV = shields, upper hat = camera look, lower hat = ping, doors and lights. Toggle switch = landing gear.
- The throttle rudder (twist the handle) is left free for you: bind it to yaw if you prefer it to the stick, or to strafe.
- Pages 2 to 4 list every control. Change any box, then drop the PDF on absolutegaming.store/starcitizen4.html for a new XML.

Device photos: Thrustmaster SOL-R 4 product images, (c) Guillemot Corporation S.A. Button numbers: Thrustmaster Sol-R and Sol-R 6 Throttle user manuals. Confirm any control in Windows joy.cpl.

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STICK · GRIP

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Joystick 1 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	Red button, left	Weapons: Previous weapon preset
39	Red button, right	Weapons: Next weapon preset

SCROLL WHEEL

37	Scroll up	Weapons: Armed missiles +
38	Scroll down	Weapons: Armed missiles -
36	Scroll click	Targeting: Sub-target reset

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	



Button 28 is the small button low on the front of the grip (below this view).

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

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STICK · BASE

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Joystick 1 in Star Citizen · the button numbers are printed on the base itself

LEFT TOGGLE SWITCHES

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

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

ENCODER (LEFT KNOB)

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

AXES

Z	Base lever	
SI1	Extra axis (check joy.cpl)	



With the Sol-R 6 throttle doing the thrust, the base lever (Z) is free for you.

RIGHT TOGGLE SWITCHES

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

RIGHT BUTTONS

16	Button 16	Power: Ship power on / off
17	Button 17	Flight: Flight ready (power up)
18	Button 18	Flight: Master mode SCM / NAV
19	Button 19	Flight: VTOL toggle

ROTARY SELECTOR (HOLDS A POSITION)

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

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SOL-R 6 THROTTLE

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Joystick 2 in Star Citizen · orange tags on the photos match the tags beside each box

THUMB SIDE

PoV	PoV hat up	Defense: Raise front shield (+ salvage fracture)
PoV	PoV hat right	Defense: Raise right shield (+ salvage focus right)
PoV	PoV hat down	Defense: Raise rear shield (+ salvage all heads)
PoV	PoV hat left	Defense: Raise left shield (+ salvage focus left)
7	Upper hat up	View: Camera look up
8	Upper hat right	View: Camera look right
9	Upper hat down	View: Camera look down
10	Upper hat left	View: Camera look left
11	Lower hat up	Radar: Ping
12	Lower hat right	Ship: Doors - tap open / hold close
13	Lower hat down	Ship: Lights toggle
14	Lower hat left	Ship: Doors - tap lock / hold unlock
1	Action button	Flight: Boost (+ ground boost)





Top: thumb side (hats, button 1). Circle: the other side (mini-stick 6, toggle 4/5, buttons 3 and 2, antenna knob).
Twist the whole handle for the rudder axis (Rz). Hats: 7 / 11 up, 8 / 12 right, 9 / 13 down, 10 / 14 left.

OTHER SIDE

6	Mini-stick push	Flight: Space brake (+ ground brake)
4	Toggle switch up	Flight: Retract landing gear
5	Toggle switch down	Flight: Deploy landing gear
3	Action button 3	Defense: Decoy
2	Action button 2	Defense: Noise

AXES

Z	Throttle slide	Axis: Throttle fwd / back (+ ground drive)
Rz	Rudder (twist the handle)	
X	Mini-stick left / right	Axis: Strafe left / right
Y	Mini-stick up / down	Axis: Strafe up / down
SI1	Antenna knob	Axis: Mining laser power (+ salvage spacing)

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