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

Pick an action from each dropdown or type your best guess · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen4.html

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	
25	Trigger, full pull	
26	Index lever (26)	
27	Index lever (27)	
28	Lower grip button	
29	Mini-stick click	
35	Red button, left	
39	Red button, right	

SCROLL WHEEL

37	Scroll up	
38	Scroll down	
36	Scroll click	

AXES

X	Stick left / right	
Y	Stick forward / back	
Rz	Twist	
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	
PoV	Right	
PoV	Down	
PoV	Left	
40	Push (if your stick reports it)	

THUMB HAT (30) = BUTTONS

32	Up	
33	Right	
34	Down	
31	Left	
30	Push	

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STICK · BASE

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

ABSOLUTE GAMING

LEFT TOGGLE SWITCHES

1	Outer switch up	
2	Outer switch down	
3	Inner switch up	
4	Inner switch down	

LEFT BUTTONS

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

ENCODER (LEFT KNOB)

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

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

RIGHT BUTTONS

16	Button 16	
17	Button 17	
18	Button 18	
19	Button 19	

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

Pick an action from each dropdown or type your best guess · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen4.html

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

THUMB SIDE

PoV	PoV hat up	
PoV	PoV hat right	
PoV	PoV hat down	
PoV	PoV hat left	
7	Upper hat up	
8	Upper hat right	
9	Upper hat down	
10	Upper hat left	
11	Lower hat up	
12	Lower hat right	
13	Lower hat down	
14	Lower hat left	
1	Action button	





OTHER SIDE

6	Mini-stick push	
4	Toggle switch up	
5	Toggle switch down	
3	Action button 3	
2	Action button 2	

AXES

Z	Throttle slide	
Rz	Rudder (twist the handle)	
X	Mini-stick left / right	
Y	Mini-stick up / down	
SI1	Antenna knob	

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.

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