T.16000M DUAL STICKS

Thrustmaster T.16000M FCS (Space Sim Duo or two sticks) · Star Citizen 4.10 · dual-stick setup and control map

SET UP ONCE

1. **Hand switches**
   Under each base is a LEFT HANDED / RIGHT HANDED switch for the 12 base buttons. Left stick on LEFT, right stick on RIGHT.
   Both sticks show up in Windows as "T.16000M" (Start > joy.cpl). Optional: swap the thumb rest and hand rest on the left stick (manual, steps 5-6).
2. **No software needed**
   Windows installs the driver by itself. You do not need T.A.R.G.E.T. for this profile; if it is running it hides the real
   sticks behind one virtual device, so close it. Plug the sticks in with the stick and twist centered (Thrustmaster's calibration tip).
3. **Copy the profile**
   Put AbsoluteGaming_T16000M_Dual.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 AbsoluteGaming_T16000M_Dual
   Or: Options > Keybindings > Advanced Controls Customization > Control Profiles > AbsoluteGaming_T16000M_Dual > Load.
5. **Right = joystick 1**
   Both sticks have the same name, so Windows decides the order. If pushing the RIGHT stick strafes instead of pitching,
   they are swapped: type pp_resortdevices joystick 1 2 then run the pp_rebindkeys line again. Check after unplugging or rebooting.
6. **Check directions**
   Left stick forward should fly forward. If it is backwards: Options > Keybindings > Joystick 2 > Inversion Settings >
   flip the forward/backward strafe inversion. Right stick: pitch on forward/back, yaw on left/right, roll on twist.
7. **Pedals (optional)**
   TFRP pedals on their USB adapter show up as "T-Rudder" = joystick 3. Pick an action for them on page 3; take yaw
   off the right stick first if you give it to the rudder (the generator warns about doubles).



HOW THIS LAYOUT THINKS

- Left stick moves the ship: forward/back = thrust, left/right = strafe, twist = up/down. Its buttons are boost, brake, countermeasures, shields and ship systems.
- Right stick points the ship: pitch, yaw, twist = roll. Its buttons are weapons, missiles, targeting and modes.
- Right throttle wheel = mining laser power / salvage spacing. Left wheel is left free so nothing caps your speed by accident.
- Pages 2 and 3 list every control with its manual number. Change any box, then drop the PDF on absolutegaming.store/starcitizen8.html for a new XML.

Device art: Absolute Gaming renders (base banks drawn from the Thrustmaster manuals). Button numbers are from the Thrustmaster T.16000M and TWCS manuals. Confirm any control in Windows joy.cpl.

Star Citizen 4.10 LIVE · Absolute Gaming default · 10 Nov 2026

© 2026 Absolute Gaming LLC. All rights reserved. Created by ApeTheory - Admin for Absolute Gaming LLC · absolutegaming.store · support@absolutegaming.store · Not affiliated with Cloud Imperium Games or Thrustmaster.

RIGHT STICK

Absolute Gaming default, change any box · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen8.html

Joystick 1 in Star Citizen · switch under the base on RIGHT HANDED · orange tags on the picture match the tags beside each box

ABSOLUTE GAMING

GRIP

1	Trigger	Weapons: Fire group 1 (+ scan)
2	Button below the hat	Weapons: Fire group 2
3	Button left of the hat	Weapons: Launch missiles (hold)
4	Button right of the hat	Targeting: Unlock target + remove all pins

HAT (8-WAY, 4 DIRECTIONS USED)

Hat	Up	Targeting: Cycle all targets (hold: reset)
Hat	Right	Targeting: Cycle hostiles (hold: reset)
Hat	Down	Targeting: Cycle attackers (hold: reset)
Hat	Left	Targeting: Cycle friendlies (hold: reset)

AXES

X	Stick left / right	Axis: Yaw (turn left / right)
Y	Stick forward / back	Axis: Pitch
Rz	Twist	Axis: Roll
Wheel	Throttle wheel on the base	Axis: Mining laser power (+ salvage spacing)



Trigger 1 is on the front of the grip. The base has six buttons on each side (drawn below).

BASE BUTTONS, SEEN FROM YOUR SEAT · switch under the base: RIGHT HANDED

Left bank (inner, 5-10)

5	6	7
10	9	8

Right bank (outer, 11-16)

13	12	11
14	15	16

INNER BANK (5-10)

5	Top row, outer	Targeting: Lock pin 1 (tap) / pin target 1 (hold)
6	Top row, middle	Targeting: Lock pin 2 (tap) / pin target 2 (hold)
7	Top row, inner	Targeting: Lock pin 3 (tap) / pin target 3 (hold)
10	Bottom row, outer	Targeting: Sub-target previous
9	Bottom row, middle	Targeting: Sub-target reset
8	Bottom row, inner	Targeting: Sub-target next

OUTER BANK (11-16)

11	Top row, outer	Weapons: Next missile type
12	Top row, middle	Flight: Quantum mode toggle
13	Top row, inner	Mining: Mining mode toggle
16	Bottom row, outer	Salvage: Salvage mode toggle
15	Bottom row, middle	Radar: Scan mode toggle
14	Bottom row, inner	Weapons: Missile mode toggle

Device art: Absolute Gaming renders (base banks drawn from the Thrustmaster manuals). Button numbers are from the Thrustmaster T.16000M and TWCS manuals. Confirm any control in Windows joy.cpl.

Star Citizen 4.10 LIVE · Absolute Gaming default · 10 Nov 2026

© 2026 Absolute Gaming LLC. All rights reserved. Created by ApeTheory - Admin for Absolute Gaming LLC · absolutegaming.store · support@absolutegaming.store · Not affiliated with Cloud Imperium Games or Thrustmaster.

LEFT STICK

Absolute Gaming default, change any box · blank = unbound · then drop this PDF on absolutegaming.store/starcitizen8.html

Joystick 2 in Star Citizen · switch under the base on LEFT HANDED · orange tags on the picture match the tags beside each box

GRIP

1	Trigger	Flight: Boost (+ ground boost)
2	Button below the hat	Flight: Space brake (+ ground brake)
3	Button left of the hat	Defense: Decoy
4	Button right of the hat	Defense: Noise

HAT (8-WAY, 4 DIRECTIONS USED)

Hat	Up	Defense: Raise front shield (+ salvage fracture)
Hat	Right	Defense: Raise right shield (+ salvage focus right)
Hat	Down	Defense: Raise rear shield (+ salvage all heads)
Hat	Left	Defense: Raise left shield (+ salvage focus left)

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
Wheel	Throttle wheel on the base	

TFRP RUDDER PEDALS (OPTIONAL)

Z	Rudder	
X	Toe brake (X axis)	
Y	Toe brake (Y axis)	



Trigger 1 is on the front of the grip. The base has six buttons on each side (drawn below).

BASE BUTTONS, SEEN FROM YOUR SEAT · switch under the base: LEFT HANDED

Left bank (outer, 11-16)

11	12	13
16	15	14

Right bank (inner, 5-10)

7	6	5
8	9	10

INNER BANK (5-10)

5	Top row, outer	Flight: Flight ready (power up)
6	Top row, middle	Flight: Landing gear toggle
7	Top row, inner	Flight: VTOL toggle
10	Bottom row, outer	Ship: Lights toggle
9	Bottom row, middle	Flight: Auto land (hold)
8	Bottom row, inner	Flight: Master mode SCM / NAV

OUTER BANK (11-16)

11	Top row, outer	Defense: Reset shields (+ salvage disintegrate)
12	Top row, middle	Ship: Doors - tap open / hold close
13	Top row, inner	Ship: Doors - tap lock / hold unlock
16	Bottom row, outer	View: Look behind
15	Bottom row, middle	View: Cycle camera view
14	Bottom row, inner	Flight: Decoupled mode toggle

Device art: Absolute Gaming renders (base banks drawn from the Thrustmaster manuals). Button numbers are from the Thrustmaster T.16000M and TWCS manuals. Confirm any control in Windows joy.cpl.

Star Citizen 4.10 LIVE · Absolute Gaming default · 10 Nov 2026

© 2026 Absolute Gaming LLC. All rights reserved. Created by ApeTheory - Admin for Absolute Gaming LLC · absolutegaming.store · support@absolutegaming.store · Not affiliated with Cloud Imperium Games or Thrustmaster.