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.

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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/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

GRIP

1	Trigger	
2	Button below the hat	
3	Button left of the hat	
4	Button right of the hat	

HAT (8-WAY, 4 DIRECTIONS USED)

Hat	Up	
Hat	Right	
Hat	Down	
Hat	Left	

AXES

X	Stick left / right	
Y	Stick forward / back	
Rz	Twist	
Wheel	Throttle wheel on the base	



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	
6	Top row, middle	
7	Top row, inner	
10	Bottom row, outer	
9	Bottom row, middle	
8	Bottom row, inner	

OUTER BANK (11-16)

11	Top row, outer	
12	Top row, middle	
13	Top row, inner	
16	Bottom row, outer	
15	Bottom row, middle	
14	Bottom row, inner	

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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/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	
2	Button below the hat	
3	Button left of the hat	
4	Button right of the hat	

HAT (8-WAY, 4 DIRECTIONS USED)

Hat	Up	
Hat	Right	
Hat	Down	
Hat	Left	

AXES

X	Stick left / right	
Y	Stick forward / back	
Rz	Twist	
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)			Right bank (inner, 5-10)		
11	12	13	7	6	5
16	15	14	8	9	10

INNER BANK (5-10)

5	Top row, outer	
6	Top row, middle	
7	Top row, inner	
10	Bottom row, outer	
9	Bottom row, middle	
8	Bottom row, inner	

OUTER BANK (11-16)

11	Top row, outer	
12	Top row, middle	
13	Top row, inner	
16	Bottom row, outer	
15	Bottom row, middle	
14	Bottom row, inner	

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