T.16000M + TWCS

Thrustmaster T.16000M FCS stick and TWCS throttle (T.16000M FCS HOTAS) · Star Citizen 4.10 · setup and control map

SET UP ONCE

1. **Hand switch**
   Set the switch under the stick base to RIGHT HANDED (factory setting) so the base buttons match these pages.
   Windows lists "T.16000M" and "TWCS Throttle" (Start > joy.cpl).

2. **Driver**
   Install the TWCS driver from support.thrustmaster.com (TWCS Throttle > Drivers). You do not need T.A.R.G.E.T.; if it is running it hides the real devices behind one virtual device, so close it.

3. **Copy the profile**
   Put AbsoluteGaming_T16000M_TWCS.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_TWCS
   Or: Options > Keybindings > Advanced Controls Customization > Control Profiles > AbsoluteGaming_T16000M_TWCS > Load.

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

6. **Check directions**
   Throttle forward should fly forward. If it is backwards: Options > Keybindings > Joystick 2 > Inversion Settings >
   flip the forward/backward strafe inversion. Stick: pitch on forward/back, roll on left/right, yaw on twist.

7. **Pedals (optional)**
   Plug the TFRP pedals into the back of the TWCS (RJ12) and they become part of joystick 2 (rudder, two toe brakes).
   Leave the pedals centred, feet off, when you plug in the USB. Pick actions for them on page 3.



HOW THIS LAYOUT THINKS

- Throttle: forward/back thrust (centre = stop), mini-stick = strafe, POV = shields, the two 4-way hats = power and ship systems.
- Stick: pitch, roll on left/right, twist = yaw. Its buttons are weapons, missiles, targeting and modes.
- TWCS slide switch (4/5) holds a position, so it is left unbound. Antenna wheel = mining laser power / salvage spacing.
- 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

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STICK

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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	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: Roll
Y	Stick forward / back	Axis: Pitch
Rz	Twist	Axis: Yaw (turn left / right)
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	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	Flight: Flight ready (power up)
12	Top row, middle	Flight: Quantum mode toggle
13	Top row, inner	Weapons: Missile mode toggle
16	Bottom row, outer	Ship: Lights toggle
15	Bottom row, middle	Radar: Scan mode toggle
14	Bottom row, inner	Flight: Decoupled mode toggle

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TWCS THROTTLE

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Joystick 2 in Star Citizen · button numbers from the TWCS manual · orange tags on the picture match the tags beside each box

BUTTONS

1	Button 1 (thumb, lowest)	Flight: Boost (+ ground boost)
2	Button 2 (top)	Flight: Space brake (+ ground brake)
3	Button 3 (top)	Defense: Decoy
4	Slide switch, position 4	
5	Slide switch, position 5	
6	Mini-stick push	Radar: Ping

POV HAT (8-WAY, 4 DIRECTIONS USED)

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

AXES

Z	Throttle	Axis: Throttle fwd / back (+ ground drive)
X	Mini-stick left / right	Axis: Strafe left / right
Y	Mini-stick up / down	Axis: Strafe up / down
Rz	Rocker	
Sl	Antenna wheel	Axis: Mining laser power (+ salvage spacing)



Left side of the handle shown. The top of the handle is drawn below.

TOP OF THE HANDLE (FROM THE MANUAL)

6	Mini-stick + push	4/5	Slide switch	3	Button
2	Button	Sl	Antenna wheel	Rz	Rocker (front edge)

MIDDLE HAT (7-10)

7	Up	Power: Engines +
8	Right	Power: Shields +
9	Down	Power: Reset power assignments
10	Left	Power: Weapons +

LOWER HAT (11-14)

11	Up	Flight: Landing gear toggle
12	Right	Defense: Noise
13	Down	Flight: VTOL toggle
14	Left	Flight: Master mode SCM / NAV

TFRP RUDDER PEDALS (OPTIONAL)

Rud	Rudder (Slider 2)	
Ry	Left toe brake	
Rx	Right toe brake	

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