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 · blank binding form · 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.

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

ABSOLUTE GAMING

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	

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 · blank binding form · 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.

TWCS THROTTLE

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 · button numbers from the TWCS manual · orange tags on the picture match the tags beside each box

BUTTONS

1	Button 1 (thumb, lowest)	
2	Button 2 (top)	
3	Button 3 (top)	
4	Slide switch, position 4	
5	Slide switch, position 5	
6	Mini-stick push	

POV HAT (8-WAY, 4 DIRECTIONS USED)

POV	Up	
POV	Right	
POV	Down	
POV	Left	

AXES

Z	Throttle	
X	Mini-stick left / right	
Y	Mini-stick up / down	
Rz	Rocker	
Sl	Antenna wheel	



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	
8	Right	
9	Down	
10	Left	

LOWER HAT (11-14)

11	Up	
12	Right	
13	Down	
14	Left	

TFRP RUDDER PEDALS (OPTIONAL)

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

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 · blank binding form · 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.