

The Privateer 2: 30th Anniversary Edition has controller support thanks to the community Enhancement Patch. Default control schemes have been mapped for the following controller families:

- Xbox Series X/S
- Xbox One
- Xbox 360
- PlayStation DualSense
- PlayStation DualShock

For any of these controllers on PC, ensure that Steam Input is disabled (it should be off by default).

To ensure your controller is activated in the Menus and On Planet, please follow these steps:

1) Plug in your desired controller before launching the game.
2) Boot the game with one of the Enhanced versions
3) If using one of the above controllers, the controller should be working in the Menus and On Planet gameplay
    a) If using a different controller (or the controller is not working), hotkey “Alt-J” to bring up the calibration screen

To ensure your controller is activated in Spaceflight, please follow these steps:

4) Once in spaceflight, hotkey “Alt-O” to bring up the Options menu
5) Select “Joystick Flight Control” in the list of options
6) If using one of the above controllers, the controller should now operate with the default control scheme
7) To further calibrate, set, or remap controls, select “Calibrate Joystick”
    a) This will be required for any controller not listed above
8) Note, if you are experiencing stick-drift, try increasing the “Deadzone” in the Calibration screen to 9% or higher.
9) If you receive a black screen after exiting the Configuration Menu, press Esc to return to gameplay

On the Steam Deck, Privateer 2 will utilize Steam Input. Please setup Steam Input via the following steps:

10) Navigate to Privateer 2 on the Steam Deck
11) From the game's page in Steam, select the Controller icon
12) (On the Steam Deck, Steam Input should already be enabled by default)
13) The "Official Privateer 2: 30th Anniversary Edition - Default" template should be selected. If not, please follow the next steps.
14) Select the "Recommended" tab
15) Choose the "Official Privateer 2: 30th Anniversary Edition - Default"
16) Select "Apply Layout"
17) Launch any of the Enhanced versions of the game

Xbox Controllers:

Fire Guns = RT
Fire Missile = LT
Target nearest hostile = RB
Modifier Button = LB

Toggle Ordinance = A
Drop Decoy = B
Afterburners = X
Cycle Ordinance = Y

Movement = LS
Jump = LSB

Increase Speed = RS Up
Decrease Speed = RS Down
Match Speed = RSB

Options Menu = Menu button
Comms = View button

1 = D-pad Up
2 = D-pad Right
3 = D-pad Down
4 = D-pad Left

Commands Activated by holding LB:

Cycle Target forward = LB + RB
Tractor Target = LB + LT
SOS on / off = LB + LS
Toggle Radar Modes = LB + RS

Guns VDU = LB + A
Mines VDU = LB + B
Damage VDU = LB + X
Missiles VDU = LB + Y

Roll Left = LB + RS Left
Roll Right = LB + RS Right

Open Diary = LB + View button
Nav Map = LB + Menu button

View Front = LB + D-pad Up
View Right = LB + D-pad Right
View Left = LB + D-pad Left
View Rear = LB + D-pad Down

Within Menus / On Planet:

Move Cursor = Left Analog
Select = A
Open PAD = Menu Button
Esc / Close = B
Exit Game Menu = View Button
Confirm Exit Game = Y
Cancel Exit Game = X

NAV Zoom In = RS Up
NAV Zoom Out = RS Down
NAV Toggle Rotate Map = R3

NAV Toggle Planets = D-pad UP
NAV Toggle Nav Points = D-pad Right
NAV Toggle Numbers = D-pad Left
NAV Toggle Space Stations = D-pad Down

Close Nav Map = B

Unassigned:

Jettison target
Activate Warp Shields
Activate BSE
Drop Nuke Em

PlayStation Controllers:

Fire Guns = RT
Fire Missile = LT
Target nearest hostile = RB
Modifier Button = LB

Toggle Ordinance = Cross
Drop Decoy = Circle
Afterburners = Square
Cycle Ordinance = Triangle

Movement = Left Analog
Jump = L3

Increase Speed = Right Analog Up
Decrease Speed = Right Analog Down
Match Speed = R3

Options Menu = Options button
Comms = Create button
Nav Map = Touchpad

1 = D-pad Up
2 = D-pad Right
3 = D-pad Down
4 = D-pad Left

Commands Activated by holding LB:

Cycle Target forward = LB + RB
Tractor Target = LB + LT
SOS on / off = LB + L3
Toggle Radar Modes = LB + R3

Guns VDU = LB + Cross
Mines VDU = LB + Cicle
Damage VDU = LB + Square
Missiles VDU = LB + Triangle

Roll Left = LB + Right Analog Left
Roll Right = LB + Right Analog Right

Open Diary = LB + Options button

View Front = LB + D-pad Up
View Right = LB + D-pad Right
View Left = LB + D-pad Left

View Rear = LB + D-pad Down

Within Menus / On Planet:

Move Cursor = Left Analog
Select = Cross
Open PAD = Options or Touchpad Button
Esc / Close = Circle
Exit Game Menu = Create Button
Confirm Exit Game = Triangle
Cancel Exit Game = Square

NAV Zoom In = Right Analog Up
NAV Zoom Out = Right Analog Down
NAV Toggle Rotate Map = R3

NAV Toggle Planets = D-pad UP
NAV Toggle Nav Points = D-pad Right
NAV Toggle Numbers = D-pad Left
NAV Toggle Space Stations = D-pad Down

Close Nav Map = Circle

Unassigned:

Jettison target
Activate Warp Shields
Activate BSE
Drop Nuke Em

Steam Deck:

Fire Guns = RT
Fire Missile = LT
Target nearest hostile = RB
Modifier Button = LB

Toggle Ordinance = A
Drop Decoy = B
Afterburners = X
Cycle Ordinance = Y

Movement = LS
Jump = L3

Increase Speed = RS Up
Decrease Speed = RS Down
Match Speed = R3

Options Menu = Menu button
Comms = View button

1 = D-pad Up
2 = D-pad Right
3 = D-pad Down
4 = D-pad Left

Hotkey Menu = R4
Exit Game Menu = L4
Confirm Exit Game (Y) = L5
Cancel Exit Game (N) = R5

Commands Activated by holding LB:

Cycle Target forward = LB + RB
Tractor Target = LB + LT
SOS on / off = LB + LS
Toggle Radar Modes = LB + RS

Guns VDU = LB + A
Mines VDU = LB + B
Damage VDU = LB + X
Missiles VDU = LB + Y

Roll Left = LB + RS Left
Roll Right = LB + RS Right

Open Diary = LB + View button
Nav Map = LB + Menu button

View Front = LB + D-pad Up
View Right = LB + D-pad Right
View Left = LB + D-pad Left
View Rear = LB + D-pad Down

Within Menus / On Planet:

Move Cursor = Trackpad (recommended)
Select = Press Trackpad (recommended)
Open PAD = Hold Menu Button

Esc / Close = B
Exit Game Menu = L4
Confirm Exit Game (Y) = L5
Cancel Exit Game (N) = R5

Close Nav Map = B

Unassigned:

Jettison target
Activate Warp Shields
Activate BSE
Drop Nuke Em