

The Wing Commander III: 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 the Ship, 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 Ship 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” under the Control section
6) If using one of the above controllers, the controller should now operate with the default control scheme
7) Hit “Save” to apply the changes
8) To further calibrate, set, or remap controls, select “Calibrate”
    a) This will be required for any controller not listed above
9) Note, if you are experiencing stick-drift, try increasing the “Deadzone” in the Calibration screen to 9% or higher.
10) If you receive a black screen after exiting the Configuration Menu, press Esc to return to gameplay

On the Steam Deck, Wing Commander III will utilize Steam Input. Please setup Steam Input via the following steps:

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

Xbox Controllers:

Fire Guns = RT
Fire Missile = LT
Cycle Target = RB
Modifier Button = LB

Fire Guns / Select = A
Drop Decoy = B
Afterburners = X
Cycle Missile = Y

Movement = LS
Autopilot = LSB

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

Options Menu = Menu button
Cycle VDU = View button

Cycle Comms = D-pad Up
Cycle Power = D-pad Down
Increase Power / Select Comms = D-pad Right
Decrease Power / Comms Back = D-pad Left

Commands Activated by holding LB:

Lock Target = LB + RB
Synchronize Guns = LB + RT

Cycle Guns = LB + A

Jump = LB + X
Cloak = LB + B
Select All Missiles = LB + Y

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

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

Eject = LB + Menu button
Nav Map = LB + View button

Within Nav Map:

Cycle Nav Points Forward = RB
Cycle Nav Points Reverse = LB
Cycle Targets = A
Exit Nav Map = B or Menu button or View button

On the Ship:

Move Cursor = LS
Select = A

Cycle Hotspot Forward = RB
Cycle Hotspot Reverse = LB

Exit Game Menu = Menu button
Confirm Exit = Y
Cancel Exit = B

PlayStation Controllers:

Fire Guns = RT
Fire Missile = LT
Cycle Target = RB
Modifier Button = LB

Fire Guns / Select = Cross
Drop Decoy = Circle
Afterburners = Square
Cycle Missile = Triangle

Movement = LS
Autopilot = L3

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

Options Menu = Options Button
Cycle VDU = Create Button

Cycle Comms = D-pad Up
Cycle Power = D-pad Down
Increase Power / Select Comms = D-pad Right
Decrease Power / Comms Back = D-pad Left

Commands Activated by holding LB:

Lock Target = LB + RB
Synchronize Guns = LB + RT

Cycle Guns = LB + Cross
Jump = LB + Square
Cloak = LB + Circle
Select All Missiles = LB + Triangle

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

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

Eject = LB + Options Button
Nav Map = LB + Create Button

Within Nav Map:

Cycle Nav Points Forward = RB
Cycle Nav Points Reverse = LB
Cycle Targets = Cross
Exit Nav Map = Circle or Options button or Create button

On the Ship:

Move Cursor = LS

Select = Cross

Cycle Hotspot Forward = RB
Cycle Hotspot Reverse = LB

Exit Game Menu = Options button
Confirm Exit = Triangle
Cancel Exit = Circle

Steam Deck:

Fire Guns = RT
Fire Missile = LT
Cycle Target = RB
Modifier Button = LB

Fire Guns / Select = A
Drop Decoy = B
Afterburners = X
Cycle Missile = Y

Movement = LS
Autopilot = L3

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

Options Menu = Menu button
Cycle VDU = View button

Cycle Comms = D-pad Up
Cycle Power = D-pad Down
Increase Power / Select Comms = D-pad Right
Decrease Power / Comms Back = D-pad Left
Max Power = Hold D-pad Right
Reset Power = Hold D-pad Left

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

Commands Activated by holding LB:

Lock Target = LB + RB
Synchronize Guns = LB + RT

Cycle Guns = LB + A
Jump = LB + X
Cloak = LB + B
Select All Missiles = LB + Y

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

Eject = LB + Menu button
Nav Map = LB + View button

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

Within Nav Map:

Cycle Nav Points Forward = A
Cycle Targets = LB
Exit Nav Map = LT

On the Ship:

Move Cursor = LS
Select = A

Cycle Hotspot Forward = X