

The Wing Commander II: 35th Anniversary Edition (Wcdx version) has Xbox controller input based on the Wcdx community patch. This should work by plugging in an Xbox controller (recommended before launching the game), and launching any of the Wcdx versions of the game.

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

To activate a PS5 DualSense controller on PC, you will need to activate Steam Input via the following steps:

1) Plug in your DualSense controller
2) From the game's page in Steam, tap the Controller icon
3) In the popup, choose "Enable Steam Input"
4) Select the "Using Template" section
5) From the "Templates" menu, select "Gamepad"
6) Select "Apply Layout"
7) Launch any of the Wcdx versions of the game

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

8) Navigate to Wing Commander II on the Steam Deck
9) From the game's page in Steam, select the Controller icon
10) (On the Steam Deck, Steam Input should already be enabled by default)
11) The "Official Wing Commander II: 35th Anniversary Edition - Default" template should be selected. If not, please follow the next steps.
12) Select the "Recommended" tab
13) Choose the "Official Wing Commander II: 35th Anniversary Edition - Default"
14) Select "Apply Layout"
15) Launch any of the Wcdx versions of the game

Xbox Controllers:

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

Fire Guns / Select = A
Navigation / Nav Map = B
Afterburners = X
Cycle Missile = Y

Movement = LS
Autopilot = LSB

Increase Speed = RS Up
Decrease Speed = RS Down

Skip Cinematic = Menu button
Comms = View button

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

Commands Activated by holding LB:

Lock Target = LB + RB

Cycle Guns = LB + A
Jump = LB + X

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

Eject = 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

Activate Invulnerability = LB+RB+Y
Activate Destroy Target = LB+RB+B
Destroy Target = LB+RSB

Within Nav Map:

Cycle Nav Points Forward = B
Exit Nav Map = A or Menu button

On the Ship:

Move Cursor = LS
Select = A

Confirm / Select Y = LB + Y
Cancel / Select N = B

PlayStation Controllers:

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

Fire Guns / Select = Cross
Navigation / Nav Map = Circle
Afterburners = Square
Cycle Missile = Triangle

Movement = LS
Autopilot = L3

Increase Speed = RS Up
Decrease Speed = RS Down

Skip Cinematic = Options button
Comms = Create button

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

Commands Activated by holding LB:

Lock Target = LB + RB

Cycle Guns = LB + Cross
Jump = LB + Square

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

Eject = 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

Activate Invulnerability = LB+RB+Triangle
Activate Destroy Target = LB+RB+Circle
Destroy Target = LB+R3

Within Nav Map:

Cycle Nav Points Forward = Circle
Exit Nav Map = Cross or Options button

On the Ship:

Move Cursor = LS
Select = Cross

Confirm Y = LB + Triangle
Cancel N = Circle

Steam Deck:

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

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

Movement = LS
Autopilot = L3

Increase Speed = RS Up
Decrease Speed = RS Down

Skip Cinematic = Menu button
Comms = View button

Comms 1 = D-pad Up
Comms 2 = D-pad Right
Comms 3 = D-pad Down

Comms 4 = D-pad Left

Pause game = R4
Yes = L5
No = R5

Commands Activated by holding LB:

Lock Target = LB + RB

Cycle Guns = LB + A
Jump = LB + X

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

Eject = 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

Activate Invulnerability = LB+RB+Y
Activate Destroy Target = LB+RB+B
Destroy Target = LB+R3

Within Nav Map:

Cycle Nav Points Forward = B
Exit Nav Map = A or Menu button

On the Ship:

Move Cursor = LS
Select = A

Confirm / Select Y = LB + Y
Cancel / Select N = B