

The Wing Commander II: 35th Anniversary Edition (Wcdx version) has joystick support based on the Wcdx community patch. This should work by plugging in a joystick (recommended before launching the game), and launching any of the Wcdx versions of the game. Please ensure that Steam Input is disabled (it should be off by default).

For some joystick models, the device's button numbers may differ from what is listed below, resulting in commands not working as desired. To ensure compatibility, please refer to your specific hardware and see if re-assigning the buttons is possible.

However, do note that under the hood buttons are often -1 from what is listed below / visually labeled on the device. For example, to ensure the Trigger actually fires the guns, you would need to assign the Trigger button to be Button 0. Continue this -1 treatment for each of the commands below.

Wcdx Joystick Default Controls:
(As visually labeled on a traditional joystick)

Pitch / Yaw = Stick direction

Roll Left = Twist Joystick
Roll Right = Twist Joystick

Speed Control = Throttle

Fire Guns = Button 1 (Trigger)
Modifier Button = Button 2
Fire Missile = Button 3
Cycle Target = Button 4
Lock Target = Button 5
Comms = Button 6
Autopilot = Button 7
Esc / Skip Cutscene = Button 8

Roll = Button 2 + X-Axis
Increase / Decrease Speed = Button 2 + Y-Axis (Disabled if Throttle present)

View Front = Hat Up
View Right = Hat Right

View Left = Hat Left
View Rear / Rear Turret = Hat Down

Comms 1 = Button 2 + Hat Up
Comms 2 = Button 2 + Hat Right
Comms 3 = Button 2 + Hat Left
Comms 4 = Button 2 + Hat Down

On the Ship:

Move Cursor = Stick direction
Select = Button 1 (Trigger)

The Wing Commander II: 35th Anniversary Edition (WCAT version) also has joystick support based on the WCAT community patch. This should work by plugging in a joystick (recommended before launching the game), and launching the WCAT version of the game. Please ensure that Steam Input is disabled (it should be off by default).

The WCAT Launcher tool should recognize the joystick and proceed through a calibration test. You can then assign the joystick under the “Set Control Options…” button in the launcher. From here, you can enable the Joystick and choose your specific device preferences.

WCAT Joystick (2 Button, 2 Axis) Default Controls:
(As visually labeled on a traditional joystick)

Pitch / Yaw = Stick direction

Fire Guns = Button 1 (Trigger)
Modifier Button = Button 2

Fire Missile = Button 2 + Button 1
Increase / Decrease Speed = Button 2 + Y-Axis

On the Ship:

Move Cursor = Stick direction
Select = Button 1 (Trigger)

WCAT Joystick (4 Button, 4 Axis) Default Controls:
(As visually labeled on a traditional joystick)

Pitch / Yaw = Stick direction

Roll Left = Twist Joystick
Roll Right = Twist Joystick

Fire Guns = Button 1 (Trigger)
Fire Missile = Button 2
Afterburners = Button 3
Cycle Target = Button 4