


The Wing Commander IV: 30th Anniversary Edition has joystick support based on the community Enhancement Patch. Basic default control schemes have been mapped for the following joystick models:

- Logitech Extreme 3D Pro
- Logitech Attack 3
- Logitech X86 (Stick only)
- PXN 2113 Pro
- Thrustmaster T16000M
- Thrustmaster T.Flight Stick X
- Thrustmaster T.Flight Hotas X
- Thrustmaster Sol R1
- Turtle Beach Velocity One

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

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

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

To ensure your joystick 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 joysticks, the joystick 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 joystick 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

**Joystick Default Controls:**
Note - For some models, these button numbers may differ. But location wise, these are generally the buttons on the upper flight stick.

Pitch / Yaw = Stick direction

Roll Left = Twist Joystick
Roll Right = Twist Joystick

Speed Control = Throttle

Fire Guns = Button 1 (Trigger)
Fire Missile = Button 2
Cycle Target = Button 3
Lock Target = Button 4
Options Menu = Button 5

View Front = Hat Up
View Right = Hat Right
View Left = Hat Left
View Rear / Rear Turret = Hat Down

*On the Ship:*

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

Cycle Hotspot Forward = Button 2
Cycle Hotspot Reverse = Button 3
Esc / Skip Cinematic = Button 4

To assign more buttons or remap controls, press “Alt-J” to utilize the calibration menu.