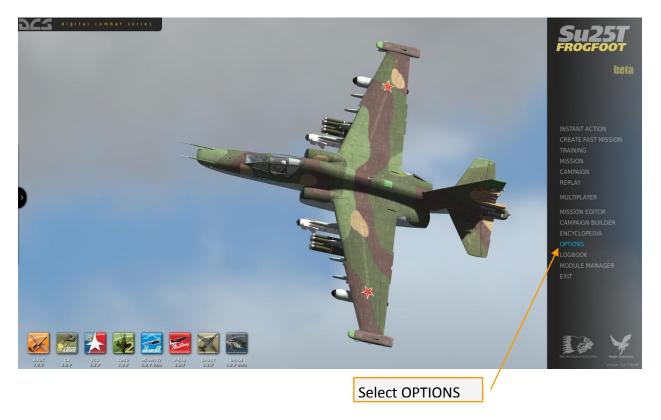


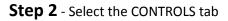
## DCS World Controller Walk Through

## **Controller Setup Walk Through**

Although the DCS World Manual has a detailed chapter regarding the setup of input devices, this walkthrough will provide a much simpler step-by-step process. The steps can be summarized as:

- 1- Open Options from the Main Menu
- 2- Select the CONTROLS tab
- 3- Select the unit you wish to setup controls for
- 4- Select the category of input you wish to assign
- 5- Assign axis input
- 6- Assign key commands
- **Step 1** From the Main Menu, select the OPTIONS button from the right side of the screen.





Select CONTROLS									
SYSTEM	CONTROLS	GAMEPLAY	AUDIO		MISC.	SPECIA	IL III		
Layer Su-25T 👻	All		👻 Cate	gory	CLEAR	CATEGORY	SAVE PROFILE AS	LOAD PROFILE	
Action			Keyboard		Joystick -	HOTAS Wa	CH PRO THROTTL	E L Mouse	
(1) Navigation Modes (6) Longitudinal Missile Aiming Mod (7) Air-To-Ground Mode (8) Gunsight Reticle Switch Active Pause Airbrake	le		1 6 7 8 LShift + LWin + Pau	JSe	JOY_BTN14 JOY_BTN11 JOY_BTN13		JOY BTN POV1 D		
Airbrake Off Airbrake On Aircraft Bank Left Aircraft Bank Right			LCtrl + B LShift + B Left Right				]01_01W_1041_0		
Aircraft Down Aircraft Labels Aircraft Rudder Left			Up LShift + F2 Z						



SYSTEM	CONTROLS GA	MEPLAY AUDIO	MISC.	SPECIAL	
Layer Su-25T -	All	✓ Categ	ory CLEAR CATE	GORY SAVE PROFILE AS	LOAD PROFILE
Action Action	ecrease ecrease Stepping crease crease Stepping	Keyboard           U           RCtrl + Enter           T           LCtrl + S           LShift + \           LCtrl + S           LShift + \           LCtrl + S           SysRQ           /           RCtrl + I           :           RCtrl + I           RCtrl + I           RAIt + J           RCtrl + I           RAIt + I           RAIt + Seck           RAIt + PageDown           RAIt + PageDown           RAIt + PageDown           RShift + PageUp           RShift + PageUp           RShift + Z           LAIt + Z           LShift + Z           Chift + Z           Chift + Z           Schift + Z	JOY_BTN7 JOY_BTN9	TAS Wa CH PRO THROTTL	E L Mouse

From the Layer drop down menu, select the unit that you wish to set controls for.

Note that some aircraft can have both "Game" and "Sim" selections. This allows you to setup unique input configurations for aircraft based on "GAME AVIONICS MODE" in the "GAMEPLAY" tab being selected or not.

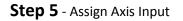
			Select	Category		
SYSTEM	CONTROLS GAM	IEPLAY AUDIO	MIS	C. SPECIAI		
Layer Su-25T 👻	All	🖌 🗸 Ca	ategory (	CLEAR CATEGORY	SAVE PROFILE AS	OAD PROFILE
Action Screenshot	All Axis Commands	_	Jo	ystick - HOTAS Wa	CH PRO THROTTLE U	Mouse
Ship Take Off Position	Autopilot Communications					
Show controls indicator Smoke	Countermeasures					
Sound On/Off	Debug					
Switch dialog Switch to main menu	Flight Control					
Target Designator Down	General				JOY_BTN9	
Target Designator Left	Kneeboard				JOY_BTN12	
Target Designator Right Target Designator To Center	Labels				JOY_BTN10 JOY BTN POV1 U	
Target Designator Up	Modes				JOY BTN11	
Target Lock	Sensors		JOY	_BTN7		
Target Size / Gunpod Elevation De	Simplifications				JOY_BTN3	
Target Size / Gunpod Elevation De Target Size / Gunpod Elevation Inc	Systems		_		JOY BTN1	
Target Size / Gunpod Elevation Inc	View				101_01111	
Target Unlock			JOY	_BTN9		
Threat missile padlock	View Cockpit					
Thrust Down Thrust Down Left	View Extended	łowi				
Thrust Down Right	View Padlock	eDo				
Thrust Up	Weapons					
Thrust Up Left		RAIt + PageUp	-			
Thrust Up Right Time accelerate		RShift + PageUp LCtrl + Z				
Time accelerate		LCtri + Z				
Time normal		LShift + Z				
Toggle Console		LAIt + `				
Toggle Formation Toggle Mirrors		LWin + T M				
Toggle Mirrors Toggle tracking fire waapon		D Ctel + Num +				
MODIFIERS AD	D CLEAR	DEFAULT AXI	S ASSIGN	AXIS TUNE	FF TUNE	MAKE HTML
A A A A A A A A A A A A A A A A A A A	CCC AND		571551514	ANIO FONE	THE TOTAL	POAKE ITTIME

## **Step 4** - Select the category of input you wish to assign

The Category drop down list provides you a list of general functional categories for the selected unit type. Different units may have different categories.

In this example, we will first select the Axis Commands category. This allows us to set up joysticks and throttles.

4



			Selected	Axis Input
SYSTEM CONTROLS G	AMEPLAY AUDIO	MISC.	SFECIAL	
Layer Su-25T - Axis Commands	✓ Ca	tegory CLEAR	CATEGORY SAVE PROFIL	E AS LOAD PROFILE
Action	Keyboard	Joystick -	HOTAS War CH PRO TH	ROTTLE L Mouse
Camera Horizontal View (mouse) Camera Zoom View (mouse) Cockpit camera move forward/backward Cockpit camera move lateral Cockpit camera move vertical Cockpit camera nove vertical Cockpit camera nol Horizontal View 1-251 Slew Horizontal 1-251 Slew Horizontal 1-251 Slew Vertical 1-251 Sl	n	J <u>OY Y</u> JOY_X	JOY_X JOY_Z	MOUSE_X MOUSE_Y MOUSE_Z
MODIFIERS ADD CLEAR	DEFAULT AXIS	S ASSIGN	AXIS TUNE FF TUNE	MAKE HTML

All possible axis commands for the selected unit are listed in the Action column along the left side of the screen.

To the right of the possible axis commands (Action column) are columns for each of the detected input controls that can be assigned axis commands.

To assign an axis command, double click your mouse in the field that corresponds to the desired Action with the input device. In the example above, the Pitch axis is selected with the Joystick. When you double click the field to be assigned, the ADD ASSIGNMENT PANEL is displayed (image below).

Simply move the controller in the desired axis and it will be assigned. For example, if assigning the Pitch axis, move the joystick forward and aft. If assigning the Roll axis, move the joystick from side to side.

Press the OK button once assigned.

SYSTEM     CONTROLS     GAMEPLAY     AUDIO     MISC.     SPECIAL       Layer     Su-25T     Axis Commands     Category     CLEAR ATEGORY     SAVE PROFILE AS     LOAD PROFILE       Action     Keyboard     Joystr/x HOTAS Wa     CH PRO THROTTLE     Mouse       Camera Acmical View (mouse)     Camera Acmical View (mouse)     ADD ASSIGNMENT PANEL     Mouse Y       Cackpit camera move virtical     Action:     Pitch     Mouse Y       Horizontal View (mouse)     Action:     Pitch     Mouse Y       L251 Siew Horizontal (mouse)     Fitch     Add Modifier     Mouse Y       L251 Siew Horizontal (mouse)     Fitch     Added Modifiers     Mouse Y       Pitch     Joy Y     Added Modifiers     Mouse Y       Thust Right     Currently in Use     Pitch     CaNCEL     RESET     OK	Selected Axis Actic	on	N			/[	Selected Inpu	t Device
Action     Keyboard     Joyst/:K - HOTAS Wor     CH PRO THROTTLE     Mouse       Camera Avrical View (Inouse)     Camera Avrical View (Inouse)     ADD ASSIGNMENT PANEL     Mouse Y       Cactpit camera move forwardb     Cactpit camera move forwardb     Action:     Mouse Y       Cockpit camera move vertical     Pitch     Pitch       F251 Slew Horizontal     Pitch     Mouse       F251 Slew Horizontal     F251 Slew Horizontal     Mouse       F251 Slew Horizontal     Mouse     Mouse       F251 Slew Horizontal Imouse)     Mouse     Mouse       F261     Key / Button     Joy Y     Mouse       Grow Were     Corm View     Currently in Use     Pitch       Cancel     RESET <th>SYSTEM</th> <th>CONTROLS</th> <th>GAMEPLAY</th> <th>AUDIO</th> <th>MISC.</th> <th>SPECIAL</th> <th></th> <th></th>	SYSTEM	CONTROLS	GAMEPLAY	AUDIO	MISC.	SPECIAL		
Camera Vertical View (mouse) Camera Vertical View (mouse) Camera Zomo View (mouse) Cackpit camera move forward/b Cockpit camera move vertical Cockpit camera move vertical (mouse) -251 Slew Vertical -251 Slew Vertical Ruld Ruld Ruld Rudder Tanget box Size / Funnel target m Thrust Left Thrust Left Thrust Left Thrust Left Thrust Left Thrust Left Thrust View Zoom View Currently in Use Pitch CANCEL RESET OK	Layer Su-25T 🔹	Axis Commands		<ul> <li>Category</li> </ul>	CLEAR	CATEGORY	SAVE PROFILE AS	LOAD PROFILE
Camera Vertical View (mouse) Camera Zoom View (mouse) Cockpit camera move forward/t Cockpit camera move vertical Cockpit camera move vertical Cockpit camera move vertical Cockpit camera move vertical Cockpit camera move vertical (Pational (mouse) +251 Siew Vertical (mouse) +251 Siew Vertical (mouse) +251 Siew Vertical (mouse) +251 Siew Vertical Thust Sight Vertical View Zoom View Currently in Use Pitch CANCEL RESET OK	Action			Keyboard	Joystick -	HOTAS War	CH PRO THROTTLE	L Mouse
Thrust Right Vertical View Zoom View Pitch CANCEL RESET OK	Camera Vertical View (mouse) Camera Zoom View (mouse) Cockpit camera move forward/b Cockpit camera move vertical Cockpit camera roll Horizontal View I-251 Slew Horizontal I-251 Slew Horizontal I-251 Slew Vertical I-251 Slew Vertical I-251 Slew Vertical I-251 Zoom Pitch Roll Rudder Target Box Size / Funnel target w Thrust	Action: Pitch Key / Button JOY_Y	NMENT PA		1	odifier		MOUSEY
MODIFIERS ADD CLEAR DEFAULT AXIS ASSIGN AXIS TUNE FF TUNE MAKE HTML	Thrust Right Vertical View Zoom View	Pitch						

If wish to adjust the responsivness of the axis, you can select the field and then press the AXIS TUNE button at the bottom of the screen. This will then display the AXIS TUNE PANEL. The two most useful items to adjust are Deadzone and Curvature.

**Deadzone** - If your controller is responding to uninputted commands, it may mean that your controller axis needs a deadzone. Use the Deadzone slider to increase the deadzone. You will see this as a flat area in the center of your response curve. You want to make sure that the red dot in the center does not move outside the flat area.

**Curvature** - All AFM DCS aircraft (Su-25T, Ka-50, A-10C, P-51D, UH-1H) are designed for no curves. This means the realistic setting is "linear" and curves only exist to help compensate for the limitations of gaming hardware. Only if you are unable to achieve a realistic level of control authority using linear settings, you should use curves to try to get as close as possible to having realistic control authority.

Generally, adding a bit of curve can help in fine input control, especially for high-precision maneuvers like air-to-air refueling. But setting a curve is a double-edged sword: around the center position your input is smoothed, but away from the center it is amplified.

When flying helicopters, also keep in mind that the cyclic will be away from the neutral position for most phases of the flight. If a curve is needed at all, it should be limited to a low value (max. 20).

Press the OK	button at the	bottom of the	e panel when done.
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SYSTEM	CONTROLS	GAMEPLAY	AUDIO	MISC.	SPECIAL			
Layer Su-25T 👻	AXIS TUNE	PANEL				×	AS	OAD PROFILE
Action Camera Horizontal View (mouse) Camera Zoom View (mouse) Cockpit camera move forward/b Cockpit camera move lateral Cockpit camera move vertical Cockpit camera roll Horizontal View I-251 Slew Horizontal I-251 Slew Horizontal I-251 Slew Vertical I-251 Slew Vertical I-251 Slew Vertical I-251 Zoom Pitch Roll Rudder Target Box Size / Funnel target w Thrust Thrust Left Thrust Right Vertical View Zoom View		-		c		- 8	OTTLE L	Mouse Mouse_X Mouse_Y Mouse_Z
				Axis Tun JOY_Y	e	*		
MODIFIERS A	C	ANCEL	RESET		ОК			MAKE HTML

## Step 6 - Assign Key Commands

After you have assigned your axis device commands, use the Category drop down list to select what functions you wish to assign key commands to or change.

SYSTEM	CONTROLS GAMEPLAY	AUDIO	MISC. SPECIA	iL.	
Layer Su-25T 👻	All	<ul> <li>Category</li> </ul>	CLEAR CATEGORY	SAVE PROFILE AS	LOAD PROFILE
Action	All Axis Commands		Joystick - HOTAS Wa	CH PRO THROTTLE	L Mouse
Screenshot Ship Take Off Position	Autopilot				
Show controls indicator	Communications				
Smoke	Countermeasures				
Sound On/Off	Debug				
Switch dialog					
Switch to main menu	Flight Control			2003/02/02/02	
Target Designator Down	General			JOY_BTN9	
Target Designator Left Target Designator Right	Kneeboard			JOY_BTN12 JOY_BTN10	The second se
Target Designator To Center	Labels			JOY BTN POV1 U	
Target Designator Up	Modes			JOY BTN11	
Target Lock	Sensors		JOY_BTN7		
Target Size / Gunpod Elevation De				JOY_BTN3	
Target Size / Gunpod Elevation De	Simplifications				
Target Size / Gunpod Elevation Inc Target Size / Gunpod Elevation Inc	bjotemb			JOY_BTN1	
Target Size / Gunpod Elevation Inc Target Unlock	View		JOY BTN9	the second second second	The subscription of the local division of the
Threat missile padlock	View Cockpit		JO1_01103		
Thrust Down	View Extended			CONTRACTOR OF A DESCRIPTION	THE OWNER DESIGNATION.
Thrust Down Left	View Padlock	iown			
Thrust Down Right		≥Down		CONTRACTOR OF THE	
Thrust Up	Weapons				And in case of the local division of the loc
Thrust Up Left Thrust Up Right		RAIt + PageUp RShift + PageUp			And in case of the local division of the loc
Time accelerate		LCtrl + Z		The second s	and the second se
Time decelerate		LAIt + Z		And the owner of the local division of the l	The second second second
Time normal		LShift + Z			
Toggle Console		LAIt + `		the state of the s	
Toggle Formation		LWin + T			
Toggle Mirrors		M D Christian Murray			
		The second secon			·
MODIFIERS AD	D CLEAR DEFAUL	T AXIS ASSIC	GN AXIS TUNE	FF TUNE	MAKE HTML

As with the Axis Commands, a list of Actions are listed in the left most column, and to the right, each input device is listed as a separate column. As before, double click on the field you with to assign to a controller or change.

Once selected and you have the ADD ASSIGMENT PANEL open, press the key to assign it to the function / controller.

Once you have completed assigning commands, press the OK button at the bottom of the panel.

SYSTEM CONTROLS GAME	PLAY AUDIO MIS	SC. SPECIAL	
Layer Su-25T 🔻 Modes	✓ Category	CLEAR CATEGORY SAVE PROFILE AS	LOAD PROFILE
Action	Keyboard	oystick - HOTAS War CH PRO THROTTLE	L Mouse
(1) Navigation Modes (6) Longitudinal Missile Aiming Mode (7) Air-To-Ground Mode (8) Gunsight Reticle Switch Next Waypoint, Airfield Or Target	6 jo 7 jo 8	DY_BTN14 DY_BTN11 DY_BTN13 DY_BTN12	

SYSTEM CONT	ROLS GAMEPLAY	AUDIO	MISC. SPECIA	L	
Layer Su-25T 🔻 Modes		- Category	CLEAR CATEGORY	SAVE PROFILE AS	LOAD PROFILE
Action		Keyboard	Joystick - HOTAS Wa	CH PRO THROTTLE U	Mouse
<ol> <li>Navigation Modes</li> <li>Longitudinal Missile Aiming Mode</li> </ol>		1 6	JOY_BTN14 JOY_BTN11		
(7) Air-To-Ground Mode (8) Gunsight Reticle Switch Next Waypoint, Airfield Or Target	ASSIGNMENT PA	NEL		×	
Action:					
(7) Air-T	o-Ground Mode				
Key / But	ton		Add Modifier		
		•		<b>•</b>	
Added M	odifiers				
And in case of the local division of the loc					
Currently	r in Use				
And the owner of the owner					
	CANCEL	RESET	ОК		
and the second					
MODIFIERS ADD	CLEAR DEFAUL	T AXIS ASSIG	AXIS TUNE	FF TUNE	MAKE HTML

Once all axis and key commands are set, press the OK button at the very bottom of the screen to save your changes.