


# Girl-in-Pigtails Control Set-Up Star Citizen

 [http://twitch.tv/carbontails\\_gip](http://twitch.tv/carbontails_gip)

 <http://youtube.com/carbontails>

 <http://twitter.com/carbontails>

 Blog: <https://girlinpigtails.com>

 Thinking about playing Star Citizen?  
Use my [referral code](#) (STAR-TTYH-M62J)



# VKB Modern Combat Grip – Pro (Right Stick)

↑	POV1-UP: Match Target Velocity	ANALOG ROT-X -:
↓	POV1-DN: Speed Limiter On/Off	ANALOG ROT-X +:
←	POV1-LT: Cruise Control On/Off	ANALOG ROT-Y -:
→	POV1-RT:	ANALOG ROT-Y +:
⊙	POV1-PRESS: (Analog Mode Tog (L))	ANALOG PRESS: (Reset Relative Axis (S))



↑	19:
↓	21:
←	20:
→	22:
⊙	23:

⊙ 04:  
Jettison Cargo



⊙ 05:  
Quantum

⊞ 24 (2NDARY TRIGGER UP):  
Release All Missile Lock

⊙ 03 (2NDARY TRIGGER DEPRESS):  
Acquire Missile Lock (Tap)  
Launch Missile (Hold)

↑	ROT-Z -: Pins (TBD)
↓	ROT-Z +: Pins (TBD)
←	SLI-1 -: Pins (TBD)
→	SLI-1 +: Pins (TBD)
⊙	08: Pins (TBD)

⊙ 06:  
Scanning Mode Toggle



↑	10:
↓	12:
←	11:
→	13:
•	09:

↑	14: Cycle Lock - Attackers
↓	16: Cycle Lock - Subtarget
←	15: Cycle Lock - All
→	17: Cycle Lock - Under Reticle Cycle Lock - Forward
⊙	18: Cycle Lock – Attackers Closest

⊙	01 (PRIMARY TRIGGER): Fire Weapons 1 Fire Weapons 2  Fire Mining Laser Scan Target
⊙	02 (PRIMARY TRIGGER STAGE 2): <del>Fire Weapons 2</del>  Activate Ping

⊙ 07:  
Cycle Missile Type

↔	JOYSTICK X-AXIS: Pitch
↑↓	JOYSTICK Y-AXIS: Yaw
⊞	JOYSTICK Z-AXIS (TWIST): N/A

→ SLI-2 (BRAKE AXIS):  
Inc/Dec Mining Laser Power



# VKB Kosmosima (Left Stick)

↑	POV1-UP: Lights On/Off	ANALOG ROT-X -:
↓	POV1-DN: Open/Close Doors	ANALOG ROT-X +:
←	POV1-LT: Landing Gear Up/Down	ANALOG ROT-Y -:
→	POV1-RT: VTOL	ANALOG ROT-Y +:
⊙	POV1-PRESS: (Analog Mode Tog (L))	ANALOG PRESS: (POV Mode Tog (L))

⊙	03: Flight Systems Ready
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⊠	24 (2NDARY TRIGGER UP): Leave Seat
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⊙	03 (2NDARY TRIGGER DEPRESS): Eject
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↑	06: Activate Mining Consumable 1
↓	08: Activate Mining Consumable 2
←	09: Switch Mining Laser
→	07: Activate Mining Consumable 3
⊙	10: Mining Mode Toggle

⊙	01 (PRIMARY TRIGGER): Afterburner
⊙	02 (PRIMARY TRIGGER STAGE 2):



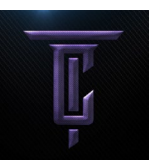
⊙	03: Spacebrake
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↑	11: Decoy Increase Burst
↓	13: Decoy Panic Launch
←	14: Launch Decoy
→	12: Launch Noise
⊙	15:

↑	21: Shield Raise Level Front
↓	23: Shield Reset Levels
←	24: Cycle Camera Mode
→	22: Look Behind
⊙	25: Enable Head Tracking

←→	JOYSTICK X-AXIS: Strafe Left/Right
↑↓	JOYSTICK Y-AXIS: Strafe Up/Down
⌀	JOYSTICK Z-AXIS (TWIST): N/A

⊙	03: Coupled/Decoupled
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# ThrustMaster Pendular Rudder "TPR" (Feet)



←→	JOYSTICK X-AXIS: Throttle Forward/Back
↑↓	JOYSTICK Y-AXIS: Bound to X-Axis
↻	JOYSTICK Z-AXIS (TWIST): <i>Roll</i>

