

Star Citizen — Dual VKB Gladiator EVO Standard HOSAS

Visual Chart + Full Button Mappings



LEFT STICK — MOVEMENT & SYSTEMS

Trigger 1st — Coupled/Decoupled
Trigger 2nd — Flight Ready
A2 (red) — Flight Ready
B1 (side) — Space Brake
C1 (thumb) — Activate Scan / Mining Laser
D1 (pinky) — Exit Seat (Hold)
A3 Up — Master Mode Cycle (NAV/SCM)
A3 Down — Engage Quantum Travel
A3 Left — Landing Gear / Landing Mode
A3 Right — VTOL Toggle
A3 Push — Request Landing / Takeoff
A4 Up — Ship Lights
A4 Down — Night Vision
A4 Left — Lock/Unlock All Doors
A4 Right — Self Destruct (Hold)
A4 Push — Power Reset (optional)
Hat3 Up — Scanning Mode
Hat3 Down — Radar Ping
Hat3 Left — Mining Mode Toggle
Hat3 Right — Salvage Mode Toggle
Hat3 Push — Increase Scan Angle
Base Switch — Secondary Systems
Base Wheel — Speed Limiter
Base Encoder — Shield Faces
Base F1–F3 — MobiGlas / Inventory / Preference

RIGHT STICK — AIMING & COMBAT

Trigger 1st — Fire Weapon Group 1
Trigger 2nd — Fire Weapon Group 2
A2 (red) — Boost / Afterburner
B1 (side) — Space Brake
C1 (thumb) — Launch Missile
D1 (pinky) — Missile Operator Mode
A3 Up — Cycle Hostile Targets
A3 Down — Cycle Friendly Targets
A3 Left — Cycle Target in View
A3 Right — Lock / Unlock Target
A3 Push — Target Under Reticle
A4 Up — Power to Weapons
A4 Down — Power to Shields
A4 Left — Power to Engines
A4 Right — Reset Power Distribution
A4 Push — Cycle Gimbal Assist
Hat3 Up — Deploy Decoy
Hat3 Down — Deploy Noise
Hat3 Left — Cycle Missile Type
Hat3 Right — Increase Armed Missiles
Hat3 Push — VOIP Push-to-Talk
Base F1–F3 — MobiGlas / Inventory / Preference

Axes — Right: Y=Pitch · X=Yaw · Twist=Roll | Left: X=Strafe L/R · Y=Throttle · Twist=Strafe Up/Down
Bind in-game: Options → Keybindings → Advanced Controls Customization. Save the profile when finished.