

GK's Star Citizen Key Bindings

js1 = X-55 Stick

GROUP	BIND
SPACESHIP - GENERAL	
toggle_cabin_lights	js2 b12
toggle_running_lights	js2 b13
self destruct	Lctrl+Lalt+a
exit	Lctrl x
eject	Lctrl z
Decouple (Toggle) / Cycle Safeties	CAPS
Scoreboard	TAB
Free Hold (Hold) / Free Look	ALT
Mobiglas	F9
AR Mode	F10
Contacts	F11
Chat	F12
SPACESHIP - VIEW	
view_dynamic_focus_out	js2 b28
view_dynamic_focus_in	js2 b29
view_look_behind	js2 b35
view_zoom_out	js2 b31
view_zoom_in	js2 b30
view_pitch_down	js1 Hat1U
view_pitch_up	js1 Hat1D
view_yaw_right	js1 Hat1R
view_yaw_left	js1 Hat1L
Cycle Camera View	js2 b3
Change Camera	INSERT
Lights	O
View Mode	PGUP
FLIGHT - HUD	
HUD Focus Mode	Home
Overview	F1
HUD Show Weapons Grouping	F2
HUD Show Power Management	F3
HUD Show Shield Management	F4
Cycle HUD Mode Forward	apostrophe
Cycle HUD Mode Forward	;
HUD Confirm	
HUD Back / Cancel	Rctrl
HUD Navigate Up	Up Arrow
HUD Navigate Down	Down Arrow
HUD Navigate Left	Left Arrow
HUD Navigate Right	Right Arrow

js2 = X-55 Throttle

GROUP	BIND
SPACESHIP - MOVEMENT	
decoupled_strafe_longitudinal	
decoupled_strafe_back	js2 b27
decoupled_strafe_forward	js2 b25
decoupled_strafe_lateral	
decoupled_strafe_right	js2 b26
decoupled_strafe_left	js2 b24
decoupled_strafe_vertical	
decoupled_strafe_down	js2 b22
decoupled_strafe_up	js2 b20
ifcs_toggle_comstab	js2 b10
ifcs_toggle_gforce_safety	js2 b8
ifcs_toggle_vector_decoupling	js2 b6
toggle_landing_system	js2 b14
cycle_landing_mode	js2 b16
landing_target_lock	js2 b17
toggle_qdrive_system	js2 b18
decoupled_roll	js1 X
afterburner	js2 b1
decoupled_yaw	js1 RotZ
ifcs_toggle_esp	F7
strafe_back	js2 b27
strafe_forward	js2 b25
strafe_right	js2 b26
strafe_left	js2 b24
strafe_down	js2 b22
strafe_up	js2 b20
target_match_vel	js1 b6
throttle_abs	js2 Y
roll	js1 X
yaw	js1 RotZ
Throttle min / max (Toggle)	
Spacebrake	SPACE
FLIGHT - POWER	
Add To Power Group 1	KB1
Add To Power Group 2	KB2
Add To Power Group 3	KB3
Equalize Power Groups	KB0
Increase Power	NumPad +
Decrease Power	NumPad -
FLIGHT - RADAR	
PIBS (Toggle)	=
Radar Zoom	,

Keyboard

GROUP	BIND
SPACESHIP - WEAPONS	
attack1_group1	js1 b1
attack1_group2	js1 b2
attack1_group3	js1 b3
Fire Weapon Group 4	js1 b5
Weapon System On/Off	KB4
SPACESHIP - MISSILES	
weapon_launch_missile	js1 b4
SPACESHIP - DEFENSIVE	
weapon_cycle_countermeasure_fwd	js2 b5
weapon_launch_countermeasure	js2 b4
Shields On / Off	KB5
Engines On / Off	KB6
Rear Shields	NumPad 2
Left Shields	NumPad 4
Equalize Shields	NumPad 5
Right Shields	NumPad 6
Top Shields	NumPad 7
Fore Shields	NumPad 8
Bottom Shields	NumPad 9
SPACESHIP - TARGETING	
couple_aim_to_move	js1 b7
toggle_weapon_gimbal_lock	js1 b10
target_head_tracking	js1 b8
target_cycle_reticle_mode	F8
target_nearest_hostile	js1 b11
target_cycle_hostile_back	js1 b14
target_cycle_hostile_fwd	js1 b12
target_missile_lock_focused	js1 b13
target_cycle_pinned_fwd	
target_toggle_pinned_focused	
target_cycle_friendly_fwd	
target_cycle_all_back	
target_cycle_all_fwd	
target_reticle_focus	js1 b9
aim_pitch_down	
aim_pitch_up	
aim_yaw_right	
aim_yaw_left	