Z axis
5

Z axis
6

7

8

9

X Y axis

4

3

2

POV up

1

POV left

POV right

POV down

X Y rotation

10

?

?

icPlayerPilot.LateralZ
icDirector.TacticalCamera
icPlayerPilot.AutopilotDock

icPlayerPilot.LateralZ
icPlayerPilot.CurrentWeaponFire

icDirector.Skip
Game.MovieSkip
HUD.MenuCancel
icComms.SkipPhrase
ScriptKeys.SkipCutscene

icComms.SayResponse
HUD.MenuSelect
GUI.ControlFocusSelect
icPlayerPilot.CycleContactDown

icDirector.InternalCam
icPlayerPilot.Yaw
icPlayerPilot.Pitch

icPlayerPilot.Undock
icPlayerPilot.TargetNearestEnemy
icPlayerPilot.SubTarget

icPlayerPilot.TargetNearestShipToDirection
icPlayerPilot.SubTarget

icPlayerPilot.NextPrimaryWeapon

GUI.ControlFocusUp
HUD.MenuUp
icComms.PrevResponse

icPlayerPilot.SubTarget
icPlayerPilot.NextSecondaryWeapon

GUI.ControlFocusLeft
HUD.MenuLeft

GUI.ControlFocusRight
HUD.MenuRight

icPlayerPilot.LateralX
PointerX

icPlayerPilot.Roll

GUI.ControlFocusDown
HUD.MenuDown
icComms.NextResponse

JOYSTICK