

**pp\_resortdevices joystick 1 2**

**Top Stick Buttons**

1. TRIGGER - **Fire Group 1**
2. THUMB - **Fire Group 2**
3. LEFT - **Target Lock** / Cycle Target Under Reticle
4. RIGHT - **Unlock Target**

- **Hat Up - Increase:** Speed Limiter / Scanning / Mining / Tractor
- **Hat Down - Decrease:** Speed Limiter / Scanning / Mining / Tractor
- **Hat Left - Cycle Missile Type**
- **Hat Right - Increase # of Missiles**

**6 Left Side Buttons**

- Front Left - Toggle: **Open / Close Doors**
- Front Middle - Toggle: **Lock / Unlock Doors**
- Front Right - Toggle: **Lock / Unlock Ports**
- Back Left - Target **Closest Friendly**
- Back Middle - Target **Closest Attacker**
- Back Right - Target **Closest Hostile**

**6 Right Side Buttons**

- *Front Left - Available*
- *Front Middle - Available*
- *Front Right - Available*
- *Back Left - Toggle Missile Operator Mode*
- *Back Middle - Available*
- *Back Right - Available*

↑	<b>Pitch</b> - Nose Up and Nose Down	JOYSTICK
↔	<b>Yaw</b> - Turn Ship Right or Turn Ship Left	
↻	<b>Roll</b> - Roll Ship Right or Roll Ship Left	

