DCS World
Controller Walk Through

Controller Setup Walk Through

Although the DCS World Manual has a detailed chapter regarding the setup of input devices, this walkthrough will provide a much simpler step-by-step process. The steps can be summarized as:

1- Open Options from the Main Menu

2- Select the CONTROLS tab

3- Select the unit you wish to setup controls for

4- Select the category of input you wish to assign

5- Assign axis input

6- Assign key commands

Step 1 - From the Main Menu, select the OPTIONS button from the right side of the screen.

Select OPTIONS

Step 2 - Select the CONTROLS tab

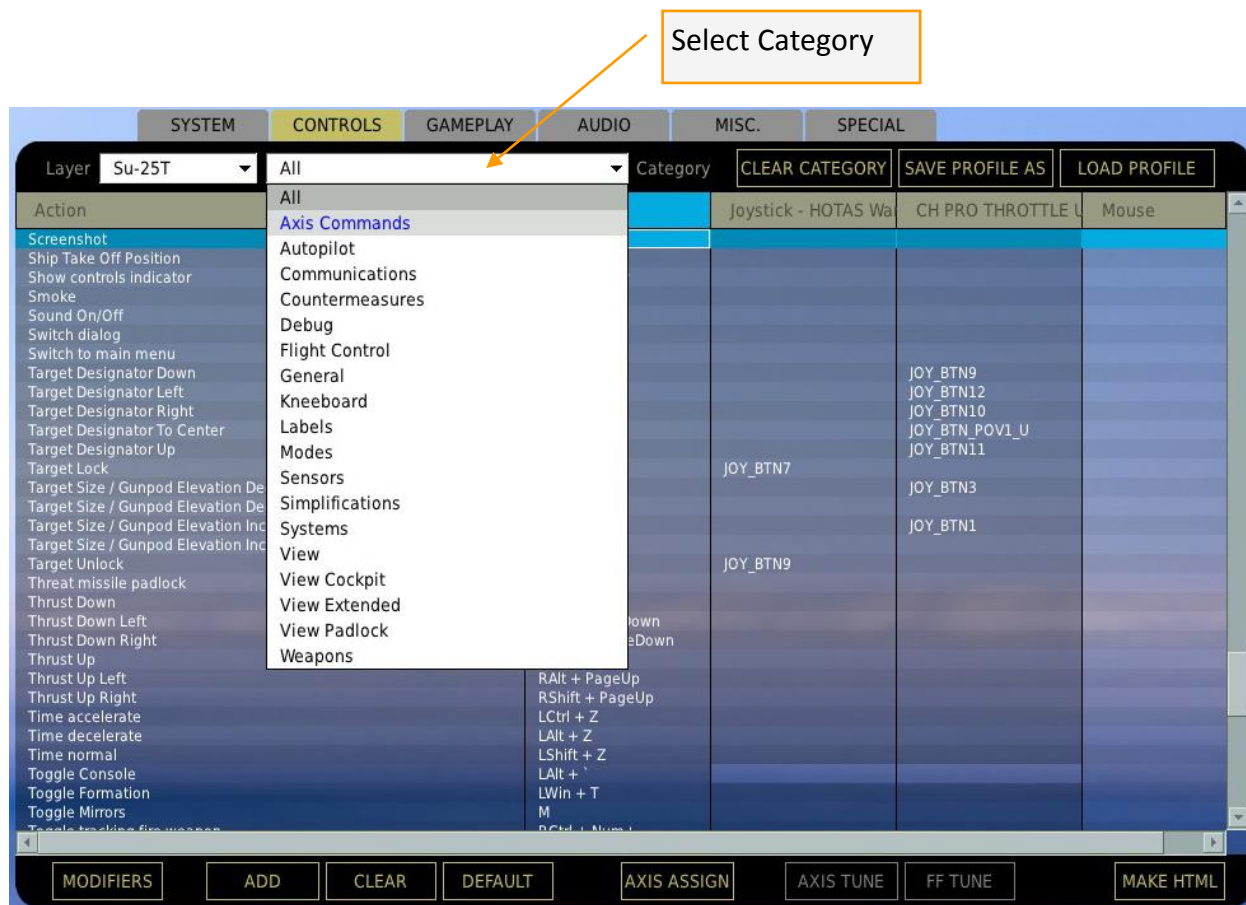Select CONTROLS

Step 3 - Select Player Unit

Select Layer

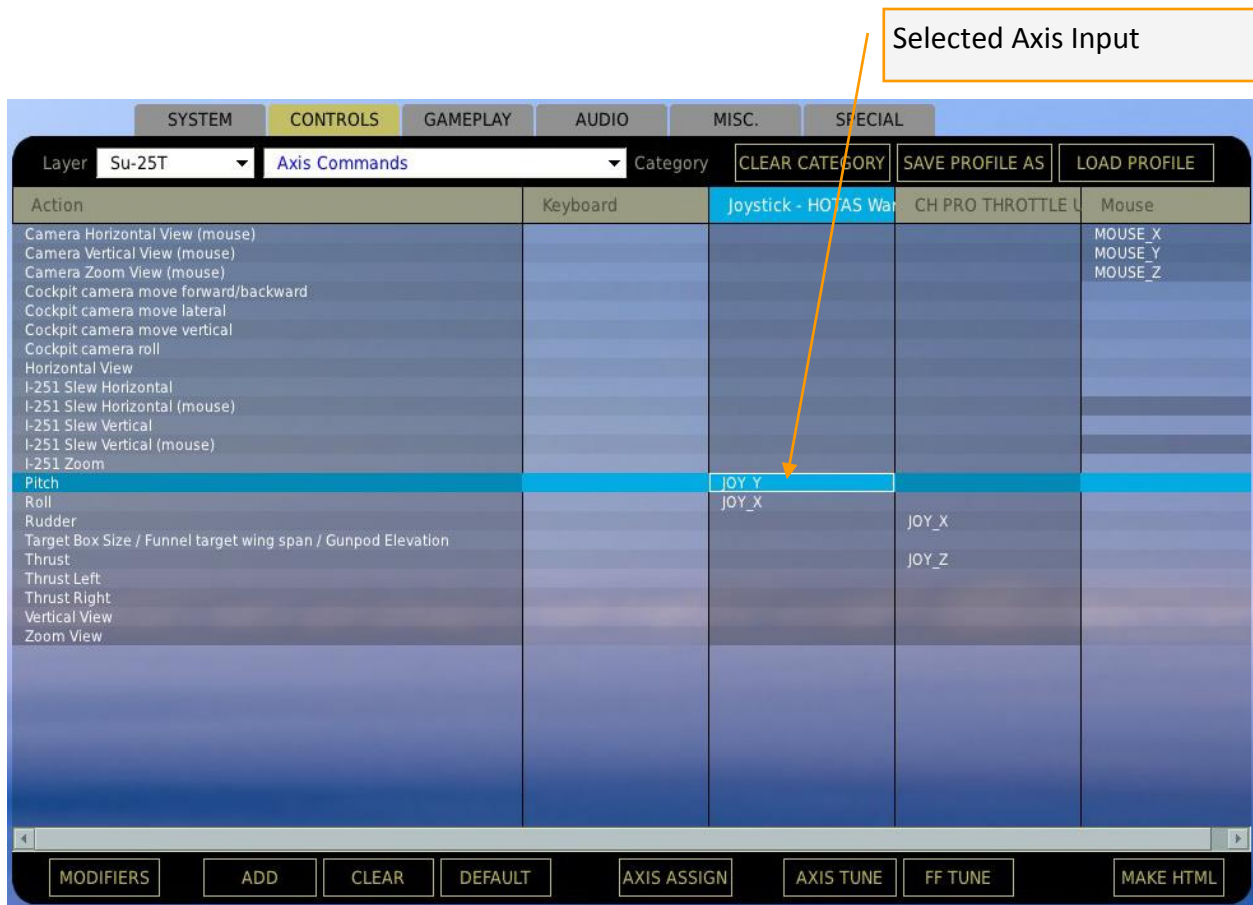From the Layer drop down menu, select the unit that you wish to set controls for.

Note that some aircraft can have both "Game" and "Sim" selections. This allows you to setup unique input configurations for aircraft based on "GAME AVIONICS MODE" in the "GAMEPLAY" tab being selected or not.

Step 4 - Select the category of input you wish to assign

The Category drop down list provides you a list of general functional categories for the selected unit type. Different units may have different categories.

In this example, we will first select the Axis Commands category. This allows us to set up joysticks and throttles.

Step 5 - Assign Axis Input

Selected Axis Input

All possible axis commands for the selected unit are listed in the Action column along the left side of the screen.

To the right of the possible axis commands (Action column) are columns for each of the detected input controls that can be assigned axis commands.
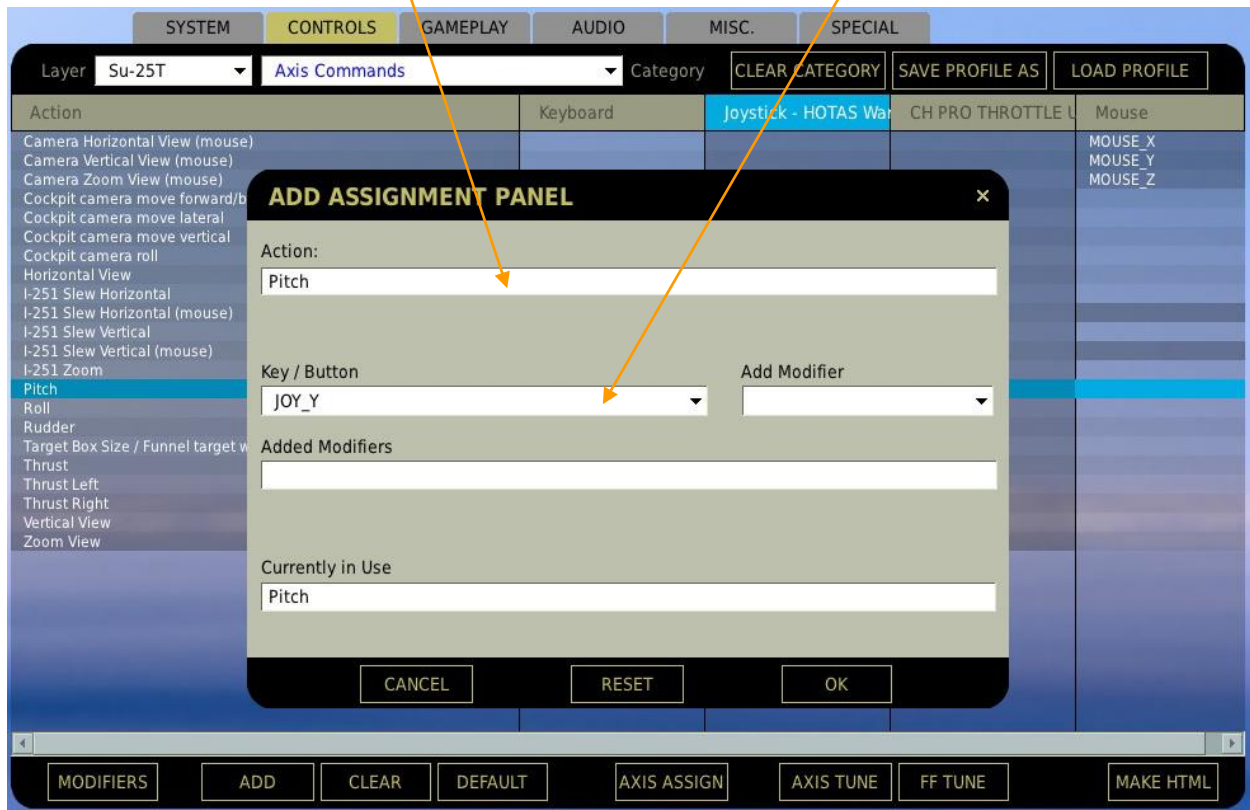
To assign an axis command, double click your mouse in the field that corresponds to the desired Action with the input device. In the example above, the Pitch axis is selected with the Joystick. When you double click the field to be assigned, the ADD ASSIGNMENT PANEL is displayed (image below).

Simply move the controller in the desired axis and it will be assigned. For example, if assigning the Pitch axis, move the joystick forward and aft. If assigning the Roll axis, move the joystick from side to side.

Press the OK button once assigned.

Selected Axis Action

Selected Input Device

If wish to adjust the responsivness of the axis, you can select the field and then press the AXIS TUNE button at the bottom of the screen. This will then display the AXIS TUNE PANEL. The two most useful items to adjust are Deadzone and Curvature.
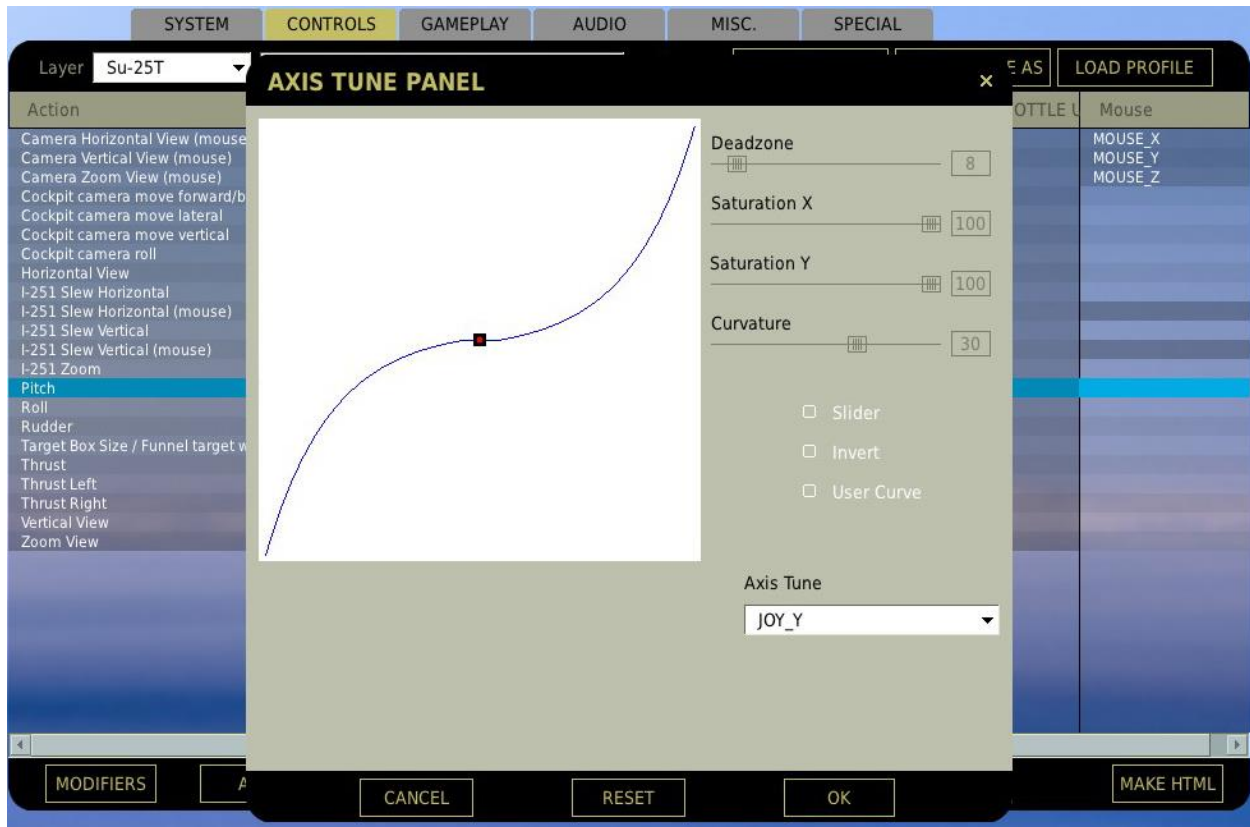
Deadzone - If your controller is responding to uninputted commands, it may mean that your controller axis needs a deadzone. Use the Deadzone slider to increase the deadzone. You will see this as a flat area in the center of your response curve. You want to make sure that the red dot in the center does not move outside the flat area.

Curvature - All AFM DCS aircraft (Su-25T, Ka-50, A-10C, P-51D, UH-1H) are designed for no curves. This means the realistic setting is "linear" and curves only exist to help compensate for the limitations of gaming hardware. Only if you are unable to achieve a realistic level of control authority using linear settings, you should use curves to try to get as close as possible to having realistic control authority.

Generally, adding a bit of curve can help in fine input control, especially for high-precision maneuvers like air-to-air refueling. But setting a curve is a double-edged sword: around the center position your input is smoothed, but away from the center it is amplified.
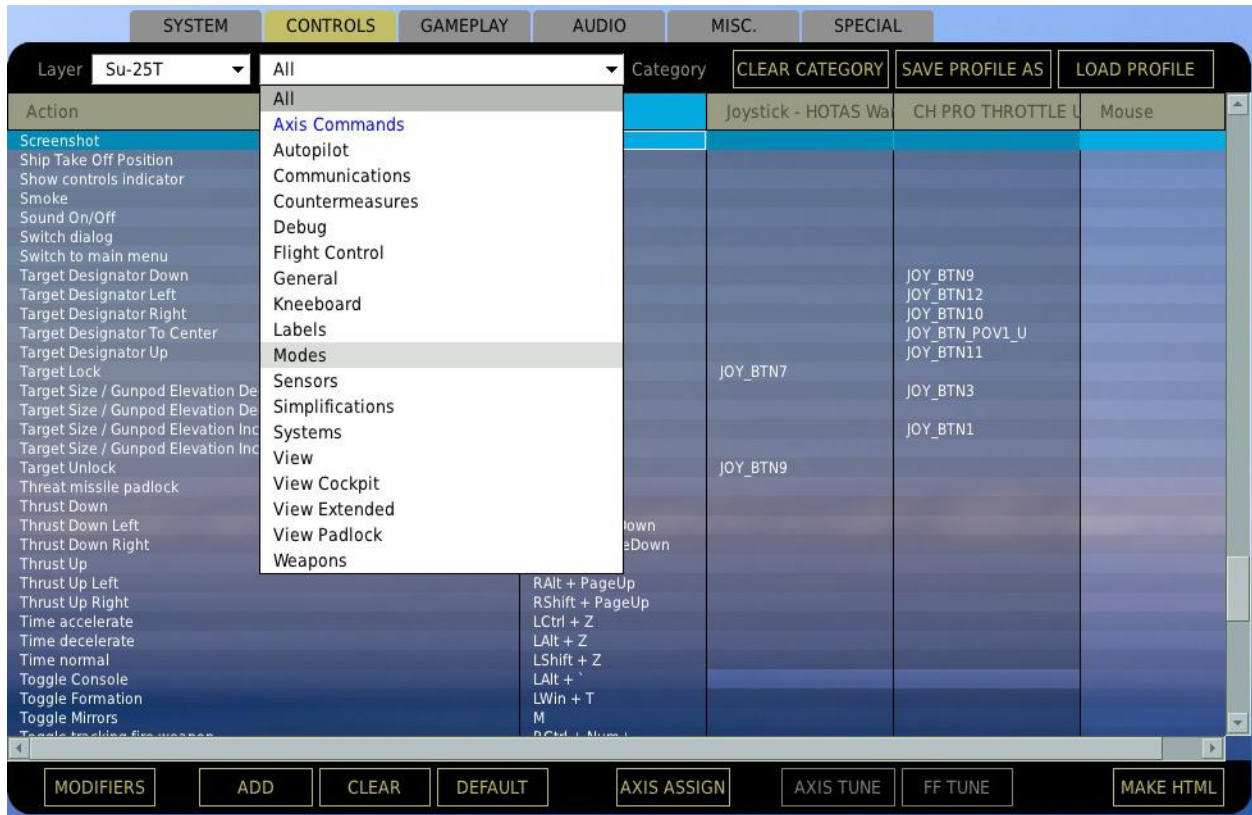
When flying helicopters, also keep in mind that the cyclic will be away from the neutral position for most phases of the flight. If a curve is needed at all, it should be limited to a low value (max. 20).

Press the OK button at the bottom of the panel when done.

Step 6 - Assign Key Commands

After you have assigned your axis device commands, use the Category drop down list to select what functions you wish to assign key commands to or change.

As with the Axis Commands, a list of Actions are listed in the left most column, and to the right, each input device is listed as a separate column. As before, double click on the field you with to assign to a controller or change.

Once selected and you have the ADD ASSIGMENT PANEL open, press the key to assign it to the function / controller.

Once you have completed assigning commands, press the OK button at the bottom of the panel.

Once all axis and key commands are set, press the OK button at the very bottom of the screen to save your changes.