


Thrustmaster (TM) Warthog HOTAS Users,

This archive contains 3 files: this Readme, a TM TARGET script file and a function layout document. This script was created for users who fly their DCS modules with a Virtual Reality (VR) headset. The layout document is meant as a handy reference document that illustrates the programmed functions of the script file.

To use the script file simply navigate to the “script” folder, located in the installation directory of the TARGET software (by default: C:\Program Files (x86)\Thrustmaster\TARGET\scripts). Place a copy of the script file into the folder then start up the TARGET software. Use the  button to select and run the script.

The script is relatively simple with only two levels of programmed functions; the In/Out (I/O) level functions (there are no Up/Middle/Down (U/M/D) level functions). The “O” functions are accessed simply by pressing the desired switch, hat or button on the HOTAS Controller. To use the “I” functions the Left Throttle Button (LTB) must be pressed and held first, then the desired switch, hat or button pressed.

The layout document uses differently coloured fonts and highlights to show which functions are mapped to the “O” level and which are mapped to the “I” level. “O” level functions are black-text-on-white where as the “I” level functions are **white-text-on-black**.

Some of the functions are programmed to use a DirectX number, a DirectX POV Hat direction or a controller axis. On the layout document this is indicated by **red-text-on-white** for “O” level and **white-text-on-red** for “I” level. In these situations, the function must be mapped to the controller switch/hat/button/axis in the DCS World “OPTIONS\CONTROLS*(module name)*” menu.

Lastly, the VR functions of “VR - ZOOM” and “VR - RECENTER” will have to be mapped in the DCS World “OPTIONS\CONTROLS\UI LAYER” menu for them to work correctly.