

StickBridge – One-Page Guide (EN)

The screenshot shows the StickBridge application interface. At the top left is a banner with a joystick and an Xbox controller. The main interface is divided into several sections:

- Controller Actions:** A blue bar at the top right with a "Create Virtual Controller" button. Below it, a toggle for "Enable Output" (labeled 1) is turned on. A "Test: Press A (X)" button is visible. A yellow circle with the number 2 points to the "Enable Output" toggle.
- Live Input:** A panel on the left showing raw input data (X, Y, Buttons, Z, RotX, RotY, Slider, POV, DI, Buttons) and a "Status" section showing "Output enabled." (labeled B).
- Device Status:** A panel on the right showing connection status (Connected: None, Controller: Created, Output Enabled: True, Last Update: -). Below it, an "Input Device" dropdown menu is set to "T16000M" (labeled 3). A "Refresh" button with a "Connect" indicator and a "Disconnect" button are also present (labeled 4).
- Mapping Configuration:** A panel at the bottom left with an "Invert Y" toggle (labeled C) and "Save Profile" and "Reload Profile" buttons (labeled 5).
- Enable Slider Throttle (A/B Hold):** A toggle (labeled D) is turned on. Below it, a "Source" dropdown is set to "Slider". A table shows the following values:

Top Threshold	31000
Top Release	25000
Bottom Threshold	-31000
Bottom Release	-25000

StickBridge emulates an Xbox controller so you can use a joystick in Xbox Cloud Gaming (e.g., Microsoft Flight Simulator) — plug-and-play without complex setup.

Setup (1–5)

- 1) Click **Create Virtual Controller** to create the virtual Xbox controller.
- 2) Toggle **Enable Output** so StickBridge is allowed to send inputs to the game.
- 3) In the **Device list**, select your connected joystick.
- 4) Click **Connect**. (Your device should appear in the live/status area.)
- 5) Click **Save Profile** to persist your settings.

Panels / Settings (A–D)

- A) **Input / Live panel**: Shows which axes/buttons are detected right now (perfect for testing).
- B) **Status**: Connection/output status and messages (e.g., whether the controller is created).
- C) **Invert Y**: Often useful in Flight Simulator. Toggle if pitch feels reversed.
- D) **Throttle / Slider (optional)**: Enables slider-to-A/B emulation (for joysticks with a throttle slider).

Throttle note (D)

When **Throttle/Slider** is enabled, a physical slider can act as **A (throttle up)** and **B (throttle down)** because the emulated Xbox controller has no true analog throttle axis. You can fine-tune the **thresholds** (typical values are around **±31,000**; for many sticks **+31,000** at the top and **-31,000** at the bottom works well). Moving thresholds closer to center makes A/B trigger earlier.