

Hat

Target Designator Slew

+ 7 = Trim

↑ + 8 = Navigation Modes

↓ + 8 = Gunsight Reticle Switch

← + 8 = Air-To-Ground Mode

→ + 8 = Longitudinal Missile Aiming Mode

↑ + 9 = Shkval Zoom in

↓ + 9 = Shkval Zoom out

→ + 9 = Next Waypoint, Airfield or Target

← + 9 = Previous Waypoint, Airfield or Target

↑ + 10 = Target Lock

↓ + 10 = Target Unlock

← + 10 = Target Size / Gunpod Elevation Decrease

→ + 10 = Target Size / Gunpod Elevation Increase

↑ + 11 = CMS Continuously Dispense

↓ + 11 = CMS Release

← + 11 = CMS Chaff Dispense

→ + 11 = CMS Flare Dispense

Button 5

Autopilot Disengage

+ 7 = Flaps Up/Down Toggle

+ 11 = IR Jamming

+ 12 = Zoom in Slow

Trigger

Weapons Fire

+ 7 = Autopilot override

Button 3

Laser Ranger On/Off

+ 7 = Flaps Landing Position

+ 11 = ECM

+ 12 = Zoom Out Slow

Button 2

Weapon Change

+ 7 = Cannon

Button 6

Autopilot - Level Flight

+ 7 = Airbrake Off

Button 4

Target Designator To Center

+ 7 = Airbrake On

+ 12 = Zoom Normal

X-Axis

Roll

Y-Axis

Pitch

Z-Axis

Rudder

Slider

Throttle

