

1: Fire Grp 1;
Launch Missile;
Mining Scan

Trgr

4: Cycle Camera View

Click

Y: View Down	Fwd
X: View Left	B
X: View Right	B
Y: View Up	Bck

Joystick Axes

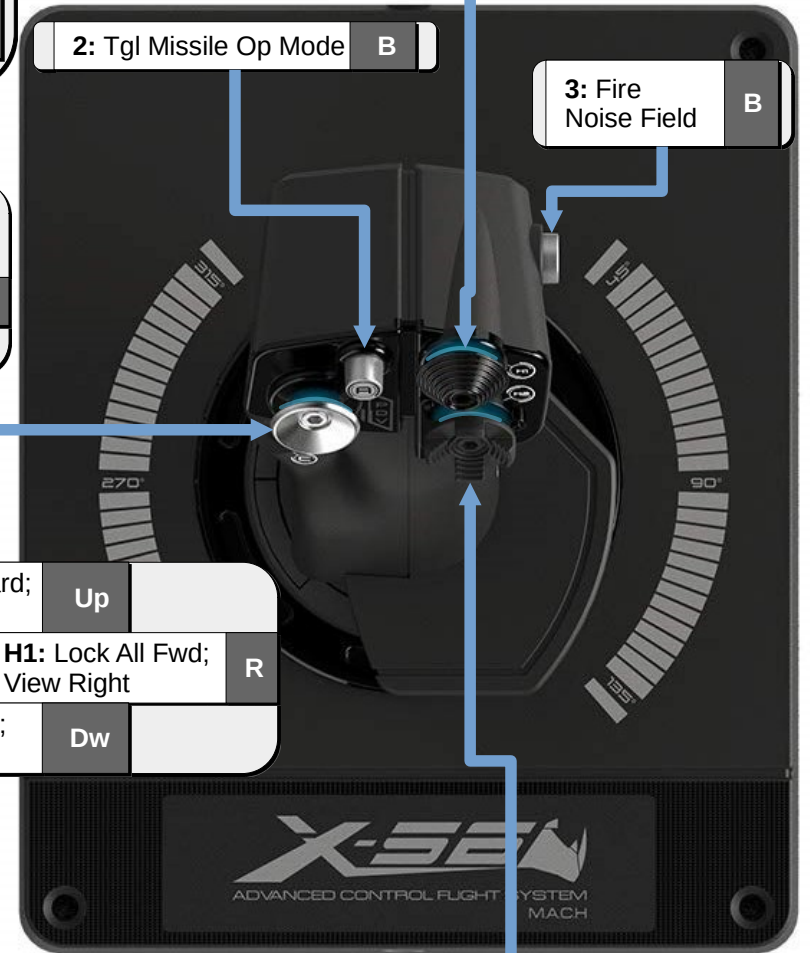
Y: Pitch Down	Fwd
X: Action	B
X: Action	B
Y: Pitch Up	Bck
Z: Yaw Left	L
Z: Yaw Right	R

6: Fire Decoy;
Burst (Hold)

Pnky

5: Fire Grp 2;
Tgl Missiles;
Tgl Mining Mode

D



2: Tgl Missile Op Mode

B

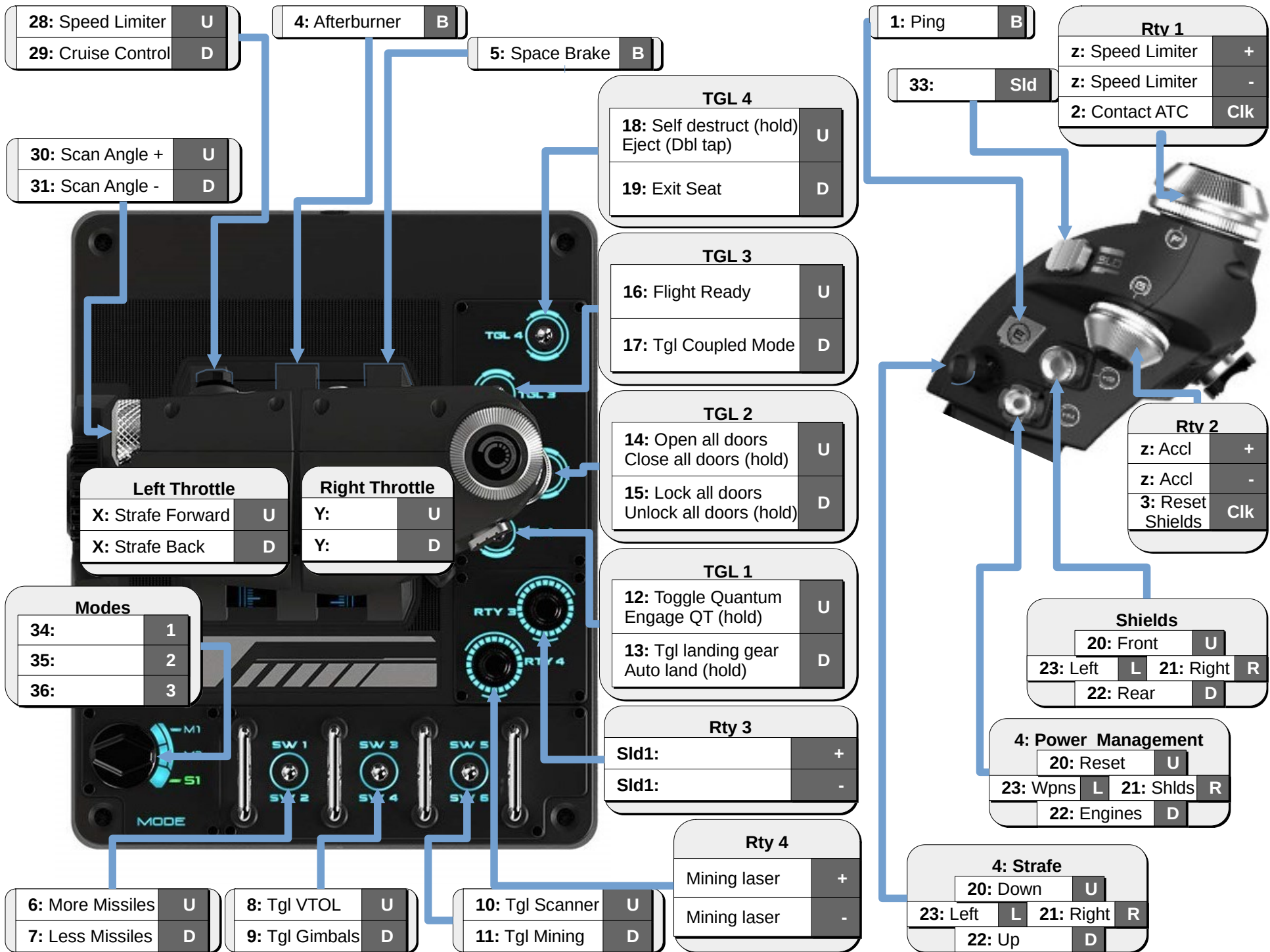
3: Fire
Noise Field

B

7: Lock Pinned 2	Up
10: Lock Pinned 1	L
8: Lock Pinned 3	R
9: Unlock Trgt; Unpin All (Hold)	Dw

H1: Lock Atk Forward; View Down	Up
H1: Lock All Close; View Left	L
H1: Lock All Fwd; View Right	R
H1: Lock Atk Close; View Up	Dw

11: Lock Enemy Fwd	Up
14: Lock Reticle	L
12: Lock In View	R
13: Lock Enemy Close	Dw





Joystick Axes			
Y: Strafe Down		Fwd	
X: Strafe L	L	X: Strafe R	R
Y: Strafe Up		Bck	
Z: Strafe Back	L	Z: Strafe Fwd	R

1: Ping B

5: Boost B

6: Cycle camera B

3: Space break B

4: Rear view B

2: B

7: B

8: B

9: B

10: B

11: B

12: B

Power Management			
H: Reset		U	
H: Wpns	L	H: Shlds	R
H: Engines		D	

Throttle	
Y:	U
Y:	D

