

**1: Fire Grp 1;
Launch Missile;
Mining Scan** Trgr

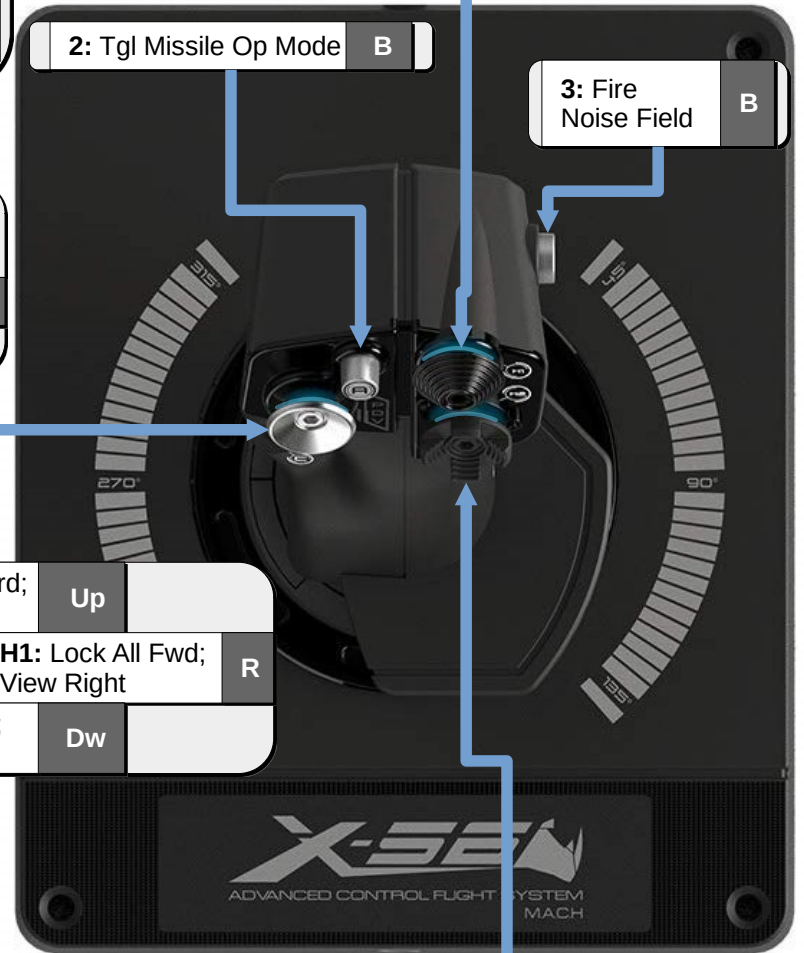
**6: Fire Decoy;
Burst (Hold)** Pnky

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

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

4: Cycle Camera View		Click	
Y: View Down		Fwd	
X: View Left	B	X: View Right	B
Y: View Up		Bck	

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	

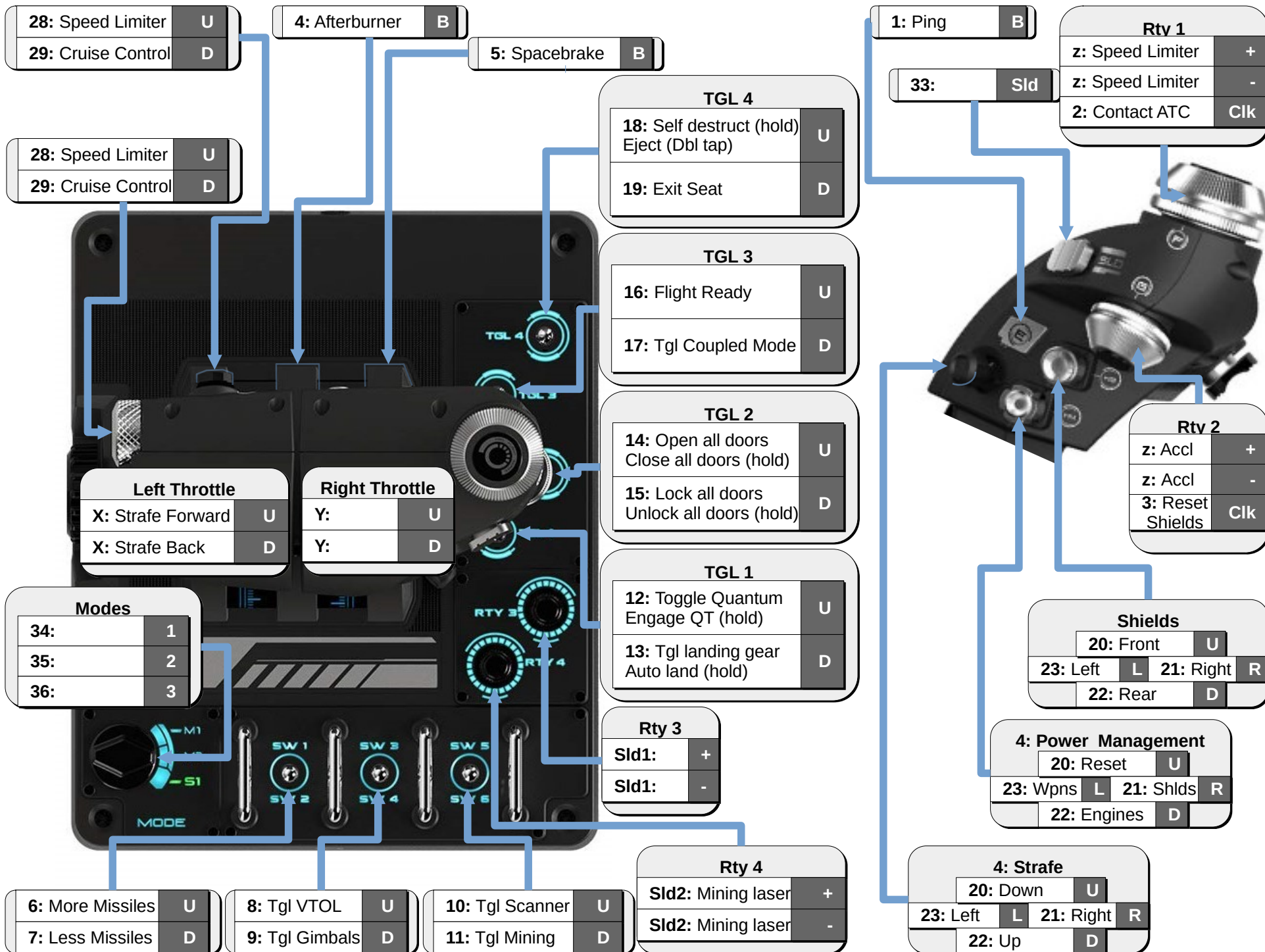


2: Tgl Missile Op Mode B

**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	

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 Fwd	L	Z: Strafe Back	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