

### 8-way Mode

↖		↑	Camera Down	↗	
^		^		^	
←	Camera Left	⏏	Mode Switch	→	Camera Right
^		^		^	
↙		↓	Camera Up	↘	
^		^		^	

### X/Y Rotation Axis

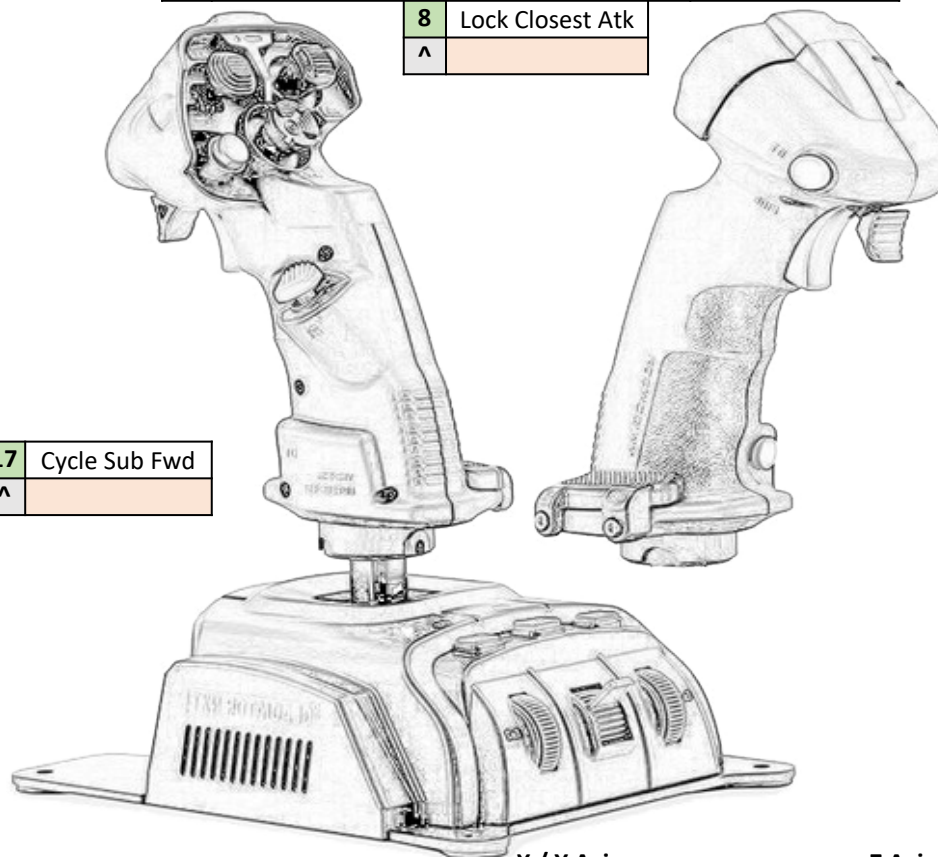
⏏	Mode Switch
^	Shift/Modifier

3	Fire Wpn 2
^	

	16	Cycle Missiles	
	^		
19	Cycle Sub Back	20	Rest to Main
^		^	
		18	Incr Burst Size
		^	
		17	Cycle Sub Fwd
		^	

### Encoder 1

↑	23	
^		
↓	24	
^		



### Throttle Axis

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### X / Y Axis

↑		
←	Pitch/Roll	→
↓		

### Z Axis

Twist	
Yaw	

### Encoder 2

↑	25	
^		
↓	26	
^		

		11	Lock/Pin(hold) 2		
		^			
14	Lock/Pin(hold) 1	15	Pin/Unpin Target	12	Lock/Pin(hold) 3
^		^		^	
		13	Remove All Pins		
		^			

6	Lock Forward
^	
9	Cycle Lock Back
^	
10	Lock Under Rec
^	
8	Lock Closest Atk
^	

7	Cycle Lock Fwd
^	

4	Flares
^	

↑	21	
^		
↓	22	Missile Mode
^		

1	Fire Weapon 1
^	
2	Fire All Weapons
^	

5	Chaffe
^	

	29	
	^	
	27	
	^	
28		
^		