




### 8-way Mode


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

### X/Y Rotation Axis

⏏	Mode Switch
^	Shift/Modifier

		6	Lock Forward		
		^			
9	Cycle Lock Back	10	Lock Under Rec	7	Cycle Lock Fwd
^		^		^	
		8	Lock Closest Atk		
		^			





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

3	Fire Wpn 2
^	

4	Flares
^	

↑	21	
^		
↓	22	Missile Mode
^		

1	Fire Weapon 1
^	
2	Fire All Weapons
^	

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

5	Chaffe
^	

29	
^	
27	
^	
28	
^	

↑	23	
^		
↓	24	
^		

### Throttle Axis

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### X / Y Axis

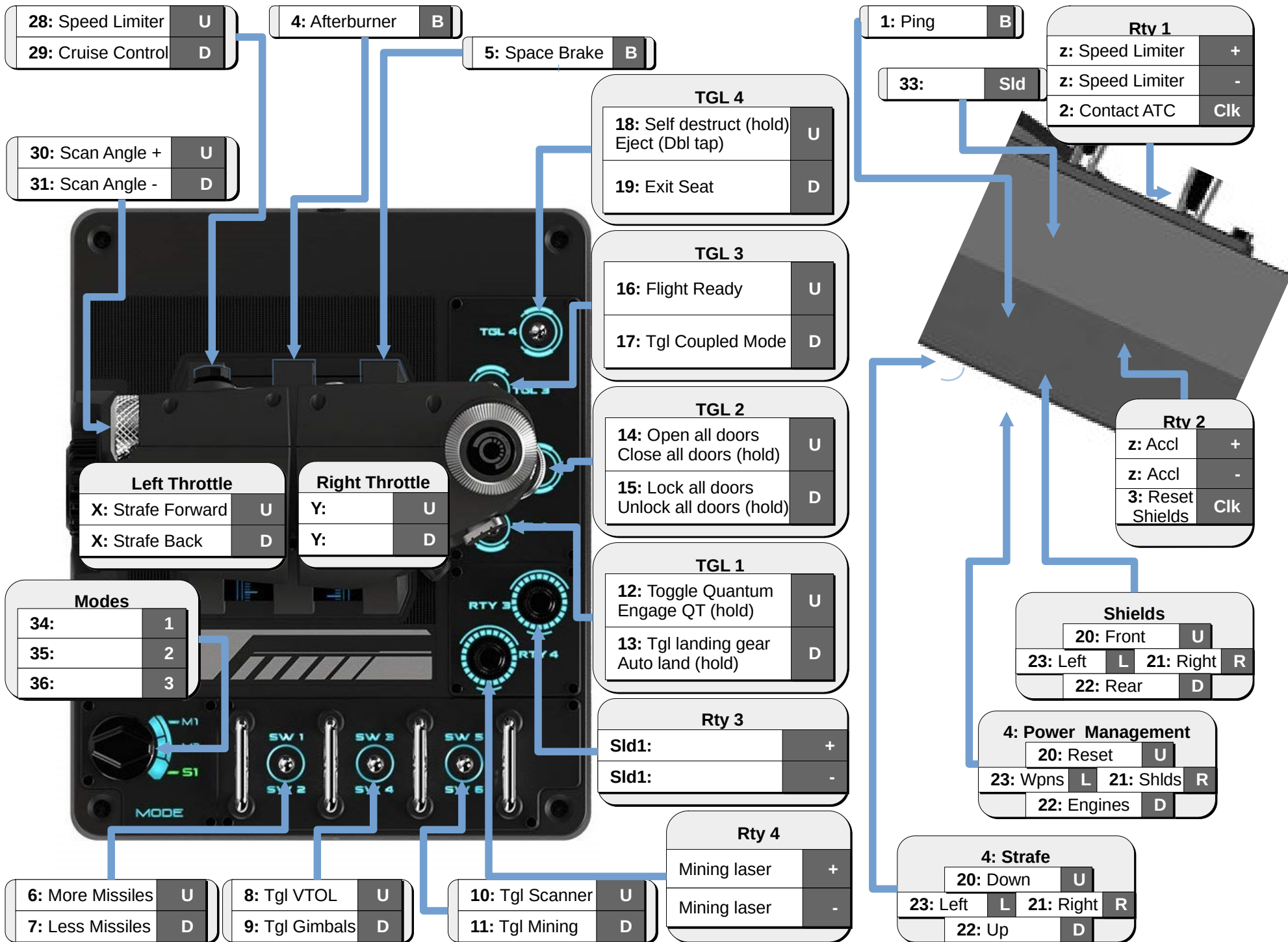
	↑	
←	Pitch/Roll	→
	↓	

### Z Axis

Twist
Yaw

### Encoder 2

↑	25	
^		
↓	26	
^		





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