



## CONTROL PAD MODES

### Primary Flight Control

KEY	FUNCTION
D-Pad UP	Pitch aircraft Down
D-Pad DOWN	Pitch aircraft Up
D-Pad LEFT	Bank aircraft Left
D-Pad RIGHT	Bank aircraft Right
Left SHIFT + Pad UP/DOWN	Increase/Decrease Throttle
Left SHIFT + Pad LEFT/RIGHT	Increase/Decrease Nozzle Angle

### Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = EJECT

### Outside View

Right SHIFT + D-Pad UP/DN	Pan-Camera
Left SHIFT + Button A	Zoom In
Left SHIFT + Button B	Zoom Out

### Environment Controls

KEY	FUNCTION
Button STOP	Menu Subsystem
Left SHIFT + Button STOP	Toggles Fast Time
Button PLAY	Toggle Outside View/Missile View
Left SHIFT + PLAY	Enemy View
Right SHIFT + PLAY	Fly-by View

### Weapons Systems

Button A	Fires current weapon
Button B	Cycle through available weapons
Button C	Deploy Chaff & Flares
Left SHIFT + Button A	Mark Target
Left SHIFT + Button B	Cycles D/H/I Range
Left SHIFT + Button C	Cycles through Waypoints
Left SHIFT + Right SHIFT	Jettison All Weapons
Left SHIFT	Cycles Left MFD
Right SHIFT	Cycles Right MFD

## JOYSTICK MODES

### Primary Flight Control

CONTROL	FUNCTION
Stick UP	Pitch aircraft Down
Stick DOWN	Pitch aircraft Up
Stick LEFT	Bank aircraft Left
Stick RIGHT	Bank aircraft Right
Rotary Dial FORWARD/BACK	Increase/Decrease Throttle
Hat UP/DOWN	Increase/Decrease Nozzle Angle

### Secondary Flight Controls

Right SHIFT + Button A	Toggle Gear Up/Down
Right SHIFT + Button B	Toggle Wheel Brakes On/Off
Right SHIFT + Button C	Toggle Air Brakes On/Off
Right SHIFT + Hat UP/DOWN	Increase/Decrease Pitch Trim
Right SHIFT + Hat LEFT/RIGHT	Rudder Left/Right

LEFT SHIFT + RIGHT SHIFT + PLAY + STOP = ELECT

### Outside View

Hat UD/LR	Pan Camera
Left SHIFT + Hat UP/DOWN	Increase/Decrease Nozzle Angle
Left SHIFT + Hat LEFT/RIGHT	Zoom In/Out

### Environment Controls

CONTROL	FUNCTION
Button STOP	Menu Subsystem
Left SHIFT + Button STOP	Togglees Fast Time
Button PLAY	Outside View
Left SHIFT + Hat RIGHT	Flyby View
Left SHIFT + Hat UP	Maple View
Left SHIFT + Hat DOWN	Enemy View

### Weapons Systems

Button FIRE	Fires current Weapon
Button A	Mark Target/Inside View
Button B	Cycle through available Weapon
Button C	Deploy Chaff & Flares
Left SHIFT + Button A	Autopilot
Left SHIFT + Button B	Cycles EHD Range
Left SHIFT + Button C	Cycles through Waypoints
Left SHIFT + Right SHIFT	Jettison all Weapons
Hat LEFT	Cycles Left MFD
Hat RIGHT	Cycles Right MFD