

Flight Control System (X52)

A-10C Warthog

Page 1

Navigation	A - G	MISC
Trigger	Trigger = PAC 1	Trigger
Second Trigger	Second Trigger = Gun Fire/PAC 2	Second Trigger
Fire	Fire = Weapon Release	Fire
Fire A = CMS - Forward	Fire A = CMS - Forward	Fire A = CMS - Forward
Fire B = CMS - Aft	Fire B = CMS - Aft	Fire B = CMS - Aft
Fire C = China Hat - Forward	Fire C = China Hat - Forward	Fire C = China Hat - Forward
Fire D = Master Mode	Fire D = Master Mode	Fire D = Master Mode
Fire E = CMS - Z (Jammer On/Off)	Fire E = CMS - Z (Jammer On/Off)	Fire E = CMS - Z (Jammer On/Off)
Pinkie Switch = ⇧	Pinkie Switch = ⇧	Pinkie Switch = ⇧
Toggle 1 = LAAP - Alt/Bank Hold	Toggle 1 = LAAP - Alt/Bank Hold	Toggle 1 = Flaps - Up
Toggle 2 = LAAP - On/Off	Toggle 2 = LAAP - On/Off	Toggle 2 = Flaps - Down
Toggle 3 = LAAP - Path Hold	Toggle 3 = LAAP - Path Hold	Toggle 3
Toggle 4 = LAAP - Alt/Hdg Hold	Toggle 4 = LAAP - Alt/Hdg Hold	Toggle 4
Toggle 5 =	Toggle 5	Toggle 5 = Refuel - Boom In/Out
Toggle 6 = Trim - Reset (Hold 2s)	Toggle 6 = View - Released Weapon	Toggle 6 = Refuel - Start/Stop
Mouse Fire = Left Mouse Button	Mouse Fire = Left Mouse Button	Mouse Fire = Left Mouse Button
Wheel Button = View - Reset	Wheel Button = View - Reset	Wheel Button = View - Reset
Wheel Scroll Down = Zoom In	Wheel Scroll Down = Zoom In	Wheel Scroll Down = Zoom In
Wheel Scroll Up = Zoom Out	Wheel Scroll Up = Zoom Out	Wheel Scroll Up = Zoom Out
Clutch Button = TrackIR Center	Clutch Button = TrackIR Center	Clutch Button = TrackIR Center
Mode 1 = ⇧	Mode 1 = ⇧	Mode 1 = ⇧

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Navigation + Pinkie	A - G + Pinkie	MISC + Pinkie
Trigger = View - Cockpit Return	Trigger = View - Cockpit Return	Trigger = View - Cockpit Return
Second Trigger =	Second Trigger =	Second Trigger =
Fire = EJECT!!! (3x)	Fire = EJECT!!! (3x)	Fire = EJECT!!! (3x)
Fire A = CMS - Right	Fire A = CMS - Right	Fire A = CMS - Right
Fire B = CMS - Left	Fire B = CMS - Left	Fire B = CMS - Left
Fire C = China Hat - Aft	Fire C = China Hat - Aft	Fire C = China Hat - Aft
Fire D = NWS/LASER Toggle	Fire D = NWS/LASER Toggle	Fire D = NWS/LASER Toggle
Fire E = Landing Gear	Fire E = Landing Gear	Fire E = Landing Gear
Pinkie Switch = ⇧	Pinkie Switch = ⇧	Pinkie Switch = ⇧
Toggle 1 = Nightvision - Gain Up	Toggle 1 = Nightvision - Gain Up	Toggle 1 = Lighting - Gear N/F/Off
Toggle 2 = Nightvision - Gain Down	Toggle 2 = Nightvision - Gain Down	Toggle 2 = Lighting - Cockpit
Toggle 3	Toggle 3	Toggle 3 = Lighting - HUD Color
Toggle 4	Toggle 4	Toggle 4 = Lighting - Navigation
Toggle 5	Toggle 5	Toggle 5 = Engine Start - Left
Toggle 6	Toggle 6	Toggle 6 = Engine Start - Right
Mouse Fire = Nightvision - On/Off	Mouse Fire = Nightvision - On/Off	Mouse Fire = Nightvision - On/Off
Wheel Button = Boat - Center	Wheel Button = Boat - Center	Wheel Button = Boat - Center
Wheel Scroll Down = Boat - Aft	Wheel Scroll Down = Boat - Aft	Wheel Scroll Down = Boat - Aft
Wheel Scroll Up = Boat - Forward	Wheel Scroll Up = Boat - Forward	Wheel Scroll Up = Boat - Forward
Clutch Button = TrackIR Pause	Clutch Button = TrackIR Pause	Clutch Button = TrackIR Pause
Mode 1 = ⇧	Mode 1 = ⇧	Mode 1 = ⇧

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Navigation	A - G	MISC
Mode 2 = ⬆	Mode 2 = ⬆	Mode 2 = ⬆
Mode 3 = ⬆	Mode 3 = ⬆	Mode 3 = ⬆
POV Hat 1	POV Hat 1	POV Hat 1
POV Hat 2 ● = ⬆ = TMS - Up ➡ = TMS - Right ⬇ = TMS - Down ⬅ = TMS - Left	POV Hat 2 ● = ⬆ = TMS - Up ➡ = TMS - Right ⬇ = TMS - Down ⬅ = TMS - Left	POV Hat 2 ● = ⬆ = TMS - Up ➡ = TMS - Right ⬇ = TMS - Down ⬅ = TMS - Left
POV Hat 3 ● = ⬆ = DMS - Aft ➡ = DMS - Right ⬇ = DMS - Forward ⬅ = DMS - Left	POV Hat 3 ● = ⬆ = DMS - Aft ➡ = DMS - Right ⬇ = DMS - Forward ⬅ = DMS - Left	POV Hat 3 ● = ⬆ = DMS - Aft ➡ = DMS - Right ⬇ = DMS - Forward ⬅ = DMS - Left
X Axis	X Axis	X Axis
Y Axis	Y Axis	Y Axis
Rudder	Rudder	Rudder
Throttle	Throttle	Throttle
Rotary 1	Rotary 1	Rotary 1
Rotary 2	Rotary 2	Rotary 2

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Page 4

Navigation + Pinkie	A - G + Pinkie	MISC + Pinkie
Mode 2 = ⬆	Mode 2 = ⬆	Mode 2 = ⬆
Mode 3 = ⬆	Mode 3 = ⬆	Mode 3 = ⬆
POV Hat 1 ● = ⬆ = Coolie - Up ➡ = Coolie - Right ⬇ = Coolie - Down ⬅ = Coolie - Left	POV Hat 1 ● = ⬆ = Coolie - Up ➡ = Coolie - Right ⬇ = Coolie - Down ⬅ = Coolie - Left	POV Hat 1 ● = ⬆ = Coolie - Up ➡ = Coolie - Right ⬇ = Coolie - Down ⬅ = Coolie - Left
POV Hat 2 ● = ⬆ = Trim - Down ➡ = Trim - Right ⬇ = Trim - Up ⬅ = Trim - Left	POV Hat 2 ● = ⬆ = Trim - Down ➡ = Trim - Right ⬇ = Trim - Up ⬅ = Trim - Left	POV Hat 2 ● = ⬆ = Trim - Down ➡ = Trim - Right ⬇ = Trim - Up ⬅ = Trim - Left
POV Hat 3 ● = ⬆ = Jetison Weapons (Hold 5s) ➡ = MIC - Forward ⬇ = MIC - Down ⬅ = MIC - Aft	POV Hat 3 ● = ⬆ = Jetison Weapons (Hold 5s) ➡ = MIC - Forward ⬇ = MIC - Down ⬅ = MIC - Aft	POV Hat 3 ● = ⬆ = Jetison Weapons (Hold 5s) ➡ = MIC - Forward ⬇ = MIC - Down ⬅ = MIC - Aft
X Axis	X Axis	X Axis
Y Axis	Y Axis	Y Axis
Rudder	Rudder	Rudder
Throttle	Throttle	Throttle
Rotary 1	Rotary 1	Rotary 1
Rotary 2	Rotary 2	Rotary 2

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Navigation	A - G	MISC
Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft	Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft	Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft
Ministick X Axis = Mouse X 	Ministick X Axis = Mouse X 	Ministick X Axis = Mouse X 
Ministick Y Axis = Mouse Y 	Ministick Y Axis = Mouse Y 	Ministick Y Axis = Mouse Y 

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Navigation + Pinkie	A - G + Pinkie	MISC + Pinkie
Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft	Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft	Precision Slide 0% - 5% = Speed Brake Forward 5% - 95% = 95% - 100% = Speed Brake Aft
Ministick X Axis 0% - 40% = Slew - Left 40% - 60% = 60% - 100% = Slew - Right	Ministick X Axis 0% - 40% = Slew - Left 40% - 60% = 60% - 100% = Slew - Right	Ministick X Axis 0% - 40% = Slew - Left 40% - 60% = 60% - 100% = Slew - Right
Ministick Y Axis 0% - 40% = Slew - Up 40% - 60% = 60% - 100% = Slew - Down	Ministick Y Axis 0% - 40% = Slew - Up 40% - 60% = 60% - 100% = Slew - Down	Ministick Y Axis 0% - 40% = Slew - Up 40% - 60% = 60% - 100% = Slew - Down