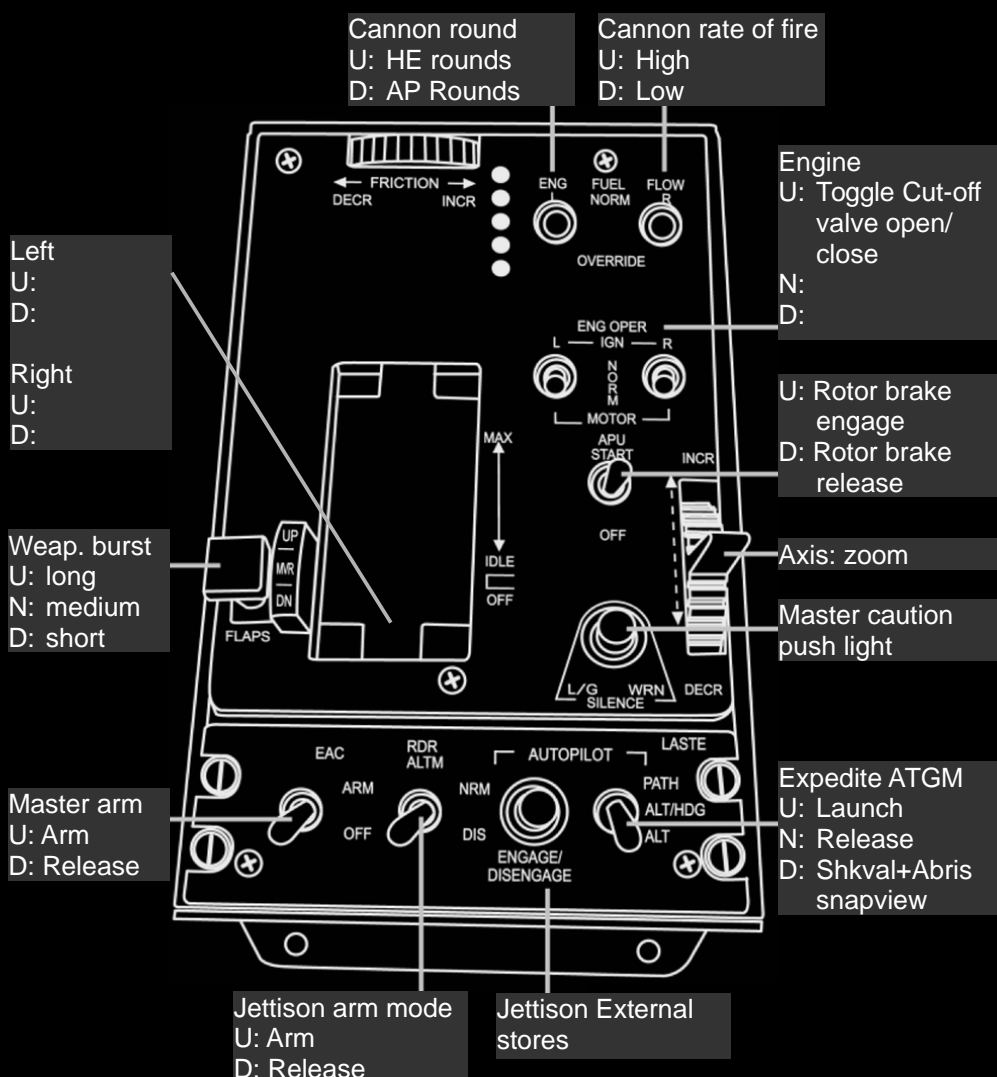
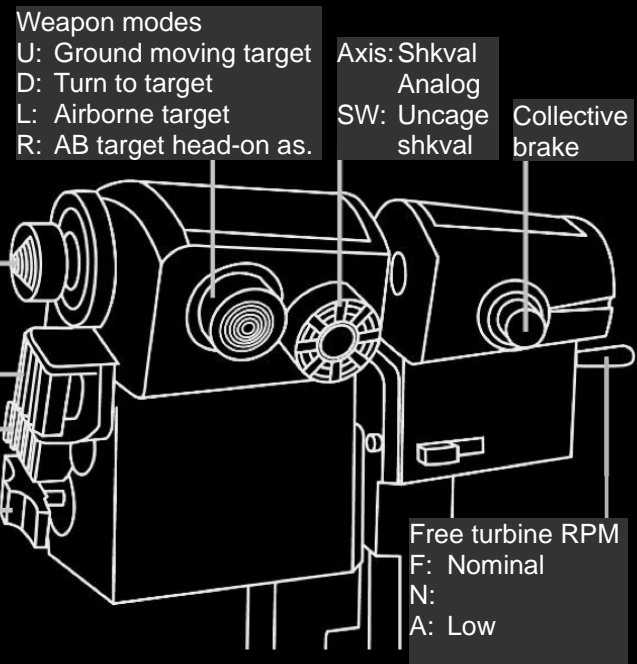
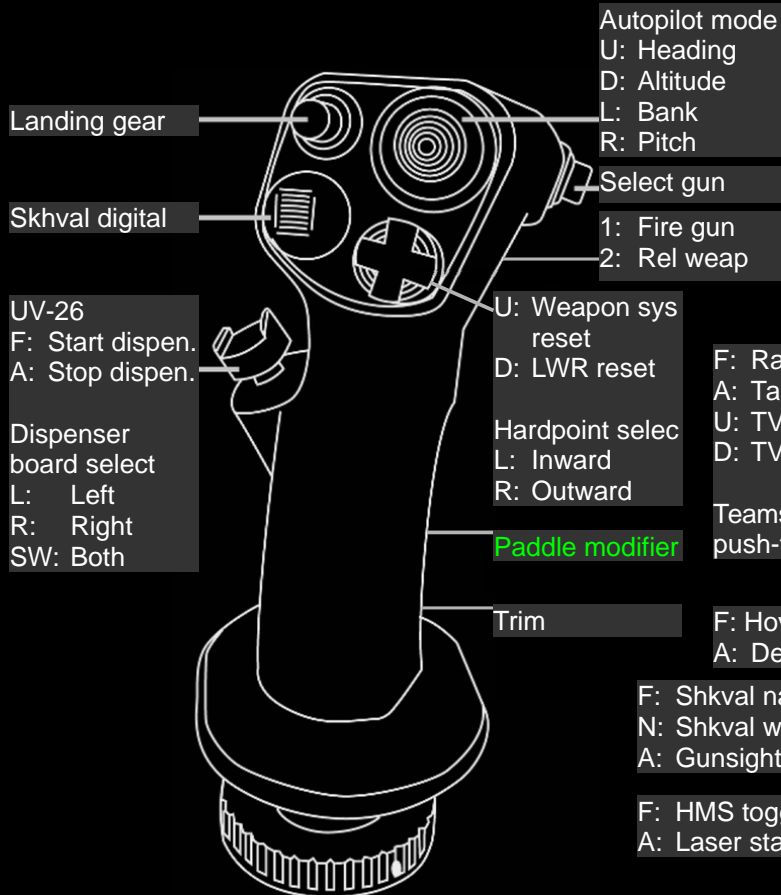


DCS World KA-50 profile

Comments and suggestions to <tietze@mail.dk>
JET - Casual couch pilot

Distribute this document according to license at the bottom.
Shaped with inspiration from profiles like [DRAGONS](#)
and others posted on the [ED-forums](#).



Download: <http://files.digitalcombat-simulator.com/en/267607/> or [dropbox](#).

Information: This profile maps axes, buttons and keys using the DCS default lua-files located in the appropriate "Saved Games" subfolder.

All bindings activated with the paddle modified are **marked with green text** on the next page.

Initial switch positions and axis configuration paramters on the next page.

All custom "stateful" key bindings not present by default in the KA-50 module are prefixed with "SW:" in DCS.

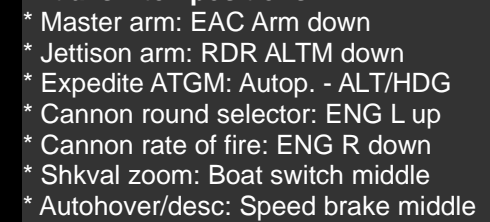
Note that I use the right toe brake on the Saitek rudders for zooming in. When doing this, the view is reset at max zoom-out. Unless you like to fly with a FOV of 120 degrees you need to manually edit thie view.lua, to limit the max zoomed out value.

Controllers in use

- * Thrustmaster Warthog HOTAS.
- * Saitek rudder pedals.
- * Cougar MFCs.
- * QWERTY-keyboard.
- * TrackIR.

Download OpenOffice documents for editing on [dropbox](#).

Initial switch positions



- * Rotor-brake: APU Start
- * Free turbine RPM: Pinkie forward

- * Rotor-brake: APU Off
- * Free turbine RPM: Pinkie forward

Throttle mini stick X & Y:

Deadzone:	60
Saturation Y:	100
Saturation X:	25
Curve:	0

Deadzone:	2
Saturation Y:	100
Saturation X:	100
Curve:	10

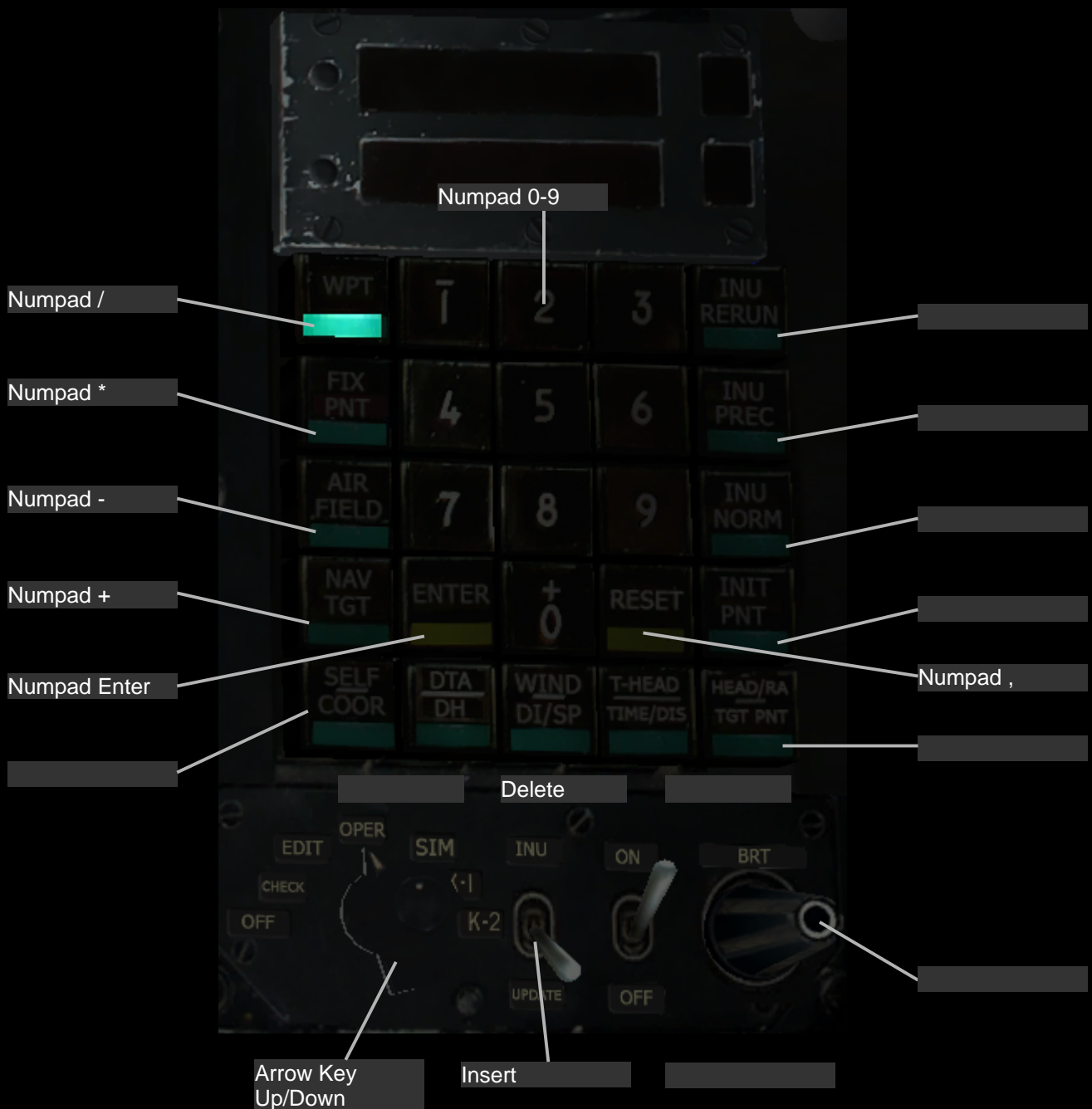
Deadzone: 5
Saturation Y: 93
Saturation X: 100
Curve: user curve:
0,2,5,10,17,26,38,52,70,87,100



Keymappings useful for JTAC operations with the KA-50.

Checkout the JTAC mod for the KA-50!

<http://forums.eagle.ru/showthread.php?t=93228>



Helm. bright.	OSB01	OSB02	OSB03	OSB04	OSB05	Erase
	Target 1 Vehicle	Target 2 SAM	Target Other	Reference point	Ingress point	Send/ mem
OSB20	Auto turn to target	Left MFCD			Num of seq.	OSB06
OSB19	Airborne target				Num of flare in seq.	OSB07
OSB18	Head on airborne target aspect				Delay btw. Seq.	OSB08
OSB17	Ground moving target				Amount/ program	OSB09
OSB16	Wep.sys.con Auto/man				Select both dispenser boards	OSB10
IT23 bright.	Wingman 1	Wingman 2	Wingman 3	Wingman 4	Wingman All	IT23 con.
	OSB15	OSB14	OSB13	OSB12	OSB11	

Alt/ QFE	OSB01	OSB02	OSB03	OSB04	OSB05	HSI cour. L/R
	Lights: Navigation	Lights: Anti-collision	Lights: Rotor tip	Lights: Formation	Lights: Cockpit	
OSB20	Heat: pitot static & AOA	Right MFCD			R-800 VHF-2 1st rotary +	OSB06
OSB19	Heat: pitot ramair & clock				R-800 VHF-2 1st rotary -	OSB07
OSB18	Rotor de-ice				R-800 VHF-2 2nd rotary	OSB08
OSB17	Engine: de-ice/ dust-prot				R-800 VHF-2 3rd rotary	OSB09
OSB16	SPU-9 radio com selector				Abris push	OSB10
	Abris 1	Abris 2	Abris 3	Abris 4	Abris 5	Abris turn
	OSB15	OSB14	OSB13	OSB12	OSB11	

