

Pro Flight (X52Pro)

F15C-DCS


Page 1

Modus 1	Modus 2
	Modus 1 
Trigger = VIEW Center	Trigger
Second Trigger = WEAPON Fire	Second Trigger
Launch = WEAPON Release	Launch
Fire A = TARGET Lock on	Fire A
Fire B	Fire B
Fire C = Nose Gear Steering Disengage	Fire C = Nose Gear Maneuvering Range
Pinkie = 	Pinkie = 
Fire D = AIRBRAKE	Fire D
Fire E = RADAR On/Off	Fire E = 1.Navigation Mode
Toggle 1 = FLAPS Up	Toggle 1
Toggle 2 = FLAPS Down	Toggle 2
Toggle 3 = HUD Brightness Up	Toggle 3 = Refueling Boom
Toggle 4 = HUD Brightness Down	Toggle 4 = ILLUMINATION Cockpit
Toggle 5 = LANDING GEAR Up	Toggle 5
Toggle 6 = LANDING GEAR Down	Toggle 6
Mouse Fire = WHEELBRAKE On	Mouse Fire = Show Controls Indicator
Wheel Button = ECM	Wheel Button = CounterMeasures Dispense continous
Wheel Scroll Up = CM Flare Dispense	Wheel Scroll Up
Wheel Scroll Down = CM Chaff Dispense	Wheel Scroll Down
Clutch Button = AUTOPILOT Altitude hold	Clutch Button = AUTOPILOT Attitude hold

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Page 2

Modus 3	Modus 4 (Pinkie 1)
Modus 1 	Modus 1 
Trigger	Trigger
Second Trigger	Second Trigger = WEAPON CANNON
Launch	Launch = WEAPON Change
Fire A	Fire A = TARGET Unlock TWS // RADAR - Return to Search/NDTWS
Fire B	Fire B
Fire C = RADAR RWS/TWS Mode Select	Fire C = RADIO Menu
Pinkie = 	Pinkie = 
Fire D	Fire D
Fire E = TARGET DESIGNATOR to Center	Fire E = EJECT
Toggle 1	Toggle 1 = ENGINE START Left
Toggle 2	Toggle 2 = ENGINE STOP Left
Toggle 3	Toggle 3 = ENGINE START Right
Toggle 4	Toggle 4 = ENGINE STOP Right
Toggle 5	Toggle 5 = Canopy Open/Close
Toggle 6	Toggle 6 = Dragging Chute
Mouse Fire = Audible Warning Reset	Mouse Fire = MIRRORS Toggle
Wheel Button = CounterMeasures Release	Wheel Button = FUEL Dump
Wheel Scroll Up	Wheel Scroll Up = PADLOCK cycle (Lock View)
Wheel Scroll Down	Wheel Scroll Down = PADLOCK cycle (Unlock View)
Clutch Button = AUTOPILOT Disengage	Clutch Button = CAS Yaw

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Modus 5 (Pinkie 2)	Modus 6 (Pinkie 3)
Modus 4 (Pinkie 1) 	Modus 4 (Pinkie 1) 
Trigger	Trigger
Second Trigger	Second Trigger
Launch	Launch
Fire A	Fire A
Fire B	Fire B
Fire C = T/O Trim	Fire C = RWR/SPO Mode Select
Pinkie = 	Pinkie = 
Fire D	Fire D
Fire E	Fire E
Toggle 1	Toggle 1
Toggle 2	Toggle 2
Toggle 3	Toggle 3
Toggle 4	Toggle 4
Toggle 5 = JETTISON Fuel Tanks	Toggle 5
Toggle 6 = JETTISON Weapons	Toggle 6
Mouse Fire = Mouse Cursor Cockpit Mode	Mouse Fire = WHEELBRAKE On
Wheel Button = Aktive Pause	Wheel Button = Pause
Wheel Scroll Up = SMOKE	Wheel Scroll Up = LIGHTS Gear Near/Far/Off
Wheel Scroll Down = Info Bar coordinate units toggle	Wheel Scroll Down = LIGHTS Navigation
Clutch Button = CAS Roll	Clutch Button = CAS Pitch

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Modus 1	Modus 2
	Modus 1 
Mode 1 = 	Mode 1 = 
Mode 2 = 	Mode 2 = 
Mode 3 = 	Mode 3 = 
POV 1	POV 1  =  = TRIM Down  = TRIM RUDDER Right  = TRIM Up  = TRIM RUDDER Left
POV 2  =  = RADAR SCAN ZONE Increase  = RADAR Pulse Repeat Frequency Select  = RADAR SCAN ZONE Decrease  = RADAR Azimut / WEAPON Fire Tracking Toggle	POV 2
Throttle Hat  =  = TARGET DESIGNATOR Up  = TARGET DESIGNATOR Right  = TARGET DESIGNATOR Down  = TARGET DESIGNATOR Left	Throttle Hat
X Axis	X Axis
Y Axis	Y Axis
Throttle	Throttle
Twist	Twist
Rotary 1	Rotary 1

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Modus 3	Modus 4 (Pinkie 1)
Modus 1 	Modus 1 
Mode 1 = 	Mode 1 = 
Mode 2 = 	Mode 2 = 
Mode 3 = 	Mode 3 = 
POV 1  =  = TRIM Down  = TRIM Right  = TRIM Up  = TRIM Left	POV 1  =  = F5  = F6  = F7  = F8
POV 2	POV 2  =  = F1  = F2  = F3  = F4
Throttle Hat	Throttle Hat  =  = F9  = F10  = F11  = F12
X Axis	X Axis
Y Axis	Y Axis
Throttle	Throttle
Twist	Twist
Rotary 1	Rotary 1

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Modus 5 (Pinkie 2)	Modus 6 (Pinkie 3)
Modus 4 (Pinkie 1) 	Modus 4 (Pinkie 1) 
Mode 1 = 	Mode 1 = 
Mode 2 = 	Mode 2 = 
Mode 3 = 	Mode 3 = 
POV 1  =  = DISPLAY ZOOM In  = RWR/SPO Sound Signals Volume Up  = DISPLAY ZOOM Out  = RWR/SPO Sound Signals Volume Down	POV 1  =  = DISPLAY ZOOM Out  = RWR/SPO Sound Signals Volume Up  = DISPLAY ZOOM In  = RWR/SPO Sound Signals Volume Down
POV 2  =  = 2.Beyond Visual Range Mode  = 3.Close Air Combat Vertical Scan Mode  = 6.Longitudinal Missile Aiming Mode/ FLOOD Mode  = 4.Close Air Combat Bore Mode	POV 2  =  = 2.Beyond Visual Range Mode  = 3.Close Air Combat Vertical Scan Mode  = 6.Longitudinal Missile Aiming Mode/ FLOOD Mode  = 4.Close Air Combat Bore Mode
Throttle Hat  =  = SCAN ZONE Up  = SCAN ZONE Right  = SCAN ZONE Down  = SCAN ZONE Left	Throttle Hat  =  = SCAN ZONE Up  = SCAN ZONE Right  = SCAN ZONE Down  = SCAN ZONE Left
X Axis	X Axis
Y Axis	Y Axis
Throttle	Throttle
Twist	Twist
Rotary 1	Rotary 1

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Modus 1	Modus 2
	Modus 1 
Rotary 2	Rotary 2
Precision Slide	Precision Slide
Mouse X Axis = Maus X 	Mouse X Axis
Mouse Y Axis = Maus Y 	Mouse Y Axis

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Modus 3	Modus 4 (Pinkie 1)
Modus 1 	Modus 1 
Rotary 2	Rotary 2
Precision Slide	Precision Slide
Mouse X Axis	Mouse X Axis
Mouse Y Axis	Mouse Y Axis

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Modus 5 (Pinkie 2)	Modus 6 (Pinkie 3)
Modus 4 (Pinkie 1) 	Modus 4 (Pinkie 1) 
Rotary 2	Rotary 2
Precision Slide	Precision Slide
Mouse X Axis	Mouse X Axis
Mouse Y Axis	Mouse Y Axis