200-571 Fighterstick Button Assignments

X Axis = Joystick Handle Turning Left and Right. In FS2020, assign "Ailerons Axis" to "Joystick L-Axis X"
Y Axis = Joystick Handle Pushing Back and Forth. In FS2020, assign "Elevator Axis" to "Joystick L-Axis Y"
Z Axis = Left Black Wheel. In FS2020, assign "Throttle Axis" to "Joystick L-Axis Z"
Button 1 = Index Trigger
Button 2 = Top Red Button
Button 3 = Back Side Red Button, also used to switch modes (optional Control Manager only)
Button 4 = Pinky Red Button
Buttons 5 through 8 = Four Way Hatswitch (Left)
Buttons 9 through 12 = Four Way Hatswitch (Down)
Buttons 13 through 16 = Four Way Hatswitch (Side)
POV Hatswitch = 8 Directions