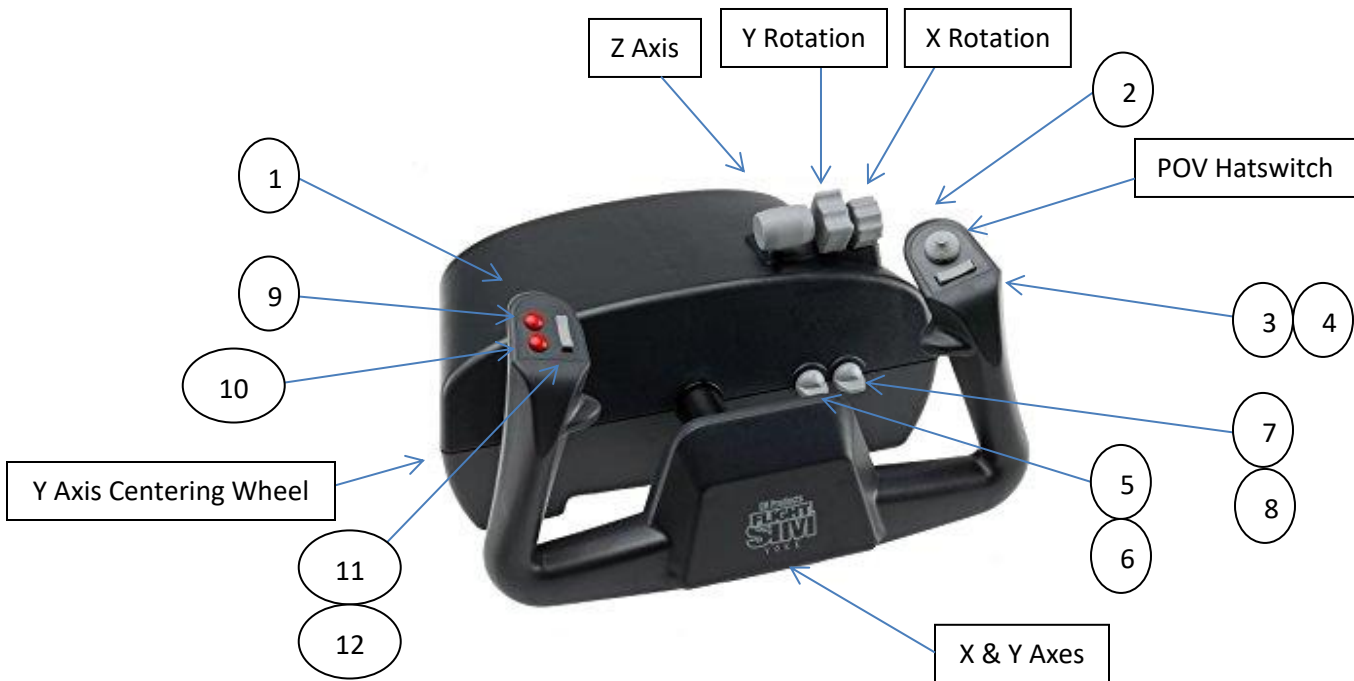


## 200-615 Flight Sim Yoke Button Assignments



X Axis = Yoke Handle Turning Left and Right. In FS2020, assign "Ailerons Axis" to "Joystick L-Axis X"

Y Axis = Yoke Handle Pushing In and Out. In FS2020, assign "Elevator Axis" to "Joystick L-Axis Y"

Z Axis = First Gray Lever. In FS2020, assign "Throttle Axis" to "Joystick L-Axis Z"

Y Rotation = Second Gray Lever. In FS2020, assign "Propeller Axis" to "Joystick R-Axis X"

X Rotation = Third Gray Lever. In FS2020, assign "Mixture Axis" to "Joystick R-Axis Y"

Button 1 = Backside Handle Left Red Button, typically used to "Toggle Start Engine"

Button 2 = Backside Handle Right Red Button, typically used to "Toggle Parking Brake"

Button 3 and 4 = Rocker Switch Left/Right, typically used for "Rudder Trim Left" and "Rudder Trim Right"

Button 5 and 6 = Toggle Switch Up/Down, typically used to "Toggle Landing Gear"

Button 7 and 8 = Toggle Switch Up/Down, typically used for "Increase Flaps" and "Decrease Flaps"

Button 9 = Top Left Red Button, can be used to "Toggle Start Engine"

Button 10 = Bottom Left Red Button, can be used to "Toggle Parking Brake"

Button 11 and 12 = Rocker Switch Up/Down, typically used for "Elevator Trim Up" and "Elevator Trim Down"

POV Hatswitch = 8 Directions, typically used for "Cockpit Look Down", Up, etc. or "External View Look Down", Up, etc.