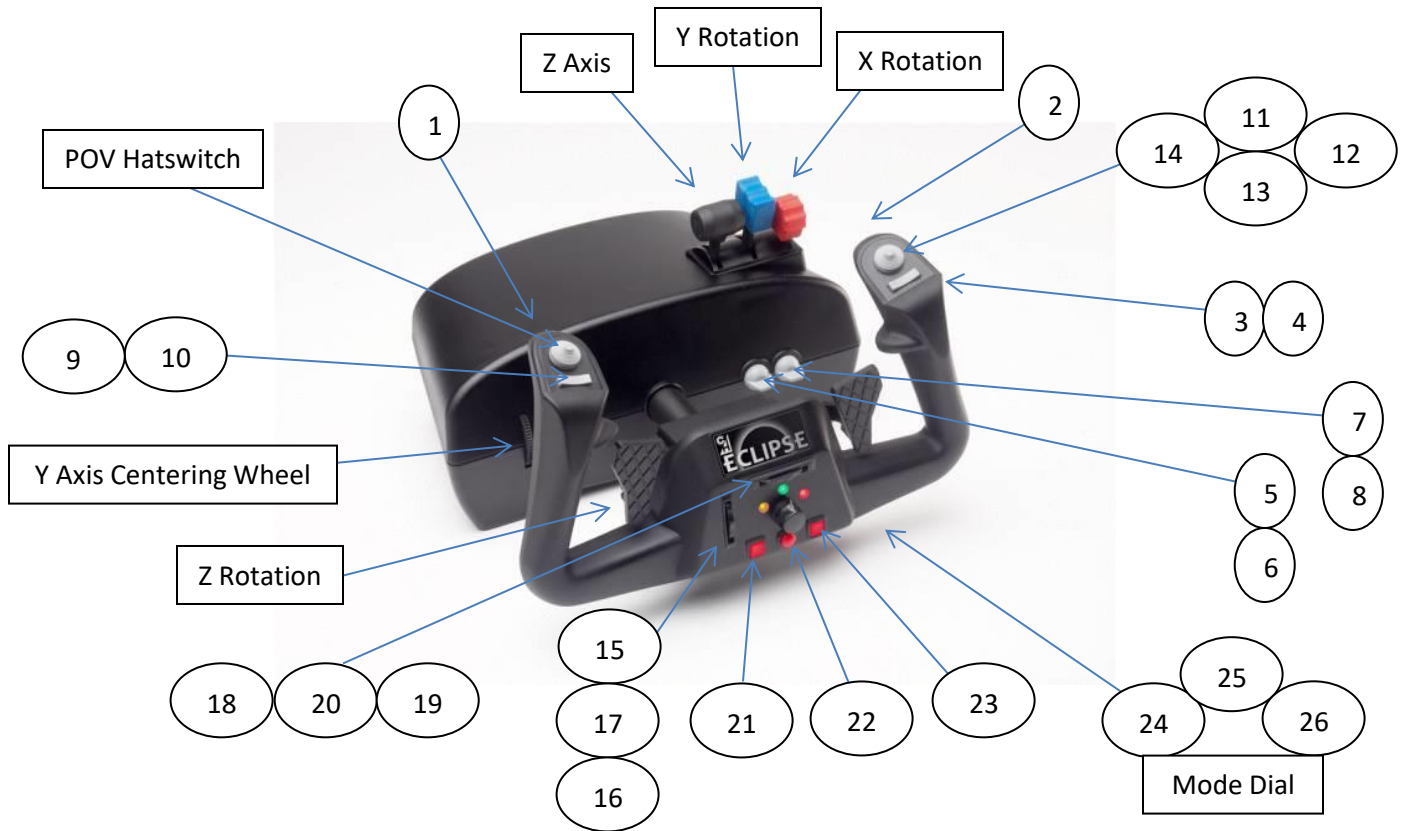# 200-616 Eclipse Yoke Button Assignments

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 Black Lever. In FS2020, assign "Throttle Axis" to "Joystick L-Axis Z"
Y Rotation = Second Blue Lever. In FS2020, assign "Propeller Axis" to "Joystick R-Axis X"
X Rotation = Third Red Lever. In FS2020, assign "Mixture Axis" to "Joystick R-Axis Y"
Z Rotation = Black Paddles. In FS2020, assign "Rudder Axis" to "Joystick R-Axis Z"
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 and 10 = Rocker Switch Left/Right, typically used for "Trim Left" and "Trim Right"
POV Hatswitch = 8 Directions, typically used for "Cockpit Look Down", Up, etc., or "External View Look Down", Up, etc.
Buttons 11 through 14 = Four Way Hatswitch, can be used for Cockpit Look and External View.
Buttons 15 through 17 = Up/Down/Push Wheel, typically used for "Elevator Trim Up" and "Elevator Trim Down"
Buttons 18 through 20 = Left/Right/Push Wheel, typically used for "Trim Left" and "Trim Right"
Button 21 = Left Square Red Button, can be used to "Toggle Start Engine"
Button 22 = Middle Round Red Button, can be used to "Toggle Start Engine"
Button 23 = Right Square Red Button, can be used to "Toggle Parking Brake"
Buttons 24 through 26 = Yellow/Green/Red LED Dial, also used to switch modes (optional Control Manager only)