

## LEGEND

1 = FW-190 A3 only  
2 = FW-190 A5 only  
3 = FW-190 A8 only  
4 = FW-190 D9 only  
5 = MC-202 only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile

For IL2 – BOS – Warthog – FW190–MC202.fcf  
by Nick "Darkdiz" Lisney  
V25112020

**EFLNORM**  
/I RCTL a Rearm Process

**EFRNORM**  
/I RCTL f Refuel Process

**EOLIGN**  
/I RCTL 1 Start Engine 1

**EOLMOTOR**  
/O LSHF r Auto Oil/Water Rad Control  
/I LSHF q Auto Mix/Supercharger Control

**EORMOTOR**  
/O LSHF r/q/n All Auto Engine Assist Control  
/I LSHF n Auto RPM Limiter Control

**SCP**  
KP. Snap View Custom Modifier

**LTB**  
/I LCTL BSP Eject

**PSF**  
/O LSHF k Cockpit Lights

**PSB**  
/O RCTL I Nav Lights

**CSL**  
/O RCTL \ Oil Rad Close<sup>5</sup>  
/I RCTL – Water Rad Close<sup>45</sup>

**CSU**  
KP0 Snap View Up Modifier

**CSD**  
KPENT Snap View Down Modifier

**MSU**  
/O RSHF = Prop High Pitch<sup>245</sup>

**MSL**  
/O LALT – Outlet Cowl Shutters Close<sup>23</sup>

**MSP**  
/O RCTL ' PTT  
/I KP5 Center Pilot Head

**MSD**  
/O RSHF – Prop Low Pitch<sup>245</sup>

**TG1**  
/O RALT SPC Fire Wpn Gp 1  
/I LALT SPC Fire Wpn Gp 2<sup>1235</sup>

**TG2**  
/O LSHF SPC Fire All Guns  
/I LSHF SPC Fire All Guns

**S1**  
/O RSHF r Rocket Salvo Mode<sup>34</sup>  
/I RCTL q Fire Rockets<sup>34</sup>

**S2**  
/O RSHF b Bombs Salvo Mode<sup>23</sup>  
/O LCTL SPC Fire Personal Weapon/Flare Gun  
/I RSHF q Drop Bombs

**S3**  
/O Non-Shifted Function  
/I Shifted Function

**S4**  
KP. Snap View Custom Modifier

**CSR**  
/O RSHF \ Oil Rad Open<sup>5</sup>  
/I RCTL = Water Rad Open<sup>45</sup>

**MSR**  
/O LALT = Outlet Cowl Shutters Open<sup>23</sup>

**H1 – Trimmers**  
H1U /O RCTL up Trim Stabilizer Nose Down  
/I LSHF b Engine Boost<sup>2345</sup>  
H1D /O RCTL down Trim Stabilizer Nose Up

**H2 – Autopilots and Personal Weapon/Flares**  
H2U /O a Full Autopilot  
/I LCTL 4 LCTL ` Load/Stow Personal Weapon  
H2D /O LSHF u Level Autopilot  
/I LCTL 3 LCTL ` Load/Stow White Flare  
H2L /O LSHF z Left Turn Autopilot  
/I LCTL 1 LCTL ` Load/Stow Red Flare  
H2R /O LSHF x Right Turn Autopilot  
/I LCTL 2 LCTL ` Load/Stow Green Flare

**H3 – Views (Combo w/ CSU/D and SCP/S4)**  
H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

**H4 – Engine and Gunsight Settings**  
H4D /O RSHF i Prop Pitch Control Mode  
H4L /O RALT . Gunsight Range –<sup>4</sup>  
/I RALT / Gunsight Base –<sup>4</sup>  
H4R /O RALT ; Gunsight Range +<sup>4</sup>  
/I RALT , Gunsight Base +<sup>4</sup>  
H4P /O RALT v Gunsight Filter  
/I LALT v Gunsight Mode (Gyro/Fixed)<sup>4</sup>

**FLAPU**  
/O LSHF f Retract Flaps  
/I RSHF g Retract Landing Gear

**FLAPD**  
/O LCTL f Extend Flaps  
/I RCTL g Extend Landing Gear

**IDLERON**  
e Start All Engines

**LDGH**  
/I LCTL r Flight Record

**APPAT**  
/O RALT o Map

**APENG**  
/O RALT c Canopy  
/I LSHF d Jettison Stores<sup>34</sup>

**RDRNORM**  
/I LCTL b Bomb Delay<sup>3</sup>

**EACON**  
/I RCTL b Arm Bombs<sup>23</sup>

**APALT**  
/O LALT a Altimeter Ref Pressure

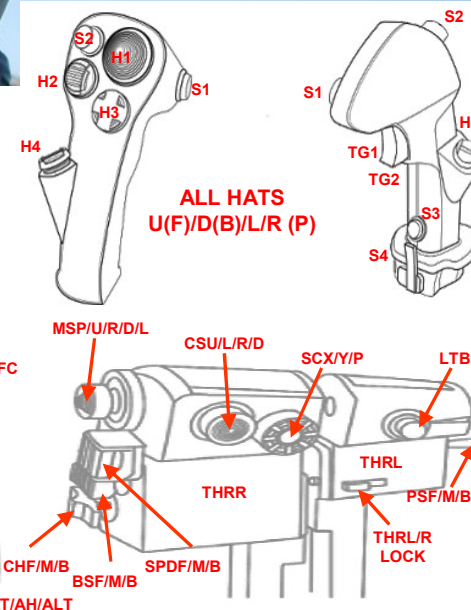
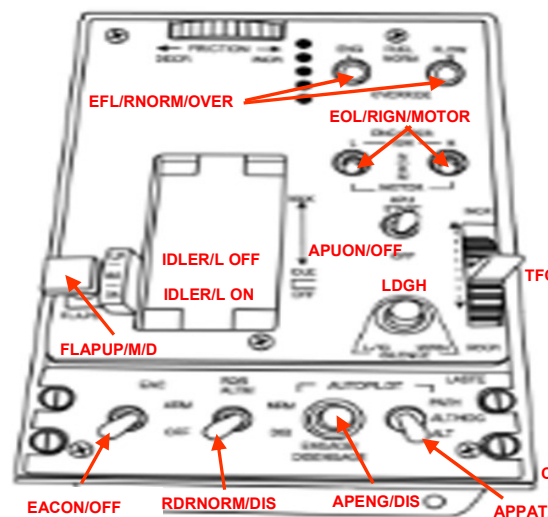
**SPDF (Locking)**  
/I LSHF g Tailwheel Lock<sup>5</sup>

**SPDB (Non-Locking)**  
/O / Differential Wheel Brakes

**BSF**  
/O RSHF KP/ SRS Next Radio  
/I LSHF KP/ SRS Radio Ch +

**BSB**  
/O RCTL KP/ SRS Prev Radio  
/I LCTL KP/ SRS Radio Ch -

**CHF/B**  
/O KP+/KP- FOV Zoom In/Out  
/I KP\* FOV Reset



**ALL HATS**  
U(F)/D(B)/L/R (P)

## Engine Specs

		Time (mins)	RPM	Pres	Temps Optimal (Max)	Remarks
FW-190 A-3	N	∞	2300	1.20	O In 60-70 (85)	
	C	30	2400	1.32	O Out 105 (120)	
	E	3	2700	1.42	CH 180 (220)	
FW-190 A-5	N	∞	2300	1.20	O In 60-70 (85)	
	C	30	2400	1.32	O Out 105 (120)	
	E	3	2700	1.42	CH 180 (220)	
FW-190 A-8	N	∞	2300	1.20	O In 60-70 (85)	
	C	30	2400	1.32	O Out 105 (120)	
	E	3	2700	1.42	CH 180 (220)	
FW-190 D-9	N	∞	3000	1.42	O 40-100 (120) 55-100 (110)	
	C	30	3250	1.51		
	E	3	3250	1.7		
	MW	10	3250	1.8		
MC-202 series VIII	N	∞	2200	1.23	O In 60-75 (85)	
	C	5	2400	1.35	O Out 90-100 (110)	
	B	1	2500	1.45	W In 70-80 (90)	
					W Out 94 (100)	