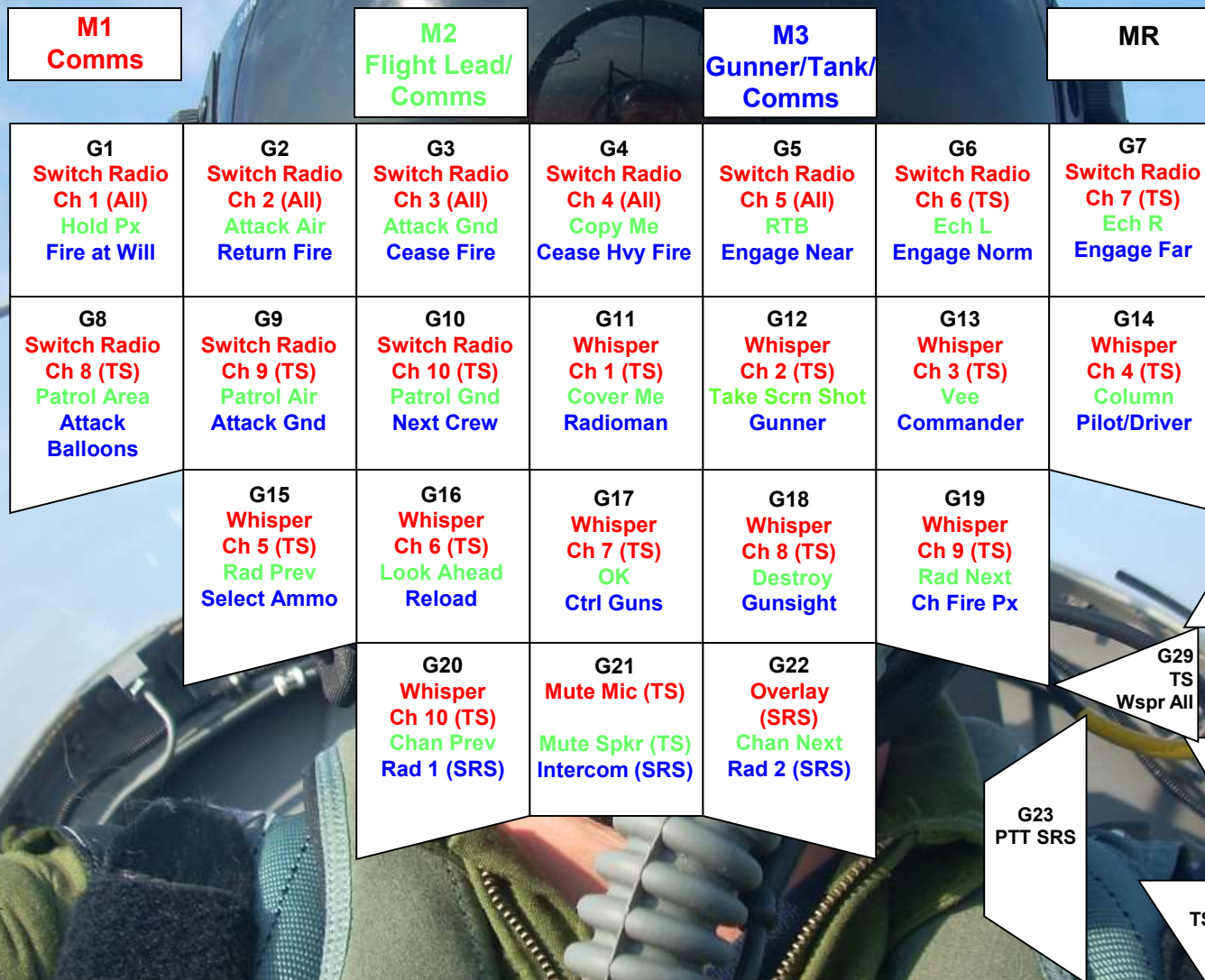


<b>Pre-Start Check:</b> Joystick/Control Surfaces CHECKED Track IR CHECKED Fuel/Armament CHECKED Canopy AS REQ Mixture/RPM/Rads/Cowl AS REQ Throttle START POSITION Engine START	<b>Keyboard Commands Not Mapped</b> L/RALT TAB External Windows Application L/RALT F4 Quit to Desktop F7 Track IR Precision Mode F9 Track IR Pause F12 Track IR Recenter PRINTSCREEN Take Screenshot P Pause Game ] Time Speed + [ Time Speed – LALT ` Command Menu LSHF BSP FPS Counter TAB Lobby ENT In-Game Chat to All RCTL ENT In-Game Chat to Friendly LSHF h HUD RALT i Instruments, Nav and Map Markers RCTL i Aiming Help ESC Menu LALT KP+ In-Game Radio Volume + LALT KP- In-Game Radio Volume – LALT c Switch In-Game Radio Channel RALT m Mini-Map Mode RCTL c Window Open/Close RCTL b Arm Bombs	<b>Standard Mapped Views (FOV)</b> <b>Hat 3</b> H3C Fwd Cockpit (105) H3U Fwd Up (105) H3UR R Fwd Quarter (105) H3R RW (105) H3DR R Rear Quarter (105) H3D R Tail Six (105) H3DL L Rear Quarter (105) H3L LW (105) H3UL L Fwd Quarter (105) <b>H3 With Down Modifier (CSD)</b> H3C Instrument Panel Center (70) H3U Instrument Panel Lower (70) H3UR R Fwd Quarter Dn (105) H3R RW/Cockpit Dn (ACD) (105) H3DR R Rear Quarter Dn (105) H3D L Tail Six (105) H3DL L Rear Quarter Dn (105) H3L LW/Cockpit Dn (ACD) (105) H3UL L Fwd Quarter Dn (105) <b>H3 With Up Modifier (CSU)</b> H3C Up (105) H3U Fwd Up Up (105) H3UR R Fwd Quarter Up (105) H3R RW Up (105) H3DR R Rear Quarter Up (105) H3D Rear Up (105) H3DL L Rear Quarter Up (105) H3L LW Up (105) H3UL L Fwd Quarter Up (105) <b>H3 With Custom Modifier (SCP/S4)</b> H3C Gunsight (70) H3U Fwd Over Nose (70) H3UR R Nose Fwd (70) H3R RW/Cockpit Fwd (ACD) H3DR RW/Cockpit Aft (ACD) H3D AC Instrument of Choice (30) H3DL LW/Cockpit Aft (ACD) H3L LW/Cockpit Fwd (ACD) H3UL L Nose Fwd (70) <b>Note: These views must be setup and edited in-game for each individual aircraft. Some views are AC dependent and may vary slightly between AC. *ACD = AC Dependent</b>	<b>Camera View and Pilot Head Commands</b> F1 Cockpit LCTL F1 Track LALT F1 Head-Unlinked Cockpit F2 External Camera at AC LSHF F2 External Camera at Friendly AC LCTL F2 External Camera at Enemy AC LALT F2 Switch to Attached Cameras F3 Flyby LCTL F4 Combat Camera F5 External Camera at Gnd LSHF F5 External Camera at Friendly Gnd LCTL F5 External Camera at Enemy Gnd F6 External Camera at Bombs LSHF F6 External Camera at Friendly Bombs LCTL F6 External Camera at Enemy Bombs RSHF F7 Padlock Friendly Gnd RCTL F7 Padlock Enemy Gnd F8 Padlock Enemy Aircraft RSHF F8 Padlock Friendly Aircraft RCTL F8 Padlock Close Aircraft LALT F9 Change Head Control Method F10 Save Current Head Snap Position F11 Free Camera A, S, W, D, R, F, Mouse Free Camera Control LCTL F12 Enemy Operator LALT F12 Friendly Operator KP+ FOV+ KP- FOV- RCTL KP. Quickview Minimum RCTL KP1 Quickview Level 1 RCTL KP2 Quickview Level 2 RCTL KP3 Quickview Level 3 RCTL KP0 Quickview Maximum KP* Reset FOV KP5 Re-Center Pilot Head Position INS Move Pilot Head Forward HOME Move Pilot Head Backward DEL Move Pilot Head Left END Move Pilot Head Right PAGEUP Move Pilot Head Up PAGEDN Move Pilot Head Down Mouse Left/Right Rotate Pilot Head Left/Right Mouse Up/Down Bow Pilot Head Up/Down	<b>Flight Leader and Gunner Orders</b> LCTL 0 Hold Px and Wait LCTL 1 Attack Nearest Air Tgt LCTL 2 Attack Nearest Gnd Tgt LCTL 4 Do Like Me (Copy Actions) LCTL 6 Formation Column LCTL 7 Formation L Edge LCTL 8 Formation R Edge LCTL 9 Formation V LALT 5 Cover Me LALT 6 Patrol the Area LALT 7 Patrol for Air Enemies LALT 8 Patrol for Gnd Enemies LALT 0 Return to Base LALT 9 Pilot Gesture: Look Ahead! RCTL 0 Pilot Gesture: OK! RALT 0 Pilot Gesture: Destroy! RALT ` Fire at Will RALT 1 Return Fire RALT 2 Cease Fire RALT 3 Cease Heavy Weapons Fire RALT 4 Attack Balloons RALT 5 Attack Gnd Tgts RALT 6 Close Engage Distance RALT 7 Normal Engage Distance RALT 8 Far Engage Distance
<b>Pre-Taxi/Takeoff Check:</b> Flaps/Trim SET FOR TAKEOFF Lights AS REQ Tailwheel LOCKED 3-Point Sight Picture CHECKED Oil/Water/Cowl Position SET RPM/Mixture/Links SET				<b>Tank Keyboard Commands</b> e Start/Stop Engine LCTL x/y Gear Limiter Switch up/dn RALT c Hatch Open/Close RCTL c Visor Open/Close RSHF i External Lights LSHF k Internal Lights LALT s Horn RSHF 0 Driver Position RSHF 1 Gunner Position RSHF 2 Commander Position RSHF 3 Radioman Position Mouse L/RALT SPC Fire Main Mouse R/LALT SPC Fire Secondary RALT g Select Ammunition RALT /RALT . Gunsight Range Adjust RALT /RALT / Gunsight Horizontal Adjust LSHF v Nestle to Visor RSHF /RSHF . Visor Vertical Adjust RSHF /RSHF / Visor Horizontal Adjust LSHF z/LSHF x Compass Director L/R LSHF f Fuel Meter Tank Selector LCTL f Fuel Meter Pump Pressure
<b>Post-Takeoff Check:</b> Gear/Flaps UP Canopy CLOSED Trim SET Engine Pwr/Mix/Pitch/Rads AS REQ Lights AS REQ Gunsight and Views Setup AS REQ Autopilot AS REQ	<b>Individual Engine Controls/Selection</b> e Start All (Selected) Engine(s) 0 Select All Engine(s) Common Control 1 Select Engine 1 Control 2 Select Engine 2 Control 3 Select Engine 3 Control RCTL F1 Start Engine 1 RCTL F2 Start Engine 2 RCTL F3 Start Engine 3 RSHF e Ignition All (Selected) Engine(s) RSHF KP1 Ignition Engine 1 RSHF KP2 Ignition Engine 2 LALT f Feather Selected Engine			
<b>Pre-Air-to-Air Combat Check:</b> Gunsight SET FOR TARGET SIZE Flight Record ON				
<b>Post-Air-to-Air Combat Check:</b> Flight Record OFF				
<b>Pre-Air-to-Ground Attack Check:</b> Bombs ARMED Bomb/Rocket Delay/Salvo Mode SET Contact Altimeter SET Bomb Sight ON AS REQ Flight Record ON Bomb Bay Doors OPEN AS REQ Attack Siren ON AS REQ Dive Brakes/DRS ON AS REQ Throttle AS REQ				
<b>Post-Air-to-Ground Attack Check:</b> Dive Brakes/DRS OFF Attack Siren OFF Bomb Sight OFF Bomb Bay Doors CLOSED Flight Record OFF				
<b>Pre-Landing Check:</b> Gear DOWN Flaps/Trim AS REQ Canopy AS REQ Tailwheel LOCKED				
<b>Post-Landing/Turn Check:</b> Tailwheel UNLOCKED Canopy OPEN AS REQ Tailwheel LOCKED Parking Brakes SET Engine(s) OFF Refuel/Rearm Process AS REQ				
		<b>CHECKLIST and Misc Commands</b> <b>V01042021</b>		

# IL-2 BOX Logitech G-13 Layout





1 = only  
2 = only  
3 = only  
4 = only  
5 = only

0 Select All Engines  
1 Select Engine 1  
2 Select Engine 2  
3 Select Engine 3

For IL2 – BOS – Warthog – Planes Profile.fcf  
by Nick "Darkdiz" Lisney  
**V01042021**

**CSU/D**  
/O KP0/KPENT Snap View Up/Down Modifier  
/I RSHE/RCTL k Contact Altimeter +/-

**CSL/R**  
/O RCTL -/= Water Rad Close/Open  
/I RCTL/RSHF \ Oil Rad Close/Open

**MSU/D**  
/O RSHF +/- Prop High/Low Pitch  
/I LSHF +/- Turbosupercharger Open/Close/Alt Throttle +/-

**MSL/R**  
/O LALT -/= Outlet Cowl Shutters Close/Open  
/I LCTL -/= Inlet Cowl Shutters Close/Open

**MSP**  
/O LSHF ` PTT TS Whisper Wingman  
/LSHF w PTT SRS

**SCL/R**  
/I KP-/+ FOV -/+

**SCP**  
KP. Snap View Custom Modifier

**THRL**  
RSHF  $\approx$  Prop RPM  $\pm$

**IDLERON**  
LSHF e Start All Engine(s)

**TFC**  
RALT +/- Engine Mix +/-

**EFLNORM**  
/O LALT v Gunsight Mode (Gyro/Fixed)  
/I RCTL a/f Rearm/Refuel Process

**EFRNORM**  
/O RALT v Gunsight Filter  
/LSHF / Parking Brakes

**EOL/RIGN**  
/O LSHF/LALT i Interconnect Throttle and Prop/Turbo  
/I LSHF/RSHF e Restart/Ignition Selected Engine

**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

**APUON**  
/O LALT r Reload Guns  
/I LALT f Feather Selected Engine

**LTB**  
/O RCTL SPC Fire Wpn Gp 3  
/I LCTL BSP Eiect

**PSF**  
/O LSHF k Cockpit Lights  
/I RSHF l Landing Lights

**PSB**  
/O RCTL I Nav Lights  
/I RALT I Form Lights

**FLAPU/D**  
/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

**RDRNORM**  
/O RSHF n Bomb/Cargo Bay Doors  
/I LCTL b Bomb Delay

**EACON**  
/O RSHF v Bomb Sight  
/I RALT c Canopy

**LDGH**  
/O LSHF c Change Firing Position  
/I LCTL r Flight Record

**APPAT**  
/O RALT o Map  
/I RALT f Gunsight Position

**APENG**  
/O RSHF b Bomb Salvo Mode  
/I RSHF r Rocket Salvo Mode

**APALT**  
/O LALT a Altimeter Ref Pressure  
/I LCTL d Dive Recovery System

**TG1**  
/O RALT SPC Fire Wpn Gp 1  
/I LALT SPC Fire Wpn Gp 2

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

**S1**  
/O RSHF q Drop Bombs/Cargo  
/I RCTL q Fire Rockets

**S2**  
/O LSHF d Jettison Stores  
/I LCTL SPC Fire Personal Weapon/Flare Gun

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

**S4**  
RCTL KP0 Quickview Maximum

**SPDF (Locking)**  
 /O RALT b Airbrakes/Auto Dive Recovery System  
 /O LALT s Attack Siren  
 /I LSHE a Tailwheel Lock

**SPDB (Non-Locking)**  
/O LCTL / Wheel Brakes  
/I LALT / Nose/Tail Brakes

**BSF**  
/O RCTL KP3 Quickview Level 3  
/I RCTL KP2 Quickview Level 2

BSM  
RCTL KP. Quickview Minimum

**BSB**  
/O KP5 Re-center Pilot Head  
/I F12 Re-Center Track IR

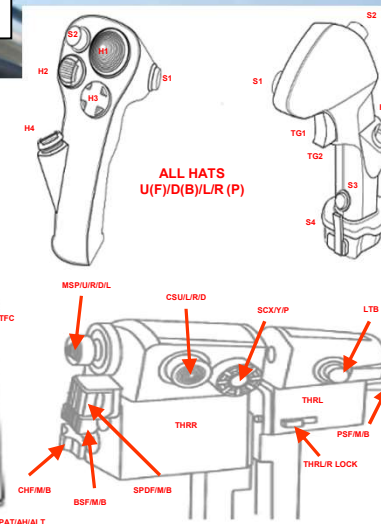
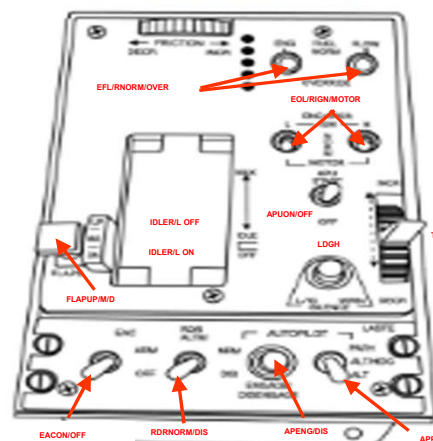
**CHF/B**  
/O LSHF/LCTL f Retract/Extend Flaps  
/I RSHF/RCTL g Retract/Extend Landing Gear

H1	H1U /O RALT up Trim Stabilizer/Elevator Nose Down /I LSHF b <b>Engine Boost</b>
H1D	/O RALT down Trim Stabilizer/Elevator Nose Up /I RALT t Reset Elevator/Aileron/Rudder Trim
H1L	/O LALT z Trim Rudder Nose Left /I RALT left Trim Aileron Roll Left
H1R	/O LALT x Trim Rudder Nose Right /I RALT right Trim Aileron Roll Right

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

**H3**  
H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

**H4**  
H4U /O RALT \ Oil Rad Control Mode  
/I RCTL r Water Rad Control Mode  
H4D /O RSHF i Prop Pitch Control Mode  
/I LSHF s Supercarger Mode  
H4L /O RALT . Gunsight Range -  
/I RALT / Gunsight Base -  
H4R /O RALT ; Gunsight Range +  
/I RALT , Gunsight Base +  
H4P /O RCTL . **PTT TS Selected Channel**  
/I RSHF s Engine Blip



# LEGEND

1 = I-16 Type 24 only  
 2 = LaGG-3 ser. 29 only  
 3 = La-5 ser. 8 only  
 4 = La-5FN ser. 2 only  
 5 = MiG-3 ser. 24 only  
 6 = Yak-1 ser. 69 only  
 7 = Yak-1b ser. 127 only  
 8 = Yak-7b ser. 36 only  
 9 = Yak-9 ser. 1 only  
 0 = Yak-9(T) ser. 1 only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile Russian Fighters For IL2 – BOS – Warthog – Planes Profile.fcf by Nick "Darkdiz" Lisney V01042021

### EFLNORM

/I RCTL a/f Rearm/Refuel Process

### EFRNORM

/O RALT v Gunsight Filter<sup>1</sup>

### EOLIGN

/I LSHF e Restart Engine

### 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

### SCL/R

/I KP-/+ FOV +/-

### SCP

KP. Snap View Custom Modifier

### LTB

/I LCTL BSP Eject

### PSF

/O LSHF k Cockpit Lights  
 /I RSHF l Landing Lights<sup>2356789</sup>

### PSB

/O RCTL l Nav Lights

### FLAPU/D

/O LSHF up/down Radio Ch +/-  
 /I LCTL up/down Next/Prev Radio

### LDGH

/I LCTL r Flight Record

### APENG

/O RSHF b Bomb Salvo Mode<sup>15</sup>  
 /I RSHF r Rocket Salvo Mode<sup>1256</sup>

### APPAT

/O RALT o Map

### APALT

/O LALT a Altimeter Ref Pressure

### EACON

/I RALT c Canopy

### CSL/R

/O RCTL -/= Water Rad Close/Open<sup>2567890</sup>  
 /I RCTL/RSHF \ Oil Rad Close/Open

### CSU

/O KP0 Snap View Up Modifier

### CSD

/O KPENT Snap View Down Modifier

### MSL/R

/O LALT -/= Outlet Cowl Shutters Close/Open<sup>34</sup>  
 /I LCTL -/= Inlet Cowl Shutters Close/Open<sup>134</sup>

### MSP

/O LSHF ` PTT TS Whisper Wingman  
 /I LSHF w PTT SRS

### THRL

RSHF +/- Prop RPM +/-

### IDLERON

LSHF e Start All Engines

### TFC

RALT +/- Engine Mixture +/-<sup>23567890</sup>

### SPDF (Locking)

/I LSHF g Tailwheel Lock<sup>6890</sup>

### SPDB (Non-Locking)

/O LCTL / Wheel Brakes

### BSF

/O RCTL KP3 Quickview Level 3  
 /I RCTL KP2 Quickview Level 2

### BSM

RCTL KP. Quickview Minimum

### BSB

/O KP5 Re-center Pilot Head  
 /I F12 Re-center Track IR

### CHF/B

/O LSHF/LCTL f Retract/Extend Flaps  
 /I RSHF/RCTL g Retract/Extend Landing Gear

### TG1

/O RALT SPC Fire Wpn Gp 1  
 /I LALT SPC Fire Wpn Gp 2<sup>125678</sup>

### TG2

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

### S1

/O RSHF q Drop Bombs  
 /I RCTL q Fire Rockets<sup>1256</sup>

### S2

/I LCTL SPC Fire Personal Weapon/Flare Gun

### S3

/O Non-Shifted Function  
 /I Shifted Function

### S4

RCTL KP0 Quickview Maximum

### H1

H1U /O RALT up Trim Elevator Nose Down<sup>234567890</sup>  
 /I LSHF b Engine Boost<sup>13</sup>  
 H1D /O RALT down Trim Elevator Nose Up<sup>234567890</sup>  
 /I RALT t Reset Elevator/Aileron/Rudder Trim<sup>234567890</sup>  
 H1L /O LALT z Trim Rudder Nose Left<sup>2345</sup>  
 /I RALT left Aileron Roll Left<sup>23</sup>  
 H1R /O LALT x Trim Rudder Nose Right<sup>2345</sup>  
 /I RALT right Aileron Trim Roll Right<sup>23</sup>

### H2

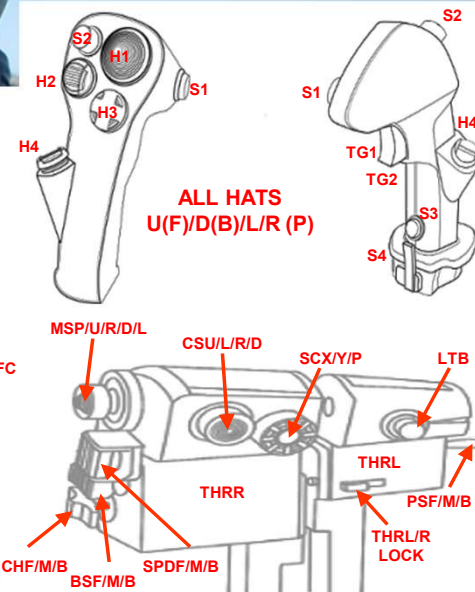
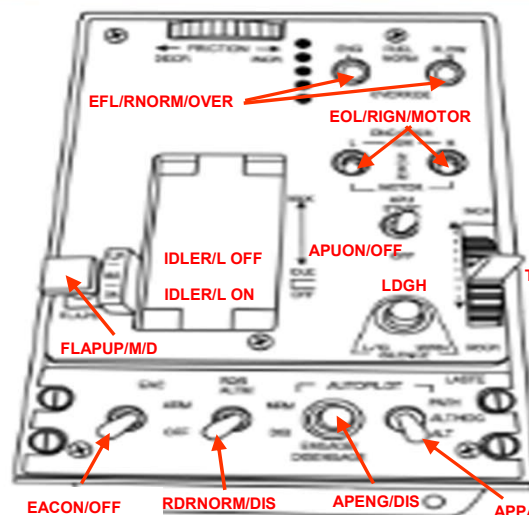
H2U /O a Full Autopilot  
 /I LCTL 4 LCTL ` Load/Stow Personal Weapon  
 H2D /O LSHF u Level Autopilot  
 /I LCTL 3 LCTL ` Load/Stow White Flare  
 H2L /O LSHF z Left Turn Autopilot  
 /I LCTL 1 LCTL ` Load/Stow Red Flare  
 H2R /O LSHF x Right Turn Autopilot  
 /I LCTL 2 LCTL ` Load/Stow Green Flare

### H3

H3U DXHATUP Snap View Up  
 H3D DXHATDOWN Snap View Down  
 H3L DXHATLEFT Snap View Left  
 H3R DXHATRIGHT Snap View Right

### H4

H4D /I LSHF s Supercharger Mode<sup>123467890</sup>  
 H4P /O RCTL ` PTT TS Selected Radio





**LEGEND**

1 = U2VS only  
 2 = IL2 Mod 1941 only  
 3 = IL2 Mod 1942 only  
 4 = IL2 Mod 1943 only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile Russian Attack

For IL2 – BOS – Warthog – Planes Profile.fcg  
 by Nick "Darkdiz" Lisney  
 V01042021

**EFLNORM**

// RCTL a/f Rearm/Refuel Process

**EOLIGN**

// LSHF e Restart Engine

**EOLMOTOR**

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

**EORMOTOR**

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

**TG1**

/O RALT SPC Fire Wpn Gp 1  
 // LALT SPC Fire Wpn Gp 2<sup>234</sup>

**TG2**

/O LSHF SPC Fire All Guns  
 // LSHF SPC Fire All Guns

**S1**

/O RSHF q Drop Bombs  
 // RCTL q Fire Rockets<sup>234</sup>

**S2**

// LCTL SPC Fire Personal Weapon/Flare Gun

**S3**

/O Non-Shifted Function  
 // Shifted Function

**S4**

RCTL KP0 Quickview Maximum

**H1<sup>234</sup>**

H1U /O RALT up Trim Elevator Nose Down  
 H1D /O RALT down Trim Elevator Nose Up  
 // RALT t Reset Elevator/Rudder Trim  
 H1L /O LALT z Trim Rudder Nose Left  
 H1R /O LALT x Trim Rudder Nose Right

**H2**

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

**H3**

H3U DXHATUP Snap View Up  
 H3D DXHATDOWN Snap View Down  
 H3L DXHATLEFT Snap View Left  
 H3R DXHATRIGHT Snap View Right

**H4**

H4P /O RCTL ` PTT TS Selected Radio

**SCL/R**

// KP-/+ FOV -/+

**SCP**

KP. Snap View Custom Modifier

**LTB**

// LCTL BSP Eject

**PSF**

/O LSHF k Cockpit Lights  
 // RSHF l Landing Lights

**PSB**

/O RCTL l Nav Lights

**FLAPU/D**

/O LALT up/down Radio Ch +/-  
 // LCTL up/down Next/Prev Radio

**LDGH**

// LCTL r Flight Record

**APPAT**

/O RALT o Map  
 // RALT f Gunsight Position<sup>123</sup>

**APENG**

/O RSHF b Bomb Salvo Mode  
 // RSHF r Rocket Salvo Mode<sup>234</sup>

**APALT**

/O LALT a Altimeter Ref Pressure

**EACON**

// RALT c Canopy<sup>234</sup>

**CSU**

/O KP0 Snap View Up Modifier

**CSD**

/O KPENT Snap View Down Modifier

**CSL/R<sup>234</sup>**

/O RCTL -/= Water Rad Close/Open  
 // RCTL/RSHF \ Oil Rad Close/Open

**MSP**

/O LSHF ` PTT TS Whisper Wingman  
 // LSHF w PTT SRS

**THRL<sup>234</sup>**

RSHF +/- Prop RPM +/-

**IDLERON**

LSHF e Start All Engines

**TFC**

RALT +/- Engine Mixture +/-

**SPDF (Locking)<sup>234</sup>**

// LSHF g Tailwheel Lock

**SPDB (Non-Locking)<sup>234</sup>**

/O LCTL / Wheel Brakes

**BSF**

/O RCTL KP3 Quickview Level 3  
 // RCTL KP2 Quickview Level 2

**BSM**

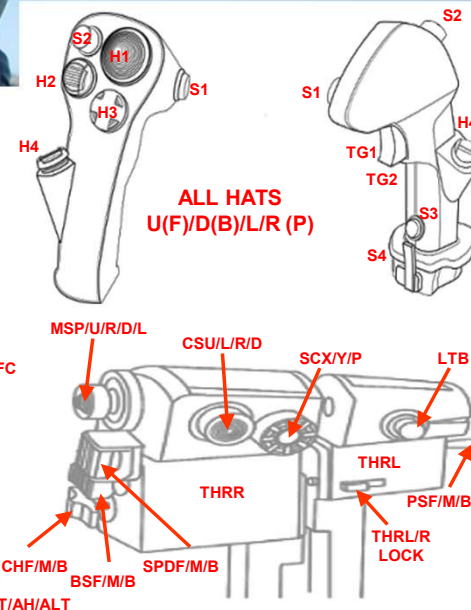
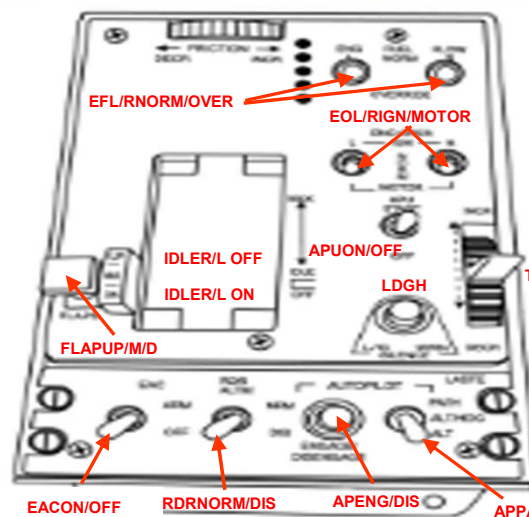
RCTL KP. Quickview Minimum

**BSB**

/O KP5 Re-center Pilot Head  
 // F12 Re-center Track IR

**CHF/B<sup>234</sup>**

/O LSHF/LCTL f Retract/Extend Flaps  
 // RSHF/RCTL g Retract/Extend Landing Gear



**LEGEND**  
1 = P-38J-25 only  
2 = P-39L-1 only  
3 = P-40E-1 only  
4 = P-47D-22/28 only  
5 = P-51D-15 only

0 Select All Engines  
1 Select Engine 1  
2 Select Engine 2<sup>1</sup>

For IL2 – BOS – Warthog – Plane Profile.fcf  
by Nick "Darkdiz" Lisney  
**V01042021**

/O RALT SPC Fire Wpn Gp 1  
/I LALT SPC Fire Wpn Gp 2<sup>12</sup>

/0 LSHF SPC Fire All Guns  
/1 LSHF SPC Fire All Guns

/O RSHF q Drop Bombs etc  
/I RCTL q Fire Rockets

/IO LSHF d Jettison Stores<sup>145</sup>  
/I LCTL SPC Fire Personal Weapon/Flare Gun

/O Non-Shifted Function  
/I Shifted Function

## RCTL KP0 Quickview Maximum

/O RSHF =/- Prop High/Low Pitch<sup>234</sup>  
/I LSHF =/- Turbosupercharger Open/Close<sup>4</sup>

/O LSHF ` PTT TS Whisper Wingman  
/I LSHF w PTT SRS

KP0 Snap View Up Modifier

### KPENT Snap View Down Modifier

H1U /O RALT up Trim Elevator Nose Down  
/I LSHF b Engine Boost<sup>4</sup>

H1D /O RALT down Trim Elevator Nose Up  
/I RALT t Reset Elevator/Aileron/Rudder Trim

H1L /O LALT z Trim Rudder Nose Left  
/I RALT left Trim Aileron Roll Left<sup>45</sup>

H1R /O LALT z Trim Rudder Nose Right  
/I RALT right Trim Aileron Roll Right<sup>45</sup>

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

H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

H4U /O RALT \ Oil Rad Control Mode<sup>15</sup>  
 /I RCTL r Water Rad Control Mode<sup>15</sup>  
 H4D /O RSFH i Prop Pitch Control Mode<sup>234</sup>  
 /I LSHF s Supercharger Mode<sup>5</sup>  
 H4L /O RALT . Gunsight Range <sup>+45</sup>  
 /I RALT / Gunsight Base <sup>+45</sup>  
 H4R /O RALT ; Gunsight Range <sup>+45</sup>  
 /I RALT , Gunsight Base <sup>+45</sup>  
 H4P /O RCTL ' **PTT Selected Radio**

## // KP-/+ FOV -/+

### KP. Snap View Custom Modifier

```
// LCTL BSP Eject
```

/O LSHF k Cockpit Lights  
/I RSHF I Landing Lights

/O RCTL | Nav Lights  
/I RALT | Form Lights<sup>1245</sup>

/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

## // LCTL r Flight Record

## /O RALT o Map

/I RSHF r Rocket Salvo Mode

## /0 LALT a Altimeter Ref Pressure

## // RALT c Canopy

<p>/O LALT v Gunsight Mode (Gyro/Fixed)<sup>45</sup></p> <p>/I RCTL a/f Rearm/Refuel Process</p>	<p>/O RALT v Gunsight F</p> <p>/I LSHF / Parking Brak</p>
--	---

## / / LS HF / Parking Brakes

/O LSHF/LALT i Interconnect Throttle and Prop/Turbo<sup>4</sup>  
/I LSHF e Restart Selected Engine

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

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

## /O LCTL f Feather Selected Engine1

/O LALT -/= Outlet Cowl Shutters Close/Open<sup>34</sup>  
/I LCTL -/= Inlet Cowl Shutters Close/Open<sup>4</sup>

RSHF =/- Prop RPM +/-

## LSHF e Start All Engines

RALT =/- Engine Mixture +/-

/I LSHF q Tailwheel Lock<sup>4</sup>

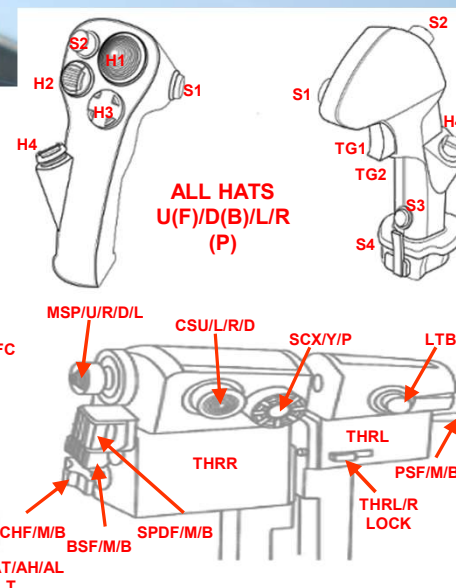
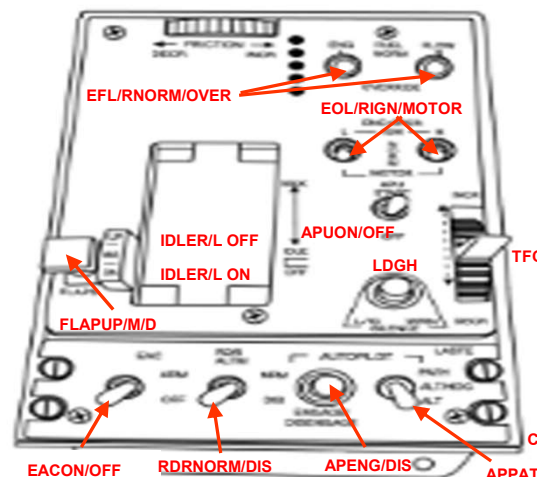
## /0 LCTL / Wheel Brakes

/O RCTL KP3 Quickview Level 3  
/I RCTL KP2 Quickview Level 2

RCTL KP. Quickview Minimum

/O KP5 Re-center Pilot Head  
/I F12 Re-center Track IR

/O LSHF/LCTL f Retract/Extend Flaps  
/I RSHF/RCTL q Retract/Extend Landing Gear





- 1 = Spad 13.C1 only
- 2 = S.E.5a only
- 3 = Sopwith Camel only
- 4 = Sopwith Dolphin only
- 5 = Bristol F2B (F.II or F.III) only
- 6 = Albatros D.Va only
- 7 = Fokker Dr.1 only
- 8 = Fokker D.VII only
- 9 = Fokker D.VIIF only
- 0 = Pfalz D.IIIa only
- @ = Halberstadt CL.II (180 or 200hp) only

For IL2 – BOS – Warthog – Planes Profile.fcf  
by Nick "Darkdiz" Lisney

V01042021

**TG1**  
/O RALT SPC Fire Wpn Gp 1  
/I LALT SPC Fire Wpn Gp 2

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

**S1**  
/O RSHF q Drop Bombs<sup>12345</sup>@

**S2**  
/ LCTL SPC Fire Personal Weapon/Flare Gun

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

**S4**  
RCTL KP0 Quickview Maximum

**H1**  
H1U /O RALT up Trim Stabilizer/Elevator Nose Down<sup>25</sup>  
H1D /O RALT down Trim Stabilizer/Elevator Nose Up<sup>25</sup>

**H2**  
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**  
H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

H4  
H4P /O RCTL ' PTT Selected Radio  
/I RSHF s Engine Blip<sup>37</sup>

**EFLNORM**  
/I RCTL a/f Rearm/Refuel Process

**EOLIGN**  
/I LSHF e Restart Engine

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

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

**APUON**  
/O LALT r Reload Guns

**CSL/R**  
/O RCTL -/= Water Rad Close/Open<sup>12456890</sup>@

**CSU**  
/O KP0 Snap View Up Modifier

**CSD**  
/O KPENT Snap View Down Modifier

**IDLERON**  
LSHF e Start All Engines

**TFC**  
RALT =/- Engine Mixture +/-123457

**MSU/D**  
/I LSHF =/- Altitude Throttle +/-<sup>9</sup>

**MSP**  
/O LSHF ` PTT TS Whisper Wingman  
/I LSHF w PTT SRS

**FLAPU/D**  
/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

SCU/D  
/O RSHF s Engine Blip<sup>37</sup>

**SCL/R**  
/I KP-/+ FOV -/+

## SCP

**LTB**  
/O RCTL SPC Fire Wpn Gp 34  
/I LCTL BSP Eiect

**PSF**  
/O LSHF k Cockpit Lights

**LDGH**  
/O LSHF c Change Firing Position<sup>2456</sup>@  
/I LCTL r Flight Record

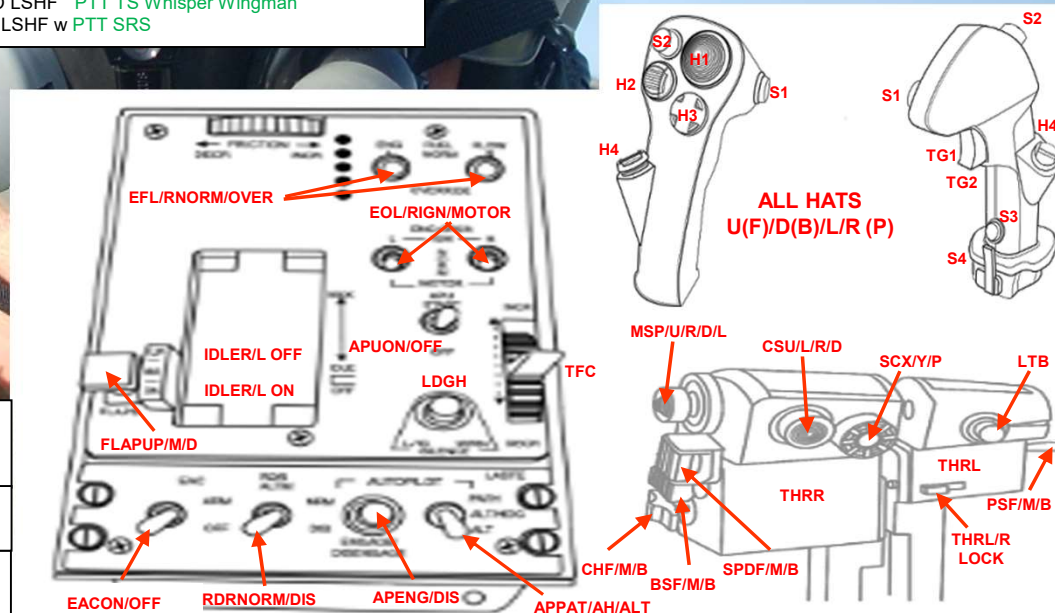
**APPAT**  
/O RALT o Map

**EACON**  
/O RSHF v Bombsight<sup>5</sup>@

**BSF**  
/O RCTL KP3 Quickview Level 3  
/I RCTL KP2 Quickview Level 2

**BSM**  
RCTL KP. Quickview Minimum

**BSB**  
/O KP5 Re-center Pilot Head  
/I F12 Re-center Track IR



**LEGEND**  
 1 = Spitfire VB only  
 2 = Spitfire IXe only  
 3 = Spitfire XIV only  
 4 = Tempest Mk.V only  
 5 = Hurricane Mk. II only

## IL2 – BOS Thrustmaster WARTHOG

### TARGET Profile British Fighters

For IL2 – BOS – Warthog – Planes Profile.fcf  
 by Nick "Darkdiz" Lisney  
**V01042021**

**EFLNORM**  
 /O LALT v Gunsight Mode (Gyro/Fixed)<sup>2</sup>  
 // RCTL a/f Rearm/Refuel Process

**EFRNORM**  
 /O RALT v Gunsight Filter<sup>124</sup>

**EOLIGN**  
 // LSHF e Restart Engine

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

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

**SCL/R**  
 // KP-/+ FOV +/-

**SCP**  
 KP. Snap View Custom Modifier

**LTB**  
 // LCTL BSP Eject

**PSF**  
 /O LSHF k Cockpit Lights  
 // RSHF l Landing Lights<sup>45</sup>

**PSB**  
 /O RCTL l Nav Lights  
 // RALT l Form Lights

**FLAPU/D**  
 /O LALT up/down Radio Ch +/-  
 // LCTL up/down Next/Prev Radio

**LDGH**  
 // LCTL r Flight Record

**APPAT**  
 /O RALT o Map

**APENG**  
 /O RSHF b Bomb Salvo Mode<sup>45</sup>  
 // RSHF r Rocket Salvo Mode<sup>5</sup>

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

**EACON**  
 // RALT c Canopy

**CSL/R**  
 // RCTL -/+ Water Rad Close/Open<sup>145</sup>

**CSU**  
 /O KP0 Snap View Up Modifier

**CSD**  
 /O KPENT Snap View Down Modifier

**MSP**  
 /O LSHF ` PTT TS Whisper Wingman  
 // LSHF w PTT SRS

**THRL**  
 RSHF +/- Prop RPM +/-

**IDLERON**  
 LSHF e Start All Engines

**TFC**  
 RALT +/- Engine Mixture +/-<sup>14</sup>

**TG1**  
 /O RALT SPC Fire Wpn Gp 1  
 // LALT SPC Fire Wpn Gp 2<sup>125</sup>

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

**S1**  
 /O RSHF q Drop Bombs<sup>245</sup>  
 // RCTL q Fire Rockets<sup>25</sup>

**S2**  
 // LCTL SPC Fire Personal Weapon/Flare Gun

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

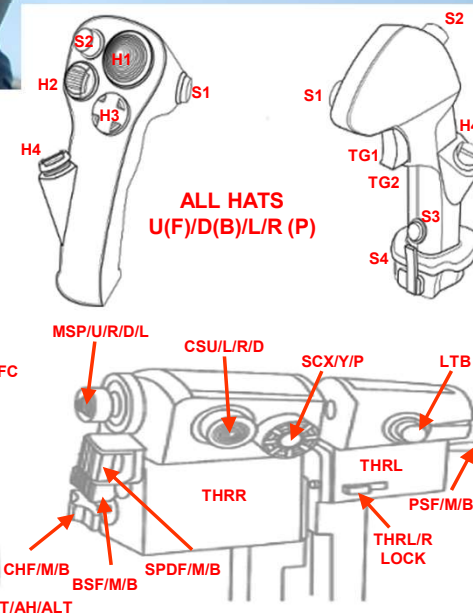
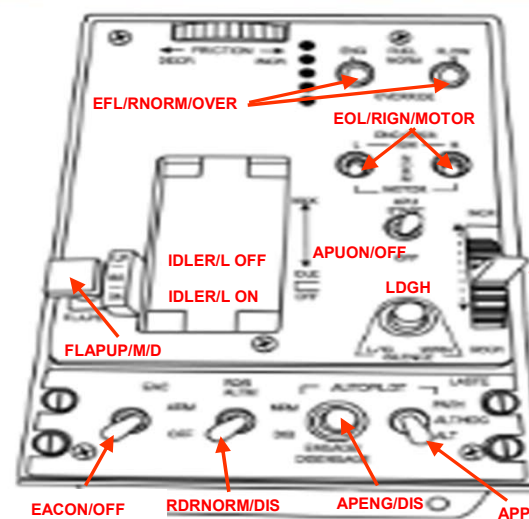
**S4**  
 RCTL KP0 Quickview Maximum

**H1**  
 H1U /O RALT up Trim Elevator Nose Down  
 // LSHF b Engine Boost<sup>15</sup>  
 H1D /O RALT down Trim Elevator Nose Up  
 // RALT t Reset Elevator/Rudder Trim  
 H1L LALT z Trim Rudder Nose Left  
 H1R LALT x Trim Rudder Nose Right

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

**H3**  
 H3U DXHATUP Snap View Up  
 H3D DXHATDOWN Snap View Down  
 H3L DXHATLEFT Snap View Left  
 H3R DXHATRIGHT Snap View Right

**H4**  
 H4U /I RCTL r Water Rad Control Mode<sup>2</sup>  
 H4D /I LSHF s Supercharger Mode<sup>245</sup>  
 H4L /O RALT , Gunsight Range -  
 // RALT / Gunsight Base -  
 H4R /O RALT ; Gunsight Range +  
 // RALT , Gunsight Base +  
 H4P /O RCTL ` PTT Selected Radio





## LEGEND

1 = FW-190 A3 only  
2 = FW-190 A5 only  
3 = FW-190 A6 only  
4 = FW-190 A8 only  
5 = FW-190 D9 only  
6 = MC-202 only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile 190/202

For IL2 – BOS – Warthog – Planes Profile.fcf  
by Nick "Darkdiz" Lisney  
V01042021

### EFLNORM

/O LALT v Gunsight Mode (Gyro/Fixed)<sup>5</sup>  
/I RCTL a/f Rearm/Refuel Process

### EOLIGN

/I LSHF e Restart Engine

### EOLMOTOR

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

### EFERNORM

/O RALT v Gunsight Filter<sup>12345</sup>

### EORMOTOR

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

### CSL/R

/O RCTL -/= Water Rad Close/Open<sup>56</sup>  
/I RCTL/RSHF \ Oil Rad Close/Open<sup>6</sup>

### MSL/R

/O LALT -/= Outlet Cowl Shutters Close/Open<sup>234</sup>

### TG1

/O RALT SPC Fire Wpn Gp 1  
/I LALT SPC Fire Wpn Gp 2<sup>12346</sup>

### TG2

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

### S1

/O RSHF q Drop Bombs  
/I RCTL q Fire Rockets<sup>345</sup>

### S2

/O LSHF d Jettison Stores<sup>345</sup>  
/I LCTL SPC Fire Personal Weapon/Flare Gun

### S3

/O Non-Shifted Function  
/I Shifted Function

### S4

RCTL KP0 Quickview Maximum

### CSU

/O KP0 Snap View Up Modifier

### CSD

/O KPENT Snap View Down Modifier

### MSU/D

/O RSHF +/- Prop High/Low Pitch<sup>12346</sup>

### MSP

/O LSHF ` PTT TS Whisper Wingman  
/I LSHF w PTT SRS

### H1

H1U /O RALT up Trim Stabilizer Nose Down  
/I LSHF b Engine Boost<sup>23456</sup>  
H1D /O RALT down Trim Stabilizer Nose Up

### H2

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

H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

### H4

H4D /O RSHF i Prop Pitch Control Mode<sup>12345</sup>  
H4L /O RALT . Gunsight Range -<sup>5</sup>  
/I RALT / Gunsight Base -<sup>5</sup>  
H4R /O RALT ; Gunsight Range +<sup>5</sup>  
/I RALT , Gunsight Base +<sup>5</sup>  
H4P /O RCTL ` PTT Selected Radio

### SCL/R

/I KP-/+ FOV -/+

### SCP

KP. Snap View Custom Modifier

### LTB

/I LCTL BSP Eject

### PSF

/O LSHF k Cockpit Lights

### PSB

/O RCTL I Nav Lights

### FLAPU/D

/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

### LDGH

/I LCTL r Flight Record

### APPAT

/O RALT o Map

### APENG

/O RSHF b Bombs Salvo Mode<sup>234</sup>  
/I RSHF r Rocket Salvo Mode<sup>45</sup>

### APALT

/O LALT a Altimeter Ref Pressure

### RDRNORM

/I LCTL b Bomb Delay<sup>4</sup>

### EACON

/I RALT c Canopy

### IDLERON

LSHF e Start All Engines

### SPDF (Locking)

/I LSHF g Tailwheel Lock<sup>6</sup>

### SPDB (Non-Locking)

/O LCTL / Wheel Brakes

### BSF

/O RCTL KP3 Quickview Level 3  
/I RCTL KP2 Quickview Level 2

### BSM

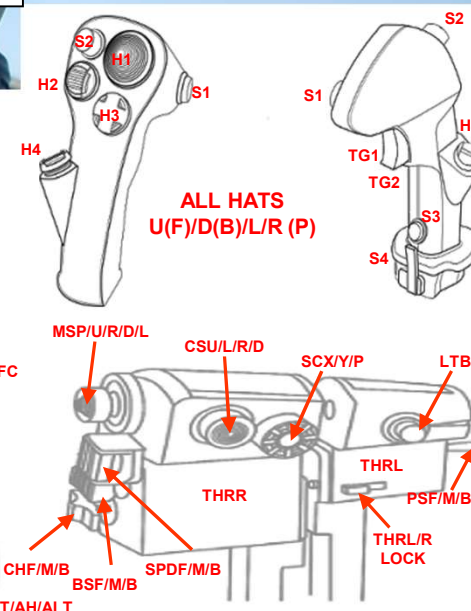
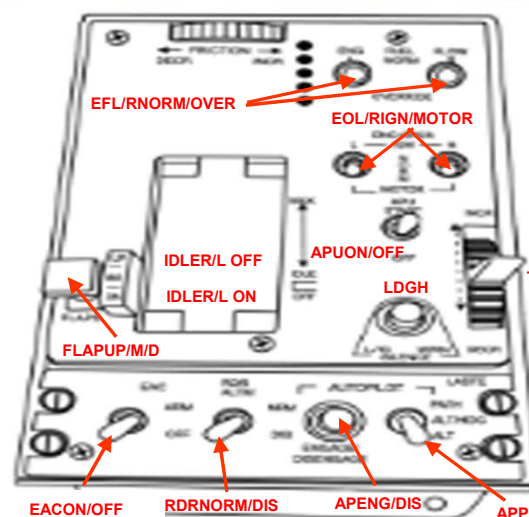
RCTL KP. Quickview Minimum

### BSB

/O KP5 Re-center Pilot Head  
/I F12 Re-center Track IR

### CHF/B

/O LSHF/LCTL f Retract/Extend Flaps  
/I RSHF/RCTL g Retract/Extend Landing Gear



## LEGEND

1 = BF-109 E-7 only  
 2 = BF-109 F-2 only  
 3 = BF-109 F-4 only  
 4 = BF-109 G-2 only  
 5 = BF-109 G-4 only  
 6 = BF-109 G-6/G-6 Late only  
 7 = BF-109 G-14 only  
 8 = BF-109 K-4 only  
 9 = ME-110 E-2 only  
 0 = ME-110 G-2 only  
 J = ME-262 Only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile 109/110/262

For IL2 – BOS – Warthog – Planes Profile.fcf  
 by Nick "Darkdiz" Lisney  
 V01042021

### MULTI-ENGINE SELECTION

0 Select All Engines  
 1 Select Engine 1  
 2 Select Engine 2<sup>90J</sup>

### EFLNORM

/O LALT v Gunsight Mode (Gyro/Fixed)<sup>J</sup>  
 /I RCTL a/f Rearm/Refuel Process

### EFRNORM

/O RALT f Gunsight Position<sup>78J</sup>

### EOL/RIGN

/I LSHF/RSHF e Restart/Ignition<sup>J</sup> Selected Engine

### EOLMOTOR

/O LSHF r Auto Oil/Water Rad Control<sup>d</sup>  
 /I LSHF q Auto Mix/Supercharger Control<sup>d</sup>

### EORMOTOR

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

### APUON

/I LALT f Feather Selected Engine<sup>90</sup>

### IDLERON

LSHF e Start All Engines

### SCL/R

/I KP +/- FOV +/-

### SCP

KP. Snap View Custom Modifier

### LTB

/I LCTL BSP Eject

### PSF

/O LSHF k Cockpit Lights  
 /I RSHF l Landing Lights<sup>90</sup>

### PSB

/O RCTL l Nav Lights

### FLAPU/D

/O LALT up/down Radio Ch +/-  
 /I LCTL up/down Next/Prev Radio

### LDGH

/I LCTL r Flight Record

### APPAT

/O RALT o Map  
 /I RALT v Gunsight Filter

### APENG

/O RSHF b Bomb Salvo Mode<sup>90</sup>  
 /I RSHF r Rocket Salvo Mode<sup>7J</sup>

### APALT

/O LALT a Altimeter Ref Pressure

### EACON

/I RALT c Canopy

### SPDF (Locking)

/I LSHF g Tailwheel Lock<sup>12345678</sup>

### SPDB (Non-Locking)

/O LCTL / Wheel Brakes  
 /I LALT / Nose/Tail Brakes<sup>J</sup>

### BSF

/O RCTL KP3 Quickview Level 3  
 /I RCTL KP2 Quickview Level 2

### BSM

RCTL KP. Quickview Minimum

### BSB

/O KP5 Re-center Pilot Head  
 /I F12 Re-center Track IR

### CHF/B

/O LSHF/LCTL f Retract/Extend Flaps  
 /I RSHF/RCTL g Retract/Extend Landing Gear

### TG1

/O RALT SPC Fire Wpn Gp 1  
 /I LALT SPC Fire Wpn Gp 2

### TG2

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

### S1

/O RSHF q Drop Bombs  
 /I RCTL q Fire Rockets<sup>7J</sup>

### S2

/I LCTL SPC Fire Personal  
 Weapon/Flare/OLSHF d Jettison Stores<sup>7</sup>

### S3

/O Non-Shifted Function  
 /I Shifted Function

### S4

RCTL KP0 Quickview Maximum

### CSU

/O KP0 Snap View Up Modifier

### CSD

/O KPENT Snap View Down Modifier

### CSL/R

/O RCTL +/- Water Rad Close/Open<sup>234567890</sup>  
 /I RCTL/RSHF \ Oil Rad Close/Open<sup>190</sup>

### MSU/D

/O RSHF +/- Prop High/Low Pitch<sup>d</sup>

### MSP

/O LSHF ` PTT TS Whisper Wingman  
 /I LSHF w PTT SRS

### H1

H1U /O RALT up Trim Stabilizer/Elevator Nose Down  
 H1D /O RALT down Trim Stabilizer/Elevator Nose Up  
 /I RALT t Reset Elevator/Rudder Trim<sup>90J</sup>  
 H1L /O LALT z Trim Rudder Nose Left<sup>90J</sup>  
 H1R /O LALT x Trim Rudder Nose Right<sup>90J</sup>

### H2

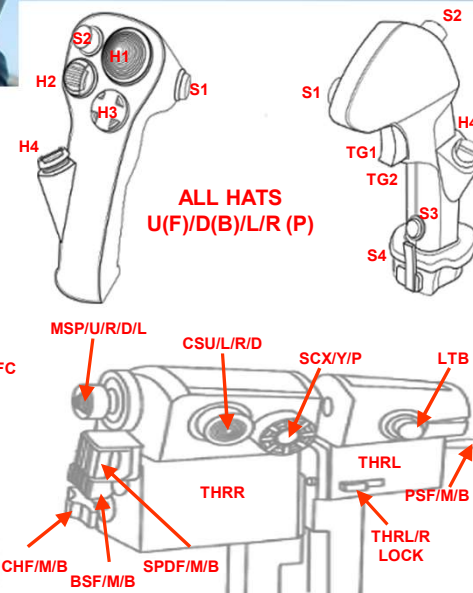
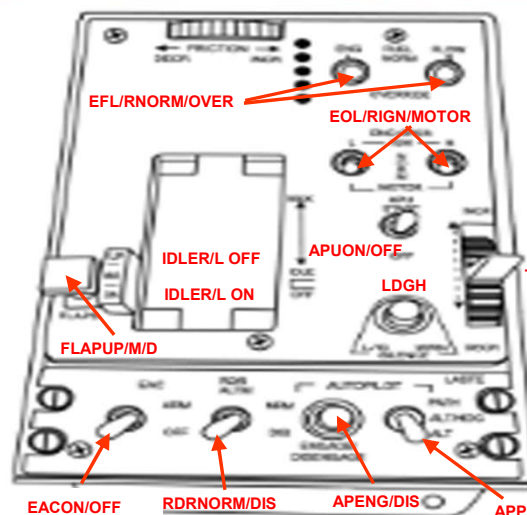
H2U /O a Full Autopilot  
 /I LCTL 4 LCTL ` Load/Stow Personal Weapon  
 H2D /O LSHF u Level Autopilot  
 /I LCTL 3 LCTL ` Load/Stow White Flare  
 H2L /O LSHF z Left Turn Autopilot  
 /I LCTL 1 LCTL ` Load/Stow Red Flare  
 H2R /O LSHF x Right Turn Autopilot  
 /I LCTL 2 LCTL ` Load/Stow Green Flare

### H3

H3U DXHATUP Snap View Up  
 H3D DXHATDOWN Snap View Down  
 H3L DXHATLEFT Snap View Left  
 H3R DXHATRIGHT Snap View Right

### H4

H4U /O RALT \ Oil Rad Control Mode<sup>90</sup>  
 /I RCTL r Water Rad Control Mode<sup>2345678</sup>  
 H4D /O RSHF i Prop Pitch Control Mode<sup>d</sup>  
 H4P /O RCTL ` PTT Selected Radio





**LEGEND**  
1 = A-20B only  
2 = PE-2 ser 35 only  
3 = PE-2 Ser 87 only

**MULTI-ENGINE SELECTION**  
0 Select All Engines  
1 Select Engine 1  
2 Select Engine 2

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile Allied Bombers

For IL2 – BOS – Warthog – Plane Profile.fcf  
by Nick "Darkdiz" Lisney  
V01042021

**EFLNORM**  
/I RCTL a/f Rearm/Refuel Process

**EFRNORM**  
/I LSHF / Parking Brakes<sup>1</sup>

**EOLIGN**  
/I LSHF e Restart Selected Engine

**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

**APUON**  
/O LALT f Feather Selected Engine<sup>1</sup>

**SC/L/R**  
/I KP +/- FOV +/-

**SCP**  
KP. Snap View Custom Modifier

**LTB**  
/I LCTL BSP Eject

**PSF**  
/O LSHF k Cockpit Lights  
/I RSHF l Landing Lights

**PSB**  
/O RCTL l Nav Lights

**CSL/R**  
/O RCTL/RSHF \ Oil Rad Close/Open<sup>2</sup>  
/I RCTL -/= Water Rad Close/Open<sup>23</sup>

**CSU**  
/O KP0 Snap View Up Modifier

**CSD**  
/O KPENT Snap View Down Modifier

**MSU/D**  
/O RSHF +/- Prop High/Low Pitch<sup>2</sup>

**MSL/R**  
/O LALT -/= Outlet Cowl Shutters Close/Open<sup>1</sup>  
/I LCTL -/= Inlet Cowl Shutters Close/Open<sup>1</sup>

**MSP**  
/O LSHF ` PTT TS Whisper Wingman  
/I LSHF w PTT SRS

**TG1**  
/O RALT SPC Fire Wpn Gp 1

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

**S1**  
/O RSHF q Drop Bombs etc  
/I RCTL q Fire Rockets<sup>23</sup>

**S2**  
/I LCTL SPC Fire Personal Weapon/Flare Gun

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

**S4**  
RCTL KP0 Quickview Maximum

**H1**  
H1U /O RALT up Trim Elevator Nose Down  
H1D /O RALT down Trim Elevator Nose Up  
/I RALT t Reset Elevator/Aileron/Rudder Trim  
H1L /O LALT z Trim Rudder Nose Left  
/I RALT Left Trim Aileron Roll Left  
H1R /O LALT x Trim Rudder Nose Right  
/I RALT Right Trim Aileron Roll Right

**H2**  
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**  
H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

**H4**  
H4D /I LSHF s Supercharger Mode  
H4P /O RCTL ` PTT Selected Radio

**THRL**  
RSHF +/- Prop RPM +/-<sup>13</sup>

**IDLERON**  
LSHF e Start All Engines

**TFC**  
RALT +/- Engine Mixture +/-

**FLAPU/D**  
/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

**LDGH**  
/I LCTL r Flight Record

**APPAT**  
/O RALT o Map

**APENG**  
/O RSHF b Bomb Salvo Mode  
/I RSHF r Rocket Salvo Mode<sup>23</sup>

**APALT**  
/O LALT a Altimeter Ref Pressure  
LCTL d Dive Recovery System<sup>23</sup>

**RDRNORM**  
/O RSHF n Bomb Bay Doors  
/I LCTL b Bomb Delay

**EACON**  
/O RSHF v Bomb Sight  
/I RALT c Canopy

**SPDF (Locking)**  
/O RALT b Airbrakes/Auto Dive Recovery System<sup>23</sup>

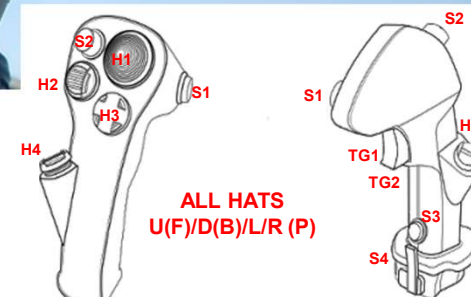
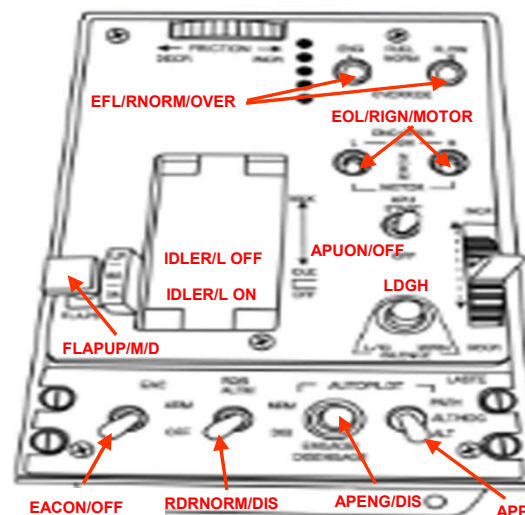
**SPDB (Non-Locking)**  
/O LCTL / Wheel Brakes

**BSF**  
/O RCTL KP3 Quickview Level 3  
/I RCTL KP2 Quickview Level 2

**BSM**  
RCTL KP. Quickview Minimum

**BSB**  
/O KP5 Re-center Pilot Head  
/I F12 Re-center Track IR

**CHF/B**  
/O LSHF/LCTL f Retract/Extend Flaps  
/I RSHF/RCTL g Retract/Extend Landing Gear



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

**LEGEND**  
 1 = JU-87 D3 only  
 2 = JU-88 A4 only  
 3 = HE-111 H6 only  
 4 = HE-111 H16 only  
 5 = HS-129 B2 only  
 6 = JU-52/3M g4e only

**MULTI-ENGINE SELECTION**  
 0 Select All Engines  
 1 Select Engine 1  
 2 Select Engine 2  
 3 Select Engine 3

**EFLNORM**  
 // RCTL a/f Rearm/Refuel Process

**EOLIGN**  
 // LSHF e Restart Selected Engine

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

**APUON**  
 // LALT f Feather Selected Engine<sup>2345</sup>

**LTB**  
 // LCTL BSP Eject

**PSF**  
 // O LSHF k Cockpit Lights  
 // LSHF l Landing Lights<sup>12346</sup>

**PSB**  
 // O RCTL l Nav Lights

**FLAPU/D**  
 // O LALT up/down Radio Ch +/-  
 // LCTL up/down Next/Prev Radio

**LDGH**  
 // LCTL r Flight Record

**APPAT**  
 // O RALT o Map  
 // LALT v Gunsight Filter<sup>2</sup>

**APENG**  
 // O RSHF b Bomb Salvo Mode<sup>1234</sup>

**APALT**  
 // O LALT a Altimeter Ref Pressure  
 // LCTL d Dive Recovery System<sup>12</sup>

**RDRNORM**  
 // O RSHF n Bomb/Cargo Bay Doors<sup>12346</sup>  
 // LCTL b Bomb Delay<sup>234</sup>

**EACON**  
 // O RSHF v Bomb Sight<sup>234</sup>  
 // LALT c Canopy

## IL2 – BOS Thrustmaster WARTHOG

### TARGET Profile Axis Bombers

For IL2 – BOS – Warthog – Planes Profile.fcf  
 by Nick "Darkdiz" Lisney  
 V01042021

**EFRNORM**  
 // LSHF / Parking Brakes<sup>6</sup>

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

**CSL/R**  
 // O RCTL -/= Water Rad Close/Open<sup>134</sup>  
 // RCTL/RSHF \ Oil Rad Close/Open<sup>1346</sup>

**THRL**  
 RSHF +/- Prop RPM +/-<sup>1234</sup>

**IDLERON**  
 LSHF e Start All Engines

**TFC**  
 RALT +/- Engine Mixture +/-<sup>56</sup>

**SPDF (Locking)**  
 // O RALT b Airbrakes/Auto Dive Recovery System<sup>12</sup>  
 // O LALT s Attack Siren<sup>1</sup>  
 // LSHF g Tailwheel Lock<sup>1</sup>

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

**BSF**  
 // O RCTL KP3 Quickview Level 3  
 // LCTL KP2 Quickview Level 2

**BSM**  
 RCTL KP. Quickview Minimum

**BSB**  
 // O KP5 Re-center Pilot Head  
 // F12 Re-center Track IR

**CHF/B**  
 // O LSHF/LCTL f Retract/Extend Flaps  
 // LSHF/RCTL g Retract/Extend Landing Gear<sup>12345</sup>

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

**TG2**  
 // O LSHF SPC Fire All Guns<sup>1</sup>  
 // LSHF SPC Fire All Guns<sup>1</sup>

**S1**  
 // O RSHF q Drop Bombs/Cargo

**S2**  
 // LCTL SPC Fire Personal Weapon/Flare Gun

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

**S4**  
 RCTL KP0 Quickview Maximum

**CSU**  
 // O KP0 Snap View Up Modifier  
 // LSHF k Contact Altimeter +<sup>12</sup>

**CSD**  
 // O KPENT Snap View Down Modifier  
 // LSHF k Contact Altimeter -<sup>12</sup>

**MSU/D**  
 // O RSHF +/- Prop High/Low Pitch<sup>5</sup>

**MSP**  
 // O LSHF ` PTT TS Whisper Wingman  
 // LSHF w PTT SRS

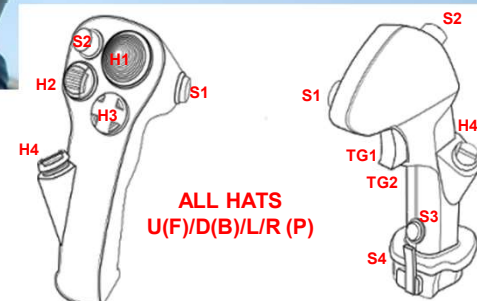
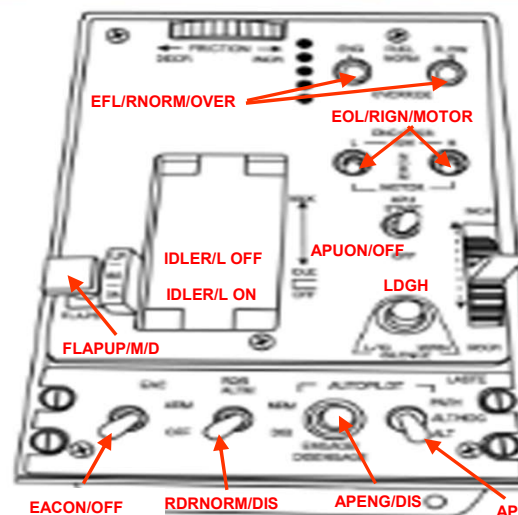
**MSL/R**  
 // O LALT -/= Outlet Cowl Shutters Close/Open<sup>2</sup>  
 // LCTL -/= Inlet Cowl Shutters Close/Open<sup>6</sup>

**H1**  
 H1U // O RALT up Trim Elevator/Stabilizer Nose Down  
 H1D // O RALT down Trim Elevator/Stabilizer Nose Up  
 // LALT t Reset Elevator/Aileron/Rudder Trim  
 H1L // O LALT z Trim Rudder Nose Left  
 // LALT left Trim Aileron Roll Left<sup>234</sup>  
 H1R // O LALT x Trim Rudder Nose Right  
 // LALT right Trim Aileron Roll Right<sup>234</sup>

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

**H3**  
 H3U DXHATUP Snap View Up  
 H3D DXHATDOWN Snap View Down  
 H3L DXHATLEFT Snap View Left  
 H3R DXHATRIGHT Snap View Right

**H4**  
 H4D // O RSHF i Prop Pitch Control Mode<sup>5</sup>  
 // LSHF s Supercharger Mode<sup>1234</sup>  
 H4P // O RCTL ` PTT Selected Radio



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



## LEGEND

1 = T-34-76 (1943)  
2 = KV-1s  
3 = M4A2 "Sherman"  
4 = SU-122  
5 = SU-152  
6 = PzKpfw III Ausf.M  
7 = PzKpfw IV Ausf.G  
8 = PzKpfw V Ausf.D "Panther"  
9 = PzKpfw VI Ausf.H1 "Tiger"  
0 = Sd. Kfz. 184 "Ferdinand"  
X = T-34-76 (1942) Only  
Y = PzKpfw III Ausf.L Only

## IL2 – BOS Thrustmaster WARTHOG TARGET Profile Tank Crew

For IL2 – BOS – Warthog – Tanks.fcf  
by Nick "Darkdiz" Lisney  
V01042021

### SCL/R

/I KP-/ + FOV -/+

### SCP

KP. Snap View Custom Modifier

### LTB

/I LCTL BSP Eject

### PSF

LSHF k Internal Lights<sup>xx</sup>

### PSB

RSHF l External Lights

### FLAPU/D

/O LALT up/down Radio Ch +/-  
/I LCTL up/down Next/Prev Radio

### LDGH

/O LALT s Horn  
/I LCTL r Record

### APPAT

/O RALT o Map  
/I LCTL 5 LCTL ` Binoculars<sup>xx</sup>

### APENG

e Start All Engines

### APALT

/O LSHF f Fuel Meter Tank Selector  
/I LCTL f Fuel Meter Pump Pressure

### EACON

/O RALT c Hatch  
/I RCTL c Visor

### EFLNORM

RCTL a/f Rearm/Refuel Process

### APUON

LALT r Reload Guns

### CSU

KP0 Snap View Up Modifier

### CSD

KPENT Snap View Down Modifier

### MSU

RSHF 0 Crew Position 0

### MSP

/O LSHF ` PTT TS Whisper Wingman  
/I LSHF w PTT SRS

### MSD

RSHF 2 Crew Position 2<sup>xx</sup>

### MSL

RSHF 3 Crew Position 3<sup>xx</sup>

### MSR

RSHF 1 Crew Position 1

### TG1/2

RALT SPC Fire Main

### S1

LALT SPC Fire Secondary

### S2

/O LCTL c Next Free Combat Post  
/I LCTL SPC Fire Personal Weapon/Flare<sup>xx</sup>

### S3

/O Non-Shifted Function  
/I Shifted Function

### S4

RCTL KP0 Quickview Maximum

### H1

H1U /O RSHF ; Adjust Visor Down  
/I LSHF v Nestle to Visor  
H1D /O RSHF , Adjust Visor Up  
/I RSHF ` Reset Visor  
H1L RSHF , Adjust Visor Left  
H1R RSHF / Adjust Visor Right

### H2

H2U /I LCTL 4 LCTL ` Load/Stow Personal Weapon<sup>xx</sup>  
H2D /O RALT g Select Ammo  
/I LCTL 3 LCTL ` Load/Stow White Flare<sup>xx</sup>  
H2L /O LSHF z Compass Director Left  
/I LCTL 1 LCTL ` Load/Stow Red Flare<sup>xx</sup>  
H2R /O LSHF x Compass Director Right  
/I LCTL 2 LCTL ` Load/Stow Green Flare<sup>xx</sup>

### H3

H3U DXHATUP Snap View Up  
H3D DXHATDOWN Snap View Down  
H3L DXHATLEFT Snap View Left  
H3R DXHATRIGHT Snap View Right

### H4

H4U /O LALT t Control Guns  
/I LSHF t Nestle to Gunsight  
H4D RALT ` Reset Gunsight  
H4L /O RALT . Gunsight Range -  
/I RALT / Gunsight Base -  
H4R /O RALT ; Gunsight Range +  
/I RALT , Gunsight Base +  
H4P /O RCTL ` PTT Selected Radio

