

Control Name	Shift	Layer	Press	Release
TG1	I		Fire All Guns	Fire All Guns
	O		Fire Group 1 Guns	Fire Group 1 Guns
S2	I		Fire Group 2 Guns	Fire Group 2 Guns
	O		Fire Rocket	
S3	I		Pilot Eject Pilot Eject Pilot Eject	
	O		Tail wheel lock/unlock Tail wheel lock/unlock Tail wheel lock/unlock	
S4	I		Press for Switch I O modes	
S1	O		Release Bombs	
H2U			Bomb Sight	
H2R			Rockets Mode Toggle Rockets Mode Toggle Rockets Mode Toggle	Throw bomb mode toggle
H2D			Bomb Bay door toggle	
H2L			Drop Bomb Mode Toggle Drop Bomb Mode Toggle Drop Bomb Mode Toggle	
H3U	I		Pilot Head Up	Pilot Head Up
	O		Zoom+	Zoom+
H3R	I		Pilot Head Right	Pilot Head Right
	O		Yaw Trim Right	Yaw Trim Right
H3D	I		Pilot Head Down	Pilot Head Down
	O		Zoom-	Zoom-
H3L	I		Pilot Head Left	Pilot Head Left
	O		Yaw Trim Left	Yaw Trim Left
H4U	I		Switch to Pilot Position Switch to Pilot Position Switch to Pilot Position	
	O		Cockpit View	
H4R	I		Switch Firing Position Switch Firing Position Switch Firing Position	
	O		FlyBy View	
H4D	I		Turret Take Control	
	O		Combat camera	
H4L	I		Nestle to Gunsight Nestle to Gunsight Nestle to Gunsight	
	O		External View	
H4P	I		Reload Guns Reload Guns Reload Guns	
	O		Pilot center view	
H1U	I		Trim Down	
	O		View Down	
H1D	I		Trim Up	
	O		View Up	
H1L	I		Trim Left	
	O		View left	
H1R	I		Trim Right	
	O		View Right	

Control Name	Shift	Layer	Press	Release
SC			Map	
MSU	I		Cockpit Canopy On/Off Cockpit Canopy On/Off	Cockpit Canopy On/Off
	O		Altimeter Reference Pressure Altimeter Reference Pressure	Altimeter Reference Pressure
MSR			Navigation Lights Toggle Navigation Lights Toggle	Navigation Lights Toggle Navigation Lights Toggle
MSD			Gears Up/Down Toggle	Gears Up/Down Toggle
MSL			Cockpit Lights Toggle	Cockpit Lights Toggle
SPDF			Wheel Parking Brake Wheel Parking Brake	Wheel Parking Brake Wheel Parking Brake
SPDB			Air brake Air brake	Air brake Air brake
BSF			Attack siren on/off Attack siren on/off Attack siren on/off	
BSB			Reset all trims Reset all trims Reset all trims	
CHF			Hide/Activate cockpit info	
CHB			Hide/Activate HUD GUI	
PSF			Landing lights Landing lights Landing lights	Landing lights Landing lights Landing lights
PSB			Formation lights Formation lights Formation lights	Formation lights Formation lights Formation lights
LTB	O		Brake Lever	Brake Lever
EFLNORM			Switch Firing Position 2	
EFRNORM			Switch Firing Position 4	
EORMOTOR	O		Altimeter Set Local Air Pressure	
APUON			Jettison Stores Jettison Stores Jettison Stores	
LDGH			Engine start/stop	
FLAPU			Flaps UP Flaps UP	
FLAPD			Flaps DOWN	
EACON			Switch Firing Position 1	
RDRNRM			Switch Firing Position 3	
APENG			Autopilot Level Flight Autopilot Level Flight Autopilot Level Flight	
APALT			Autopilot Autopilot Autopilot	
EOLIGN			Parking Wheel Brakes	
EORIGN			Gunsight Filter Toggle Gunsight Filter Toggle	Gunsight Filter Toggle Gunsight Filter Toggle
EFLOVER			Switch Firing Position 1	
EFROVER			Switch Firing Position 3	
EACOFF	I		Rearm Service Area	
	O		Switch Firing Position 2	
RDRDIS	I		Refuel Service Area	
	O		Switch Firing Position 4	
FLAPM			Flaps Stop Flaps Stop	
APAH			Autopilot Autopilot Autopilot	
CSU			Padlock Enemy Air	
CSD			Padlock Enemy Ground Padlock Enemy Ground Padlock Enemy Ground	
CSR			Padlock Friendly air Padlock Friendly air Padlock Friendly air	
CSL			Padlock Dangerous Air Padlock Dangerous Air Padlock Dangerous Air	

Control Name	Shift	Layer	Press	Release
TFRPHA_RIGHT			Right wheel brake [0..80]	
TFRPHA_LEFT			Left wheel brake [0..80]	