

## 200-571 Fighterstick Button Assignments



Button 1 = Index Trigger

Button 2 = Top Red Button

Button 3 = Back Side Red Button, also used to switch modes (Control Manager only)

Button 4 = Pinky Red Button

Buttons 5 through 8 = Four Way Hatswitch (Left)

Buttons 9 through 12 = Four Way Hatswitch (Down)

Buttons 13 through 16 = Four Way Hatswitch (Side)

POV Hatswitch = 8 Directions

X & Y Axes = Joystick Handle, typically used for Elevator and Ailerons

Z Axis = Black Wheel, typically used for Throttle