

Dunc_DX BMS TM HOTAS Cougar Layout, version 1.0, 2011-08-17

The *unshifted* layer (without holding Pinky/S3) provides a FULL realistic F16 HOTAS setup (except for the TRIM hat, which will be used as POV by default; TRIM is on the shifted layer). The *shifted* layer (with holding Pinky/S3) is used for additional BMS sim functionality.

Stick:	Throttle:
TG1: (n/a) Toggles 3D Cockpit / Padlock AA View	Cursor/T1: Cursor Enable Emergency Jettison
TG2: Fire Guns (n/a)	Radio/T2-T5: up: UHF Transmit down: VHF Transmit left: IFF Out / Comms Left right: IFF In / Comms Right up: AWACS Picture down: AWACS Declare left: (n/a) right: (n/a)
S1: Msl Step / Nosewheel Steering Refuel Door Toggle	Uncage/T6: Missile Uncage Throttle Idle Detent
S2: Weapon Pickle Trim Reset	Dogfight/T7-T8: left: SRM Override center: Cancel Override right: MRM Override all positions: (n/a)
S3: Pinky Switch (n/a)	Speedbrakes/T9-T10: left: Open Speedbrakes right: Close Speedbrakes all positions: (n/a)
S4: AP Override, Wheelbrakes Eject	
H1: POV Trim	
H2: all directions: TMS up: Look Closer Toggle down: AVTR Toggle left: HSI Mode Decrease right: HSI Mode Increase	
H3: all directions: DMS up: 3D Cockpit View down: 2D Cockpit View left: HUD Only View right: Orbit View	
H4: all directions: CMS up: HMS Brightness Up down: HMS Brightness Down left: Jammer Toggle right: Master Lights Toggle	