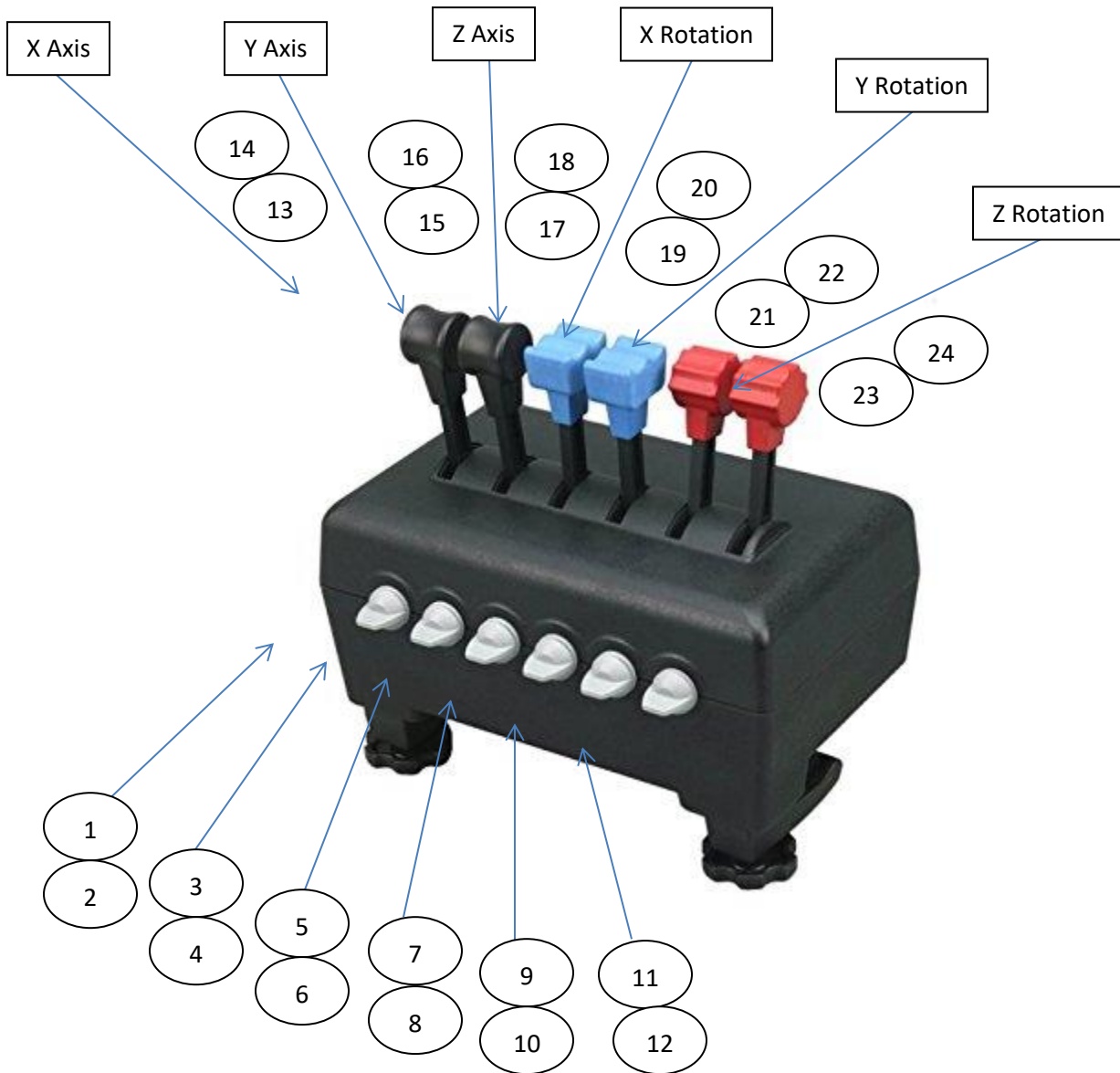


300-133 – Throttle Quadrant Button Assignments



(*Please note the colored knobs on top of each lever can be pulled off and are interchangeable*)

X Axis through Z Rotation = Six Levers, typically used for Throttles, Propellers, or Mixtures.
(Each lever can be programmed individually for Single Engine, Twin Engine, and Multiple Engine aircrafts)

X Axis = 1st Lever. In FS2020, assign "Throttle 1 Axis", "Mixture 1 Axis", or "Propeller 1 Axis" to "Joystick L-Axis X"
Y Axis = 2nd Lever. In FS2020, assign "Throttle 2 Axis", "Mixture 2 Axis", or "Propeller 2 Axis" to "Joystick L-Axis Y"
Z Axis = 3rd Lever. In FS2020, assign "Throttle 3 Axis", "Mixture 3 Axis", or "Propeller 3 Axis" to "Joystick L-Axis Z"
Y Rotation = 4th Lever. In FS2020, assign "Throttle 4 Axis", "Mixture 4 Axis", or "Propeller 4 Axis" to "Joystick R-Axis X"
X Rotation = 5th Lever. In FS2020, assign "Throttle Axis", "Mixture Axis", or "Propeller Axis" to "Joystick R-Axis Y"
Z Rotation = 6th Lever. In FS2020, assign "Throttle Axis", "Mixture Axis", or "Propeller Axis" to "Joystick R-Axis Z"

Buttons 1 through 12 = Toggle Switches Up/Down, typically used for Landing Gear, Flaps, etc.

Buttons 13 through 24 = Detents (seen in the Control Manager), typically used for Reverse Thrust, etc.