



Flight Control System (X52Pro)

Single Gun	Dual Gun	Triple Gun
	Single Gun	Single Gun
Trigger	Trigger = Stagger 2 Guns (0.38 Refire)	Trigger = Stagger 3 Guns (0.38 Refire)
Second Trigger =	Second Trigger =	Second Trigger =
Launch = Fire and Cycle Ordnance	Launch	Launch
Fire A = Padlock View	Fire A	Fire A
Fire B = Fire Countermeasures	Fire B	Fire B
Fire C = Target Under Reticle	Fire C	Fire C
Pinkie = Reset Camera	Pinkie	Pinkie
Fire D = Booster	Fire D	Fire D
Fire E = Capacitor to Shield Shunt	Fire E	Fire E
Toggle 1 = Open S-Foils	Toggle 1	Toggle 1
Toggle 2 = Follow	Toggle 2	Toggle 2
Toggle 3 = Hyperspace	Toggle 3	Toggle 3
Toggle 4 = Inspect	Toggle 4	Toggle 4
Toggle 5 = Comm w/ Station	Toggle 5	Toggle 5
Toggle 6 = Dock	Toggle 6	Toggle 6
Mouse Fire = Left Mouse Button	Mouse Fire	Mouse Fire
Wheel Button = Right Mouse Button	Wheel Button	Wheel Button
Wheel Scroll Up	Wheel Scroll Up	Wheel Scroll Up
Wheel Scroll Down	Wheel Scroll Down	Wheel Scroll Down
Clutch Button = Capacitor to Shield Shunt	Clutch Button	Clutch Button

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Mode 1 = ⇄	Mode 1 = ⇄	Mode 1 = ⇄
Mode 2 = ⇄	Mode 2 = ⇄	Mode 2 = ⇄
Mode 3 = ⇄	Mode 3 = ⇄	Mode 3 = ⇄
POV 1	POV 1	POV 1
POV 2	POV 2	POV 2
● = Clear Target ↑ = Target Next Enemy Player → = Target Closest Enemy ↓ = Target Closest Enemy ← = Target Closest Enemy Player		
Throttle Hat	Throttle Hat	Throttle Hat
● = ↑ = Target Next Player → = Cycle Component Forward ↓ = Target Closest Player ← = Cycle Component Backwards		
X Axis	X Axis	X Axis
Y Axis	Y Axis	Y Axis
Throttle	Throttle	Throttle
Twist	Twist	Twist
Rotary 1 (6) ↑ = Chat Tab Next ↓ = Chat Tab Previous	Rotary 1	Rotary 1
Rotary 2 (10) ↑ = Zoom In ↓ = Zoom Out	Rotary 2	Rotary 2

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	Single Gun 	Single Gun 
Precision Slide	Precision Slide	Precision Slide
Mouse X Axis = Mouse X _____↑	Mouse X Axis	Mouse X Axis
Mouse Y Axis = Mouse Y _____↑	Mouse Y Axis	Mouse Y Axis