

CH Products FLIGHT SIM Yoke PC™

ELITE™ button assignments

SAMPLE PROGRAMMABLE* ASSIGNMENTS

Button	Name	Function
1	Trigger	Look Center
2	left Toggle(up/down)	Moving Map
3	Rocker Switch 1	Instrument Screen
4	Rocker Switch 1	Map Screen
5	right Toggle(up)	Clock Go
6	right Toggle(down)	Clock Reset
7	Push Switch	Look Up
8	Push Switch	Look Down
9	Rocker Switch 2	Trim Down
10	Rocker Switch 2	Trim Up
↑	4-way Hat Switch	View Front
←	4-way Hat Switch	View Left
→	4-way Hat Switch	View Right

GAME PORT connection



*Follow instructions included with the CH FLIGHT SIM Yoke for proper software installation and yoke calibration. Yoke must be connected to **game port** for programming. See chapter 4 in the *ELITE* Operator's Manual for more information on button assignment & programming.

CH Products FLIGHT SIM Yoke PC™

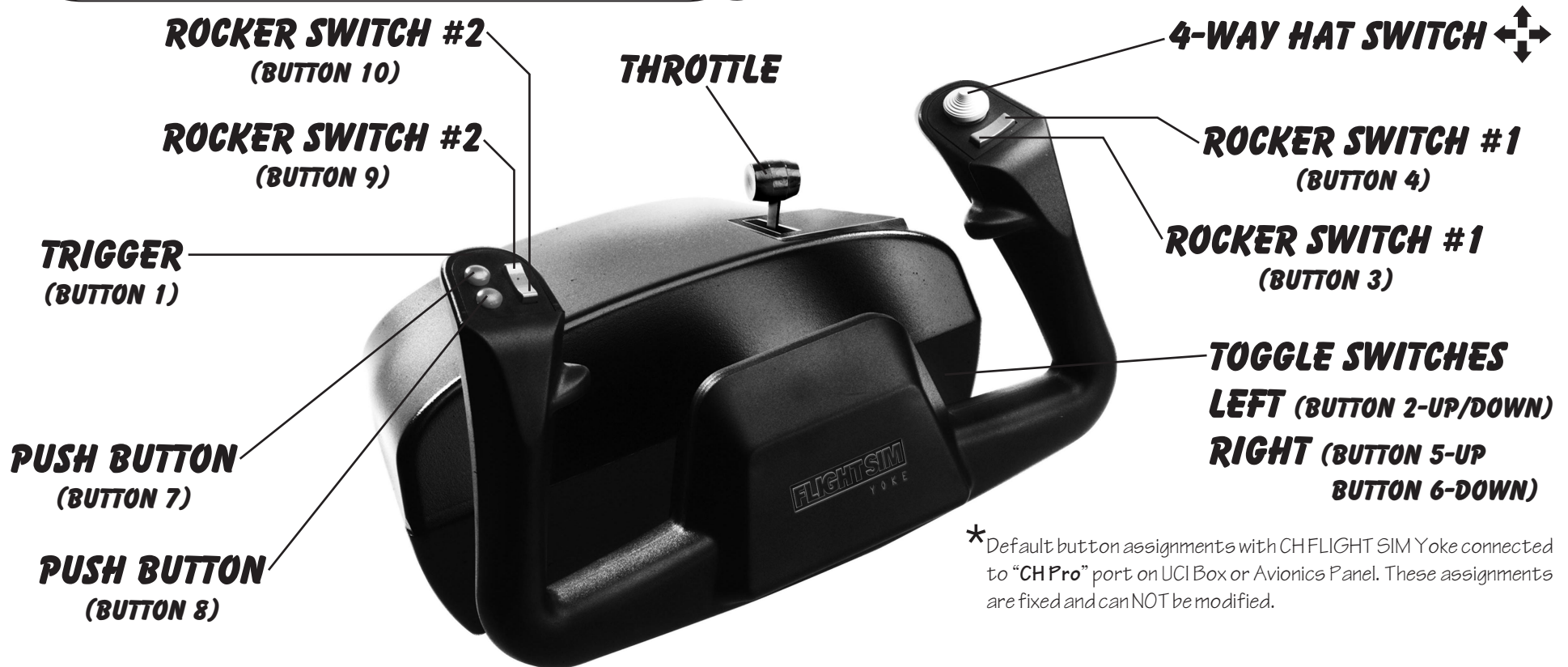
ELITE™ button assignments

DEFAULT* ASSIGNMENTS

Button	Name	Function
1	Trigger	CWS (Control Wheel Steering)
2	left Toggle(up/down)	View mode toggle (Hat Switch)
3	Rocker Switch 1	PTT radio squelch
4	Rocker Switch 1	Cockpit Moving Map (on/off)
5	right Toggle(up)	-----
6	right Toggle(down)	-----
7	Push Switch	View Front
8	Push Switch	-----
9	Rocker Switch 2	View Left
10	Rocker Switch 2	View Right
↑	4-way Hat Switch	Elevator Trim (nose down)
↓	4-way Hat Switch	Elevator Trim (nose up)
←	4-way Hat Switch	Rudder Trim (nose left)
→	4-way Hat Switch	Rudder Trim (nose right)

UCI Box
connection

4-way Hat Switch also functions as view selector (left, front, right) when in view mode. Hat Switch View mode is activated by the left Toggle Switch (button 2).



*Default button assignments with CHFLIGHT SIM Yoke connected to "CH Pro" port on UCI Box or Avionics Panel. These assignments are fixed and can NOT be modified.