

Control Name	Shift	Layer	Press	Release
TG1			Fire Cannon	
S4			Select Cannon / Weapon	
S1			Shkval uncage	
TG2			Release Weapon Release Weapon	
H2U			Zoom in	
H2D			Zoom out	
H2L			Zoom normal	
H3U			Shkval slew up	
H3R			Shkval slew right	
H3D			Shkval slew down	
H3L			Shkval slew left	
H4U			UV-26 Start dispensing	
H4P			Trim	Trim Trim
H1U			HDG Hold	
H1D			ALT Hold	
H1L			Hover	
H1R			Flight Director	

Control Name	Shift	Layer	Press	Release
SC			Shkval lock target	
MSP			Collective break	
MSU			TV Target frame Decrease size	
MSR			Shkval Narrow View 23x	
MSD			TV Target frame Increase size	
MSL			Shkval Wide View 7x	
SPDF			Route Mode on	Route Mode off
SPDB			Descend	
PSF			Landing light switch center --> up	Landing light switch up --> center Landing light switch up --> center
PSB			Landing light switch center --> down Landing light switch center --> down	Landing light switch down --> center
LTB			Shkval reset	
EFLNORM			Automatic tracking/gun sight up (AT)	Automatic tracking/gun sight down (GS)
EFRNORM			Cannon round selector up (HE)	Cannon round selector down (AP)
APUON			Laser standby (up)	Laser off (down)
LDGH			Master caution reset	
FLAPU			Weapon mode switch center --> up Weapon mode switch center --> up	Weapon mode switch up --> center Weapon mode switch up --> center Weapon mode switch up --> center Weapon mode switch up --> center
FLAPD			Weapon mode switch center --> down Weapon mode switch center --> down Weapon mode switch center --> down Weapon mode switch center --> down	Weapon mode switch down --> center Weapon mode switch down --> center
EACON			Master arm on	Master arm off
RDRNRM			HMS / NVG on	HMS / NVG off
APENG			Automatic turn on target mode	
CSU			Airborne target mode	
CSD			Moving ground target mode	
CSR			Weapon selection outward stations	
CSL			Weapon selection inward stations	