**Weapons Systems**

**L1**

**R2**

**Uncage/Designate**

**Trimmer On/Off**

**Inward Stations**

**Outward Stations**

**R2**

**Slew**

**All Stations**

**L2**

**Zoom**

**Frame Size**

**A-A Weapon Mode**

**L2**

**L3**

**A/P Emer. Off**

**R3**

**Gun On/Off**

**R2**

**Lock Target**

**L1**

**Laser Stby On/Off**

**L2**

**L3**

**R1**

**Hover**

**Auto Tracking Gunsight**

**Fire Gun**

**R3**

**R2**

**L1**

**Route Mode On/Off**

**Weapon Release**

**R3**

**L3**

**L2**

**Target Mode Reset**

**Auto Turn To Target**

**R3**

**HMS On/Off**

**R3**

**GND Moving Target**

**R3**

**Black/White TV**

**R3**

**L2**

**Airborne Target**

**R2**

**Misc Functions**

**R3**

**Airborne Hot Aspect**

**Rotor Tip Lights**

**L2**

**R2**

**Nav Lights**

**L2**

**R2**

**Views**

**L1**

**Formation Lights**

**R2**

**L2**

**R2**

**K-041 System On/Off**

**Anti-Collision Beacon**

**L2**

**R2**

**R3**

**Laser Code Selector Left**

**F10 Theater Map**

**R2**

**R3**

**Laser Code Selector Right**

**L1**

**R3**

**Start Countermeasures**

**F1 Cockpit View**

**R2**

**L3**

**R3**

**Stop Countermeasures**

**F2 Own Plane View**

**R2**

**R3**

**R3**

**Dust Protection/De-icing**

**F6 Weapon to Target View**

**R2**

**R3**

**Ka-50 Binds**

**V1.2**

**Shkval**

**Gear**

**Brakes**

**Descent Mode**

**Heading Hold**

**Alt Hold**

**Director Mode**

**Flight Stuff**