Firing Cannons (Weapon Group 2), [Green Mode] dropping Bombs, [Green Mode] [MOD3] Firing Rockets

Trim up/down (All different trim systems, Switches, Axis, Trim, Stabelizer)

+MOD1 = Rudder trim left/right ,+ MOD2 = Aileron trim left/right

Firing all guns, +[MOD3] = Weapon Group 1

[MOD3] (comes with the Joystick)

+MOD1 + MOD2 = Bailing out

Mixture control

+MOD1 = Tail wheel lock

Channel Buttons for Teamspeak

+MOD1 = Canopy open/close

Toggling System automatisation (Water, Oil, RPM)

Green Mode / Red Mode (comes with the Joystick)

A few notes:
The orange buttons [MOD1/MOD2] on the back of my throttle
act with the help of the small software xpadder
like left shift and left ctrl on my kb.
This way I can deploy them as modifiers. this makes more
double binds possible.
The paddles on the back of the throttle act with the same method like
cursor up/ down. Turning an axis into buttons
Which inturn means that I can use them to zoom.

Legend:

"Bind"
Simple press executes the described funtion

"Function 1 + Function 2"
Both Binds are on that button without any modifier.
Those binds are not collding because there are technology wise exclusive.

"Function"+MOD1 or MOD2"
Button press with the left/right orange button behind the throttle, respectively.

"[MOD3] " is a button on the back on the back of my joystick and is hardware
modifier.

Green Mode / Red Mode   is another hardware modifier. There is a button on the base of
the stick swaps Joysticks on the fly. I use the green mode as "ground attacker mode".

Open/Close Oil Rad, +MOD1 = Open/Close Inlet Shutters

Open/Close Water Rad + Open/Close Outlet Shutters

Raise/Lower RPM + Fine/Coarse Pitch

Turbocharger
RPM up/down

push to talk
(TS/SRS)

Switch Supercharger Mode

Toggle Boost

Mixture up/down

Throttle axis

MOD1/MOD2

Wheel Brake (press)

Flaps up/down

Unbound

(Zoom in/out)