Miltech Simulations U-2

Keybinds Guide

Every U-2S function you can bind in MSFS, grouped by system. Several U-2S functions have no MSFS control of their own, so the aircraft borrows controls it does not otherwise need (a water rudder, cowl flaps, mixtures 3 and 4, condition levers): the names in the binding column are the ones to search for.

Note
Clickable in Cockpit column
There is a control in the cockpit: the keybind is optional.
There is no control in the cockpit: a keybind or axis is the only way to use it.
To bind: in MSFS open **Settings**, then **Controls**, search for the name in the binding column and assign a key, button or axis to it.

Primary Flight Controls

Function	MSFS Axis and Key Bindings	Clickable in Cockpit
Elevator	ELEVATOR AXIS	
Ailerons	AILERONS AXIS	
Rudder	RUDDER AXIS You may need the split rudder axes, depending on your hardware (RUDDER AXIS LEFT and RUDDER AXIS RIGHT).	
Throttle	THROTTLE AXIS IDLE to FULL.	
Wheel Brakes	BRAKES or LEFT BRAKE AXIS or RIGHT BRAKE AXIS Either pedal brakes the single main wheel: there is no differential braking.	
Parking Brake	TOGGLE PARKING BRAKE or SET PARKING BRAKE Works normally, except with the EFB option **Cockpit handle** on *Stall strip*: there is no parking brake then, and the keys do nothing. The wheel chocks are on the EFB Ground tab.	
Flaps	INCREASE FLAPS or DECREASE FLAPS or FLAPS AXIS Faired to 35° in 5° steps.	

Trims

Function	MSFS Key Bindings	Clickable in Cockpit
Pitch Trim	ELEVATOR TRIM UP and ELEVATOR TRIM DOWN	
Pitch Trim Wheel	ELEVATOR TRIM AXIS	

Function	MSFS Key Bindings	Clickable in Cockpit
Aileron Trim	AILERON TRIM LEFT and AILERON TRIM RIGHT or AILERON TRIM AXIS	

Lift Spoilers and Speedbrakes

Function	MSFS Key Bindings	Clickable in Cockpit
Lift Spoilers (yoke SPOILER button)	TOGGLE WATER RUDDER Each press is one click: a click latches the lift spoilers up, the next one releases them. Bound on both press and release, it works as a hold button. Needs the SPOILER switch in ARM or EMER and LANDING / LET DN in LANDING.	
Speedbrakes	TOGGLE SPOILERS or EXTEND SPOILERS or RETRACT SPOILERS	

Engine

Function	MSFS Key Bindings	Clickable in Cockpit
Throttle OFF / IDLE	INCREASE COWL FLAP 4 Moves the throttle between OFF (fuel cutoff) and IDLE. Into OFF only with the throttle below 10 %.	
Airstart	TOGGLE STARTER 1 or STARTER 1 (HELD) or TOGGLE ALL STARTERS	
Engine Autostart	ENGINE AUTO START	
Engine Auto Shutdown	ENGINE AUTO SHUTDOWN	

Landing Gear

Function	MSFS Key Bindings	Clickable in Cockpit
Landing Gear	LANDING GEAR UP or LANDING GEAR DOWN or TOGGLE LANDING GEAR or SET LANDING GEAR	
Manual Gear Release	TOGGLE EMERGENCY GEAR HANDLE	

AFCS (Autopilot)

Function	MSFS Key Bindings	Clickable in Cockpit
AFCS Engage / Disconnect	TOGGLE AUTOPILOT MASTER or AUTOPILOT ON or AUTOPILOT OFF	

Function	MSFS Key Bindings	Clickable in Cockpit
Altitude Hold	TOGGLE ALTITUDE HOLD AFCS ALT mode, with the AFCS engaged and PITCH on: holds the altitude at the moment of the press.	
Heading	INCREASE HEADING BUG or DECREASE HEADING BUG or SET HEADING BUG Set the PFD heading marker, the same as L3 HDG on the PFD; HDG mode follows it.	
Course	INCREASE VOR 1 OBS or DECREASE VOR 1 OBS or INCREASE TACAN 1 OBS or DECREASE TACAN 1 OBS	
Altitude Select	INCREASE AUTOPILOT REFERENCE ALTITUDE or DECREASE AUTOPILOT REFERENCE ALTITUDE Set the PFD altitude bug. With ALT holding, the AFCS also goes to the new altitude at once, and a step counts from the altitude it is holding, not from the bug.	
Airspeed Bug	INCREASE AUTOPILOT REFERENCE AIRSPEED or DECREASE AUTOPILOT REFERENCE AIRSPEED	
Mach Hold Target	INCREASE AUTOPILOT REFERENCE MACH or DECREASE AUTOPILOT REFERENCE MACH With MACH engaged they change the Mach it holds, .001 a step, like the PITCH/MACH wheel. With MACH off they do nothing.	

Electrical, Lights and Radios

Function	MSFS Key Bindings	Clickable in Cockpit
Battery	TOGGLE MASTER BATTERY or MASTER BATTERY ON or MASTER BATTERY OFF Moves the cockpit BATTERY switch.	
Generators	TOGGLE ALTERNATOR 1 Moves the cockpit generator selector.	
Landing Light	TOGGLE LANDING LIGHTS Moves the cockpit switch. The light only comes on with the gear down.	
Navigation Lights	TOGGLE NAV LIGHTS Moves the cockpit NAV switch.	
Transponder	SET TRANSPONDER CODE or TRANSPONDER IDENT	
Altimeter Setting	INCREASE ALTIMETER or DECREASE ALTIMETER	

Camera and Sensors

Function	MSFS Key Bindings	Clickable in Cockpit
Camera Zoom In	INCREASE MIXTURE 3 MFD camera zoom in, in 1× steps up to 32×; above 32× it steps through 48×, 64× and 73× (90× in SWIR and MWIR). The picture stops at the zoom the distance to the ground allows. With the OBC it goes up to 15×.	
Camera Zoom Out	DECREASE MIXTURE 3 Zoom out, 1× a step; below 1× it halves, down to 0.5×.	
Camera Zoom Reset	DECREASE MIXTURE 4 Camera zoom back to 1×.	
Camera Capture	INCREASE MIXTURE 4	
Viewsight Hand Control Fore / Aft	INCREASE CONDITION LEVER 1 or DECREASE CONDITION LEVER 1 or CONDITION LEVER 1 AXIS The lever on the Mark IV panel: aims the SYERS-2A forward / aft, or moves the radar cursor in range. The OBC only looks left and right. The axis is a rate control: the lever holds where you let go. Each input is scaled by the zoom, so a move covers the same part of the picture at any zoom. See Mark IV Camera Panel.	
Viewsight Hand Control Left / Right	INCREASE CONDITION LEVER 2 or DECREASE CONDITION LEVER 2 or CONDITION LEVER 2 AXIS Aims the camera right / left, or moves the radar cursor in bearing.	
Viewsight Centre	SET CONDITION LEVER Camera straight down; radar cursor ahead at half range.	
Targeting Point Designate	CONDITION LEVER HIGH IDLE Marks the point the sensor is aimed at as a new targeting point, in the first free slot of ten. See Targeting Points.	

Related pages: Speedbrakes and Lift Spoilers · AFCS System (Autopilot) · Important Need-to-Knows · Quick Start Guide

Miltech Simulations U-2. SIMULATION USE ONLY. This documentation describes the simulated aircraft as delivered in the add-on and must not be used for real-world aviation.