Stratoware/Miltech Simulations Bo105

Keybinds Guide

Note
CLICKABLE IN COCKPIT COLUMN
:x:: There is no clickable switch in the cockpit, keybind/axis bind must be used
:white_check_mark:: There is a physical button in the cockpit, keybind is optional

Note
Also partly listed in the "Bo 105 Options" EFB app.

Primary Flight Controls

Function	MSFS Axis Bindings	Clickable in Cockpit
Collective	THROTTLE AXIS or COLLECTIVE AXIS	
Cyclic Pitch	ELEVATOR AXIS or CYCLIC LONGITUDINAL AXIS	
Cyclic Roll	AILERONS AXIS or CYCLIC LATERAL AXIS	
Tail Rotor Pedals	RUDDER AXIS or TAIL ROTOR AXIS - You may have to use the Split Rudder Axis depending on your hardware configuration (RUDDER AXIS LEFT and RUDDER AXIS RIGHT)	
Rotor Brake (Press+Hold)	ROTOR BRAKE Configure keybind for press+hold (Input repetition must be enabled in FS24).	
Rotor Brake (Toggle On/Off)	TOGGLE ROTOR BRAKE	

Caution
DO NOT USE HELICOPTER THROTTLE AXIS, the helicopter governor will control throttle automatically.

Trims

Function	MSFS Key Bindings	Clickable in Cockpit
Lateral Trim Decrease	DECREASE ROTOR LATERAL TRIM	
Lateral Trim Increase	INCREASE ROTOR LATERAL TRIM	
Longitudinal Trim Decrease	DECREASE ROTOR LONGITUDINAL TRIM	
Longitudinal Trim Increase	INCREASE ROTOR LONGITUDINAL TRIM	
Engine 1 Decrease	HELICOPTER ENGINE 1 BEEP TRIM DECREASE	
Engine 1 Increase	HELICOPTER ENGINE 1 BEEP TRIM INCREASE	

Function	MSFS Key Bindings	Clickable in Cockpit
Engine 2 Decrease	HELICOPTER ENGINE 2 BEEP TRIM DECREASE	
Engine 2 Increase	HELICOPTER ENGINE 2 BEEP TRIM INCREASE	
Force Trim Release	SET HELICOPTER FORCE TRIM RELEASE BUTTON	

Power Control Levers (PCLs)

Function	MSFS Key Bindings	Clickable in Cockpi
Increase Engine 1	THROTTLE 3 INCREASE	
Decrease Engine 1	THROTTLE 3 DECREASE	
Increase Engine 2	THROTTLE 4 INCREASE	
Decrease Engine 2	THROTTLE 4 DECREASE	

Electrical

Function	MSFS Key Bindings	Clickable in Cockpit
Battery	TOGGLE MASTER BATTERY OR MASTER BATTERY ON and MASTER BATTERY OFF	
Generator ENG 1	TOGGLE ALTERNATOR 1	
Generator ENG 2	TOGGLE ALTERNATOR 2	
External Power Unit (EPU)	TOGGLE EXTERNAL POWER	

Lights

Function	MSFS Key Bindings	Clickable in Cockpit
Landing Light	TOGGLE LANDING LIGHTS	
Position Lights	TOGGLE NAV LIGHTS	
Anti-Collision Light	TOGGLE BEACON LIGHTS	

Searchlight (Police Variant Only)

Function	MSFS Key Bindings	Clickable in Cockpit
Power On / Off	MAGNETO 4 DECREASE	
Beam Pan Left	COWL FLAPS 3 DECREASE	
Beam Pan Right	COWL FLAPS 3 INCREASE	
Beam Tilt Up	COWL FLAPS 4 INCREASE	
Beam Tilt Down	COWL FLAPS 4 DECREASE	

Smoke (Aerobatic Variant Only)

Function	MSFS Key Bindings	Clickable in Cockpit
Smoke Effect On/Off	SMOKE TOGGLE	

Forward Looking Infrared Camera (Broadcast & Police Variants)

Function	MSFS Key Bindings	Clickable in Cockpit
Camera Zoom In	INCREASE MAGNETO 3	
Camera Zoom Out	DECREASE MAGNETO 3	
Camera Pan Left	DECREASE MIXTURE 3	
Camera Pan Right	INCREASE MIXTURE 3	
Camera Tilt Up	INCREASE MIXTURE 4	
Camera Tilt Down	DECREASE MIXTURE 4	
Layer Mode Switch	INCREASE MAGNETO 4	

LVARs

> Note
> We highly recommend binding switches using their corresponding B:Events instead of LVARs, if you are familiar with the process.

Nearly all switches (unless those with default MSFS Keybinds) can be keybinded to hardware using software such as SPAD.next and LVARs. The full LVAR list is attached below:

↓ Download attachment

If you are inexperienced with finding LVARs, please read the following article by our friends at JustFlight.
https://community.justflight.com/topic/5324/lvar-list/2

Community-Made Scripts

CDI Decrease

(O:_KnobAnimVar,·bool)·10·-·dnor·(>O:_KnobAnimVar,·bool)·(L:Bo105_CDI_bug,·enum)·359·+·360·%·(>L:Bo105_CDI_bug,·enum)·(L:Bo105_CDI_bug,·enum)·(>K:VOR1_SET)

CDI Increase

(O:_KnobAnimVar,·bool)·10·+·dnor·(>O:_KnobAnimVar,·bool)·(L:Bo105_CDI_bug,·enum)·1·+·360·%·(>L:Bo105_CDI_bug,·enum)·(L:Bo105_CDI_bug,·enum)·(>K:VOR1_SET)

HDG Bug Decrease

(O:_KnobAnimVar,·bool)·10·-·dnor·(>O:_KnobAnimVar,·bool)·(L:Bo105_HSI_bug,·enum)·359·+·360·%·(>L:Bo105_HSI_bug,·enum)·(L:Bo105_HSI_bug,·enum)·(>K:HEADING_BUG_SET)

HDG Bug Increase

(O:_KnobAnimVar,·bool)·10·+·dnor·(>O:_KnobAnimVar,·bool)·(L:Bo105_HSI_bug,·enum)·1·+·360·%·(>L:Bo105_HSI_bug,·enum)·(L:Bo105_HSI_bug,·enum)·(>K:HEADING_BUG_SET)

ADV Decrease

(O:_KnobAnimVar,·bool)·10·-·dnor·(>O:_KnobAnimVar,·bool)·(A:ADF·CARD,·degrees)·359·+·360·%·(>K:ADF_CARD_SET)

ADV Increase

(O:_KnobAnimVar,·bool)·10·+·dnor·(>O:_KnobAnimVar,·bool)·(A:ADF·CARD,·degrees)·1·+·360·%·(>K:ADF_CARD_SET)

Engine 1 - Main and Supply Tank ON

3·(>K:FUELSYSTEM_PUMP_ON) \ 1·(>K:FUELSYSTEM_PUMP_ON)

Engine 1 - Main and Supply Tank OFF

3·(>K:FUELSYSTEM_PUMP_OFF) \ 1·(>K:FUELSYSTEM_PUMP_OFF)

Engine 2 - Main and Supply Tank ON

4·(>K:FUELSYSTEM_PUMP_ON) \ 2·(>K:FUELSYSTEM_PUMP_ON)

Engine 2 - Main and Supply Tank OFF

4·(>K:FUELSYSTEM_PUMP_OFF) \ 2·(>K:FUELSYSTEM_PUMP_OFF)