

HONEYCOMB

Alpha Yoke & Bravo Throttle

Aerosoft Twin Otter

Extended Profiles

Content

I. Aerosoft Twin Otter Extended..... 3

 I.a) Alpha 3

 I.b) Bravo 6

I. Aerosoft Twin Otter Extended

I.a) Alpha



- 2. Coolie Hat – Assignable in Simulator
- 3. Button - Not Used
- 4. Button - Not Used
- 5. Elevator Trim Down
- 6. Elevator Trim Up
- 7. Button - Not Used
- 8. Button - Not Used



- 1. Button – Not Used
- 2. Button – Not Used
- 3. Aileron Trim Left
- 4. Aileron Trim Right
- 5. Rudder Trim Left
- 6. Rudder Trim Right



1. Bleed Air Left Off
2. Bleed Air Left On
3. Bleed Air Right Off
4. Bleed Air Right On
5. Gen Left Off
6. Gen Left On
7. Gen Right Off
8. Gen Right On
9. Anti-Collision Off
10. Anti-Collision On
11. Landing Lights Off
12. Landing Lights On
13. Taxi Lights Off
14. Taxi Lights On
15. Position Lights Off
16. Position Lights On
17. Strobe Lights On
18. Strobe Lights Off



1.Button – Not Used

2.Button – Not Used

3.Button – Not Used

4.Button – Not Used

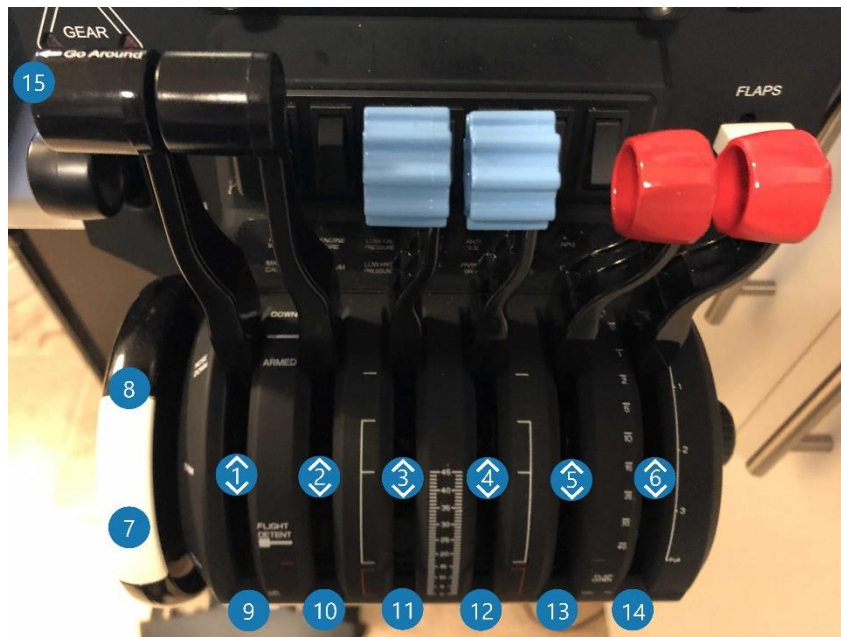
5.Button – Not Used

I.b) Bravo



1. Heading Select
2. Nav Select
3. App Select
4. Back Course Select
5. Alt Select
6. Auto Feather Select
7. IAS Select
8. Autopilot Select
9. Increase HDG
10. Decrease HDG
11. Flaps Increase
12. Flaps Decrease
13. Button – Not Used
14. Button – Not Used
15. MCP HDG (Heading)
16. Button – Not Used

17. Button – Not Used
18. Button - Not Used
19. Button – Not Used
20. DC Master Switch Off
21. DC Master Switch On
22. DC Power Source Off
23. DC Power Source Battery
24. Parking Brake Toggle
25. Parking Brake Toggle
26. Pitot Heat Off
27. Pitot Heat On
28. Prop Deice Off
29. Prop Deice On
30. Intake Deice Off
31. Intake Deice On
32. Deicer Boots Off
33. Deicer boots Auto



1. Axis – Assignable in Simulator
2. Axis - Assignable in Simulator
3. Axis - Assignable in Simulator
4. Axis - Assignable in Simulator
5. Axis - Assignable in Simulator
6. Axis - Assignable in Simulator
7. Elevator Trim Down
8. Elevator Trim Up
9. Engine 1 Reverse (Beta)
10. Engine 2 Reverse (Beta)
11. Button - Not Used
12. Button - Not Used
13. Button - Not Used
14. Button - Not Used
15. Go Around