HEAVY EQUIPMENT
WHEEL AND PEDALS FOR PC
PRECISION DRIVING SYSTEM FOR VIRTUAL FARMING VEHICLES

Saitek

Blank spaces indicate no 'default' command — these buttons are still programmable within the game.

**ON FOOT** | **IN VEHICLE**
--- | ---
**X AXIS** | walk left/right
**Y AXIS** | forward/back
**STICK CLICK** | rotate crane arm

**ON FOOT** | **IN VEHICLE**
--- | ---
**UP** | camera zoom in
**DOWN** | camera zoom out
**LEFT** | switch vehicle
**RIGHT** | switch vehicle back

**ON FOOT** | **IN VEHICLE**
--- | ---
**GAS PEDAL** | rotate hand tool
**BRAKE PEDAL** | drive forward

**ON FOOT** | **IN VEHICLE**
--- | ---
**X AXIS** | look left/right
**Y AXIS** | look up/down
**STICK CLICK** | camera switch

**ON FOOT** | **IN VEHICLE**
--- | ---
1 | crouch
2 | jump

**ON FOOT** | **IN VEHICLE**
--- | ---
activate | left turn
hand tool | signal

run | right turn
signal

horn

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Farming Simulator 15

COMMAND SET-UP SHEET

**SOFT** **WARE**

**FARM** **SOFTWARE**

**M** **AD** **CATZ**

**PRO FARMER®**

**FARMING SIMULATOR 15**

**GOLD EDITION**
Blank spaces indicate no 'default' command—these buttons are still programmable within the game.

### On Foot
- **1**: IN VEHICLE
  - Menu
- **2**: IN VEHICLE
  - Decrease timescale
- **3**: IN VEHICLE
  - Increase timescale
- **4**: IN VEHICLE
  - Implement 1
- **5**: IN VEHICLE
  - Implement 2
- **6**: IN VEHICLE
  - Toggle finances
- **7**: IN VEHICLE
  - Toggle store
- **8**: IN VEHICLE
  - Toggle PDA
- **9**: IN VEHICLE
  - Implement 4
- **10**: IN VEHICLE
  - Implement 3
- **11**: IN VEHICLE
  - Beacon lights
- **12**: IN VEHICLE
  - Hazard lights
- **13**: IN VEHICLE
  - Work light back
- **14**: IN VEHICLE
  - Work light back
- **15**: IN VEHICLE
  - Toggle cover/chopper
- **16**: IN VEHICLE
  - Lower/lift weight
- **17**: IN VEHICLE
  - Attach implement
- **18**: IN VEHICLE
  - Change tool selection
- **19**: IN VEHICLE
  - Tilt tool
- **20**: IN VEHICLE
  - See Y axis
- **21**: IN VEHICLE
  - See Y axis
- **22**: IN VEHICLE
  - Toggle help
- **23**: IN VEHICLE
  - Lower implement
- **24**: IN VEHICLE
  - Toggle map
  - X Axis
    - Extend arm
    - Fold arm (button 20 = close + lock)
  - Z Axis
    - Rotate claw
    - Open tool
  - RX Axis
    - Look left/right
  - RY Axis
    - Look up/down
  - RZ Axis
    - See X axis
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<td>Y AXIS</td>
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<td>STICK CLICK</td>
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horn

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