

KEYBOARD COMMAND System

Note - NUMLOCK and CAPSLOCK should be OFF.

FLIGHT CONTROLS and AVIONICS

THROTTLE AND ENGINE CONTROLS	
Throttle Wheel or KP+ or (=)	Throttle Up (10% increments when using keyboard).
Throttle Wheel or KP- or (-)	Throttle Down (10% decrements when using keyboard).
SHF-KP+ or SHF-(=)	Full Throttle
SHF-KP- or SHF-(-)	Min Throttle
E	Start/Stop All Engines – FIGHTERS and BOMBERS.
SHF - 1, 2, 3 or 4	Start/Stop Individual Engines 1 (OL), 2 (IL), 3 (IR) and 4 (OR).
CTRL - 1, 2, 3 or 4	Feather Individual Engines 1 (OL), 2 (IL), 3 (IR) and 4 (OR).
CTRL - 7, 8, 9, 0	Increase propeller pitch Engines 1 (OL), 2 (IL), 3 (IR) and 4 (OR).
ALT - 7, 8, 9, 0	Decrease propeller pitch Engines 1 (OL), 2 (IL), 3 (IR) and 4 (OR).
\	WEP - War Emergency Power (Methanol Boost)
AIRCRAFT TRIM	
Rudder Pedals or . (>)	Right Rudder
Rudder Pedals or , (<)	Left Rudder.
/	Center Rudder
SHF - /	Center Rudder Trim
,	Left Rudder
SHF - , (>)	Trim Rudder Left
.	Right Rudder
SHF - . (<)	Trim Right Rudder
Up Arrow	Trim Elevator Down.
Down Arrow	Trim Elevator Up.
Left Arrow	Trim Aileron Left.
Right Arrow	Trim Aileron Right.
SHF - . (>)	Trim Rudder Right.
SHF - , (<)	Trim Rudder Left.
SHF – Down Arrow	Center Rudder Trim.
SHF – Up Arrow	Center Elevator Trim.
SHF – Left/Right Arrow	Center Aileron Trim.
AUTOPILOT	
A	Autopilot On/Off
SHF – A	Autopilot Level
ALT- N	WARP to next Waypoint.
AVIONICS and MECHANICAL CONTROLS	
K	Open/Close Canopy.
B	Wheel Brakes On/Off.
SHF-B	BAIL OUT!
D	Open/Close Bomb Bay Doors.
SHF-D	Dive Brakes Out/In (if applicable).
F	Increment Flaps.
SHF-F	Decrement Flaps.
G	Gear Toggle Down/Up.
SHF-J	Jettison Drop Tanks.

INTERNAL VIEWS/VIRTUAL COCKPIT VIEW

You are sitting inside the plane, looking out. The view can be **ROTATED** using the **MOUSE**, **VIEW CAMERA CONTROLS** or **ACM KEYS**.

COCKPIT and GUN STATION VIEWS	
F1	Forward Fixed Pilot's view (<i>Fighters and Bombers</i>).
F2	Forward Fixed Pilot's view without the cockpit (<i>Fighters and Bombers</i>).
1	Bombsight/Zoom View Toggle. (<i>Fixed</i>)
2	Gun Station 1 – Press to jump instantly to station.
3	Gun Station 2 – Press to jump instantly to station
4	Gun Station 3 – Press to jump instantly to station
5	Gun Station 4 – Press to jump instantly to station
6	Gun Station 5 – Press to jump instantly to station
7	Gun Station 6 – Press to jump instantly to station
8	Gun Station 7 – Press to jump instantly to station
9	Gun Station 8 – Press to jump instantly to station
0	Gun Station 9– Press to jump instantly to station
PANNING and LOOKING	
MOUSE	Smooth Scroll Panning
KEYPAD 1	Look backward and over left shoulder, between 7 and 8 o'clock.
KEYPAD 2	Look Back 6 o'clock.
KEYPAD 3	Look backward and over right shoulder, between 4 and 5 o'clock.
KEYPAD 4	Look over left shoulder, at 9 o'clock.
KEYPAD 5	Look Up Modifier (<i>when combined</i>) or 12 o'clock high.
KEYPAD 6	Look over right shoulder, at 3 o'clock.
KEYPAD 7	Look forward and to the left, between 10 and 11 o'clock.
KEYPAD 8	Look forward 12 o'clock.
KEYPAD 9	Look forward and to the right, between 1 and 2 o'clock.
KEYPAD INS	When in any other view , press to “glance” forward to the forward cockpit view for as long as you hold down the key. Releasing returns to the selected view.
KEYPAD DEL	Look down at Instrument Panel. When in any other view , press to “glance” down to the forward Instrument Panel view for as long as you hold down the key. Releasing returns to the selected view.
SHF – KP7	Lean Left.
SHF – KP9	Lean Right.
SHF – KP5	CENTER View.

EXTERNAL CAMERA VIEWS

Views from a camera outside of your aircraft. The Target keys (*see above*) choose the subject of the view. Some of these views can be **ROTATED**, **ZOOMED** and **SLID** – see the **VIEW CAMERA CONTROLS** section – and are noted as such.

Also, the user can have an optional “crash” camera, which is always running and which can be dumped to a file after the user does something memorable.

F3	Chase View – View of the current subject, seen from behind. The camera moves with the subject. (<i>Zoom</i>)
SHF-F3	Fixed Chase View – View of the current subject, seen from behind. The camera stays fixed as the subject moves. (<i>Zoom</i>)
F4	Player Plane View – External View of your aircraft. (<i>Zoom, Rotate, Slide</i>)
F5	Next Enemy Object View – External View of next enemy object, closest to furthest. (<i>Zoom, Rotate, Slide</i>).
SHF- F5	Previous Enemy Object View – External View of next enemy object, furthest to closest. (<i>Zoom, Rotate, Slide</i>).
F6	Next Friendly Object View – External View of next friendly object, closest to furthest. (<i>Zoom, Rotate, Slide</i>).
SHF – F6	Previous Friendly Object View – External View of next friendly object, closest to furthest. (<i>Zoom, Rotate, Slide</i>).
F7	Player Fly-By – Fly-by view of the player plane. (<i>fixed</i>)
SHF-F7	Target Fly-By – Fly-by view of the selected target. (<i>fixed</i>)
F8	Tactical View – External View of your aircraft – in foreground – to the current padlocked subject – in background. (<i>Zoom, Rotate</i>)
F9	Inverted Tactical View – External View of your current padlocked subject – in foreground – to your aircraft – in background. (<i>Zoom, Rotate</i>)
F10	External Weapon View – Cycle through your launched bombs and weapons (<i>includes rockets but not guns</i>) from an external view. (<i>Zoom, Rotate, Slide</i>)
SHF-F10	Birds-Eye Weapon View – Cycle through your launched bombs and weapons (<i>includes rockets but not guns</i>) from a ‘bomb’s-eye’ view. (<i>Fixed</i>)
F11	Bomb Bay Door View – Looks out and down from the Bomb Bay doors. (<i>Fixed</i>)
F12	Taxi Cam – Places the Camera behind and above the aircraft. (<i>Zoom</i>)
SHF-F12	Crash Cam – Toggle the crash camera on and off. (<i>Fixed</i>)

VIEW CAMERA CONTROLS

All **VIEW CAMERA CONTROLS** are available in **EXTERNAL CAMERA VIEWS** (*above*). Only **ROTATE** and **ZOOM** controls are available in the Virtual Cockpit View. These controls are also used to move the View Camera about when viewing and creating a **GUN CAMERA RECORDING**.

COOLIE HAT	
HAT Up	ROTATE View Camera Up.
HAT Down	ROTATE View Camera Down.
HAT Left	ROTATE View Camera Left.
HAT Right	ROTATE View Camera Right.
KEYS	
Z or Left Mouse Button	Zoom View Camera In.
X or Right Mouse Button	Zoom View Camera Out.
SHF – KP4	ROTATE View Camera Left.
SHF – KP6	ROTATE View Camera Right.
SHF – KP8	ROTATE View Camera Up.
SHF – KP2	ROTATE View Camera Down.
SHF – KP5	RESET and CENTER View.
CTRL – KP5	RESET and CENTER View.

WEAPONS

Joy Trigger or Space Bar	Fire Guns and Cannons.
Joy Button 2 or SHF-Space Bar	Deploy Ordnance.
]	Cycle Guns Forward in pairs (0, 2,4,6,8).
SHF -]	Cycle Guns Backward in pairs.
[	Cycle Cannons Forward in pairs (0, 2,4,6,8).
SHF- [	Cycle Cannons Backward in pairs.
`	All Guns and Cannons.
ENTER	Cycle Ordnance forward (<i>Exterior/Interior Bombs, Rockets</i>).
SHF – ENTER	Cycle Ordnance backward (<i>Exterior/Interior Bombs, Rockets</i>).
Backspace	Ripple ordnance forward in pairs (2, 4, 6, 8, 10, etc. <i>Bombs and Rockets</i>).
SHF- Backspace	Ripple ordnance backward in pairs.

TARGETING/PADLOCKING

Choosing and cycling through targets in the game is as easy as striking a single key. A **Realistic Padlock** option is available, which only allows the padlocking of targets that are in the **player's field of view**.

Y	Padlocking On/Off.
Q	Select mission objective.
C	Select closest enemy AIR target
T	Select next enemy AIR target (<i>closest to furthest</i>).
SHF-T	Select previous enemy AIR target.
O	Select next enemy ground vehicle (<i>closest to furthest</i>).
SHF-O	Select previous enemy ground vehicle.
L	Select next enemy building (<i>closest to furthest</i>).
SHF-L	Select previous enemy building.
CTRL-L	Select next friendly building (<i>closest to furthest</i>).
ALT-L	Select previous friendly building.
W	Select next friendly AIR target/Wingman (<i>may have more than one, closest to furthest</i>).
SHF-W	Select previous friendly AIR target/Wingman.
R	Select next friendly ground vehicle (<i>closest to furthest</i>).
SHF-R	Select previous friendly ground vehicle
KEYPAD /	Select any object closest to reticule.
U	Deselect Target. This returns the cockpit back to the center of the screen.

COMMUNICATIONS

TAB	Comm/Radio Menu
SHF-` (~)	Toggle Comm/Radio History
` (~)	MP Chat Menu

In-Game OBJECTIVE and OVERLAY KEYS

P	Objectives Display On/Off.
M	NAV HUD (<i>Cycle</i>)
V	Cycle PIP (<i>Picture-in-picture</i>) zoom, PIP On/Off

ALT – A	Toggle AMMO COUNTER display On/Off
I (<i>cycle</i>)	Toggle Flight Info/Target Info/Both On/Off.
H	Toggles Pitch Ladder HUD On/Off
SHF-H	Toggle Bomber Multi-Station reference HUD

MISCELLANEOUS

ALT-P	Take Screen Shot.
PAUSE or CTRL-P	Pause Game.
SHF – Q	Return to base (<i>End Mission</i>)
HOME	Cycle Video Mode Forward.
END	Cycle Video Mode Backword.
ESC	End Mission

MULTIPLAYER

SHF-S	MP Respawn.
SHF-K	MP Kill Stats
` (~)	MP Chat Menu