

FLIGHT		
B	WHEEL_BRAKES	TOGGLE WHEEL BRAKES ON/OFF
F	FLAPS	CYCLE FLAPS BETWEEN AUTO/HALF/FULL
G	LANDING_GEAR	LANDING GEAR EXTEND/RETRACT
T	TAILHOOK	TAILHOOK EXTEND/RETRACT
S	SPEED_BRAKE	SPEEDBRAKE FUNCTION ON/OFF
P	DUMP_FUEL	DUMP FUEL ON/OFF
Q	REFUELING_PROBE	REFUELING PROBE EXTEND/RETRACT
SHIFT K	LIGHTS_FORMATION	TOGGLE FORMATION LIGHTS ON/OFF
K	LIGHTS_ANTICOLLISION	CYCLE ANTI-COLLISION LIGHTS OFF/DIM/HALF/FULL
Y	G_LIMIT_OVERRIDE	TOGGLE THE G-LIMITER OVERRIDE ON/OFF
THROTTLE AND ENGINE		
-	THROTTLE_DWN	DECREASE THROTTLE
SHIFT -	THROTTLE_IDLE	DECREASE THROTTLE TO IDLE POWER
=	THROTTLE_UP	INCREASE THROTTLE
SHIFT =	THROTTLE_MIL	INCREASE THROTTLE TO MILITARY POWER
\	THROTTLE_AB	TOGGLE AFTERBURNER ON/OFF
SHIFT L	MASTER_LFT_ENGINE	TOGGLE LEFT ENGINE ON/OFF
SHIFT R	MASTER_RGT_ENGINE	TOGGLE RIGHT ENGINE ON/OFF
RUDDER		
,	RUDDER_LEFT	APPLY LEFT RUDDER
.	RUDDER_RGT	APPLY RIGHT RUDDER

AVIONICS		
A	AUTOPILOT	TOGGLE AUTOPILOT ON/OFF
I	IFF_INTERROGATE	SEND IFF INTERROGATION QUERY
L	ILS_TOGGLE	TOGGLE ILS ON/OFF
W	WAYPOINT_NEXT	SELECT NEXT WAYPOINT
SHIFT W	WAYPOINT_PREVIOUS	SELECT PREVIOUS WAYPOINT
H	HUD_COLOR	CYCLE AVAILABLE HUD COLOR
[STEERING_CYCLE	CYCLE STEERING MODES
M	MASTER_MODE_CYCLE	CYCLE MASTER MODES
N	NAVFLIR_MODE	CYCLE NAVFLIR OFF/WHITE HOT/BLACK HOT
DEFENSE AND DAMAGE		
E	EMCON	TOGGLE EMCON ON/OFF
J	JAMMER	TOGGLE ASPJ JAMMER ON/OFF
INSERT	FLARE	DROP FLARE
DELETE	CHAFF	DROP CHAFF
HOME	CMDS_PROGRAM_INITIATE	RUN CMDS (ALE-47) PROGRAM
END	DECOY_XMIT	TOGGLE CMDDS (ALE-50) DECOY ON/OFF
SHIFT END	DECOY_DEPLOY	DEPLOY/RETRACT CMDDS (ALE-50) DECOY
C	MASTER_CAUTION	RESET MASTER CAUTION/BRING UP BIT MDI

SENSORS		
A/G TARGET SELECTION		
;	FIRST_MISSION_TGT	SELECT THE FIRST MISSION-RELEVANT GROUND TARGET
'	NEXT_MISSION_TGT	SELECT THE NEXT MISSION-RELEVANT GROUND TARGET
SHIFT '	PREV_MISSION_TGT	SELECT THE PREVIOUS MISSION-RELEVANT GROUND TARGET

TARGET DESIGNATION CONTROL (TDC)		
ENTER	TARGET_DESIGNATE	DESIGNATE TARGET
BACKSPACE	TARGET_UNDESIGNATE	UNDESIGNATE TARGET
]	TDC_CYCLE	TDC MDI ASSIGNMENT CYCLE
SHIFT ↑	TDC_UP	SLEW TDC UP
SHIFT ↓	TDC_DOWN	SLEW TDC DOWN
SHIFT ←	TDC_LEFT	SLEW TDC LEFT
SHIFT →	TDC_RIGHT	SLEW TDC RIGHT
/ & JOYSTICK	TDC_JOYSTICK	USE JOYSTICK TO SLEW TDC
RADAR		
R	RADAR_SILENT	TOGGLE RADAR SILENT ON/OFF
SHIFT 8	RADAR_ANT_UP	MOVE RADAR ANTENNA SCAN CENTER UP
SHIFT 9	RADAR_ANT_CENTER	CENTER RADAR ANTENNA SCAN ON THE HORIZON
SHIFT 0	RADAR_ANT_DWN	MOVE RADAR ANTENNA SCAN CENTER DOWN
Z	RANGE_DECREASE	ZOOM RADAR RANGE IN
X	RANGE_INCREASE	EXPAND RADAR RANGE OUT
A/A AUTO ACQUISITION MODES		
7	ACQ_WIDE	TOGGLE WIDE ACQUISITION ON/OFF
8	ACQ_BST	TOGGLE BORESIGHT ACQUISITION ON/OFF
9	ACQ_VERTICAL	TOGGLE VERTICAL ACQUISITION ON/OFF
0	ACQ_AUTO	TOGGLE AUTO ACQUISITION ON/OFF
TARGETING FLIR		
CAPSLOCK	LASER_TOGGLE	TOGGLE LASER DESIGNATOR ON/OFF
WEAPONS		
1	CYCLE_WEAPON	CYCLE THE CURRENT WEAPON SELECTION
SHIFT 1	MASTER_ARM	TOGGLE MASTER ARM ON/OFF
GUN		
2	GUN_SELECT	ENABLES THE HUD GUNSIGHT
JOYSTICK 1	GUN_TRIGGER	FIRES THE GUN
AIR-TO-AIR ORDNANCE		
3	AIM9_SELECT	SELECT AIM-9 SIDEWINDER MISSILES
4	AIM7_SELECT	SELECT AIM-7 SPARROW MISSILES
5	AIM120_SELECT	SELECT AIM-120 AMRAAM MISSILES
6	WEAPON_STEP	SELECTS THE NEXT WEAPON OF THE SELECTED TYPE
U	CAGE_UNCAGE	CAGES/UNCAGES THE MISSILES SEEKER
JOYSTICK 2	WEAPON_PICKLE	RELEASES/FIRES THE SELECTED WEAPON
AIR-TO-GROUND ORDNANCE		
`	AGARM_PROGRAM	CYCLE AVAILABLE PROGRAMS FOR SELECTED WEAPON
0	HARM_OVERRIDE	TOGGLE HARM OVERRIDE ON/OFF
STORES JETTISON		
SHIFT A	JETTISON_ALL	JETTISON ALL A/A, A/G ORDNANCE AND FUEL TANKS EXCEPT FOR WINGTIP AIM-9 MISSILES
SHIFT S	JETTISON_SELECTED	JETTISON ALL ORDNANCE ON SELECTED STATIONS

COMMUNICATIONS		
RADIO CHANNELS AND MESSAGE HISTORY		
TAB	RADIO1_AI_TRANSMIT	CALL UP A MENU OF COMMANDS FOR YOUR WINGMAN, ELEMENT, DIVISION AND FLIGHT
SHIFT TAB	RADIO2_AI_TRANSMIT	CALL UP A MENU OF COMMANDS FOR AWACS, JSTARS, FAC, TANKERS AND GROUND CONTROLLER
CONTROL M	MSG_HISTORY_TOGGLE	CYCLE BACK THROUGH PREVIOUS COMMUNICATIONS ONE AT A TIME

SHORTCUTS

CONTROL B	CALL_BALL	CONFIRMATION TO THE LSO THAT YOU SEE THE IFLOL!
CONTROL C	CALL_CLARA	CONFIRMATION TO THE LSO THAT YOU DO NOT SEE THE IFLOLS
CONTROL D	AWACS_BOGEY_DOPE	REQUEST POSITION INFORMATION FOR NEAREST ENEMY AIRCRAFT
CONTROL P	AWACS_PICTURE	REQUEST POSITION INFORMATION FOR ALL DETECTED ENEMY AIRCRAFT
CONTROL E	FLT_ENGAGE	ORDER FLIGHT TO ENGAGE ENEMY AIRCRAFT
CONTROL G	FLT_ATK_PRIMARY	ORDER FLIGHT TO ATTACK THE PRIMARY GROUND TARGET
CONTROL W	FLT_ATK_AIR_DEF	ORDER FLIGHT TO ATTACK ENEMY GROUND-BASED AIR DEFENSES
CONTROL Y	FLT_ATK_ANY_GRND	ORDER FLIGHT TO ATTACK ENEMY GROUND TARGETS ON OPPORTUNITY
CONTROL S	FLT_STATUS	REQUEST DAMAGE STATUS FROM AIRCRAFT IN YOUR FLIGHT
CONTROL I	FLT_WEAPON_CHK	REQUEST CURRENT WEAPONS COUNT FROM FLIGHT MEMBERS
CONTROL A	WM_ATK_MY_TARGET	ORDER YOUR WINGMAN TO ATTACK YOUR CURRENT TARGET
CONTROL V	WM_COVER	ORDER WINGMAN TO COVER YOU
CONTROL H	WM_HELP	ORDER WINGMAN TO BREAK OFF AND COME TO YOUR AID

VIEWS

INTERNAL

F1	VIEW_VR_COCKPIT	PRIMARY COCKPIT VIEW
SHIFT F1	VIEW_PILOT_NO_CKPT	PILOTS VIEW WITHOUT THE COCKPIT
F5	ZOOM_LEFT_MDI	ZOOM LEFT MDI IN/OUT
SHIFT F5	ZOOM_UFC	ZOOM UFC IN/OUT
F6	ZOOM_RIGHT_MDI	ZOOM RIGHT MDI IN/OUT
SHIFT F6	ZOOM_MPCD	ZOOM MPCD IN/OUT
*(NUMPAD)	VIEW_POPUP_MDI	ADD POP-UP MDI WINDOWS TO THE DISPLAY
SHIFT F4	POPUP_IFLOLS	ADD POP-UP MAGNIFICATION OF THE IFLOLS ("BALL") TO THE DISPLAY

PADLOCK

F2	PDLK_CENTER	VISUALLY LOCK ON TO THE OBJECT CLOSEST TO THE CENTER OF YOUR VIEW
F3	PDLK_THREAT	VISUALLY LOCK ON TO THE LAST THREAT CALLED OUT BY YOUR WINGMAN
F4	PDLK_DESIGNATED	VISUALLY LOCK ON TO YOUR CURRENTLY DESIGNATED TARGET
SHIFT F4	PDLK_PACKAGE	VISUALLY LOCK ON TO THE FLIGHT YOU ARE ASSIGNED TO ESCORT
0 (NUMPAD)	VIEW_VR_LOOK_FWD	WHEN IN ANY PADLOCK VIEW, PRESS "GLANCE FORWARD FOR AS LONG AS YOU HOLD DOWN THE KEY"

DESTRUCTO-CAM VIEW

V	DESTRUCTO_CAM	SWITCHES YOUR VIEWPOINT OF THAT OF YOUR TARGET JUST BEFORE THE WEAPONS IMPACT IT
---	---------------	--

EXTERNAL CAMERA VIEWS

Views from a camera outside of our aircraft. The subject of the view is chosen by Watch Commands (see below), defaulting to your aircraft. These views can be rotated and zoomed - see View Camera Controls.

F7	VIEW_TACTL	EXTERNAL VIEW FROM YOUR AIRCRAFT LOOKING TOWARDS THE TARGET
SHIFT F7	VIEW_REV_TACTL	EXTERNAL VIEW FROM THE TARGET LOOKING TOWARDS YOUR AIRCRAFT
F8	VIEW_FIXED_CHASE	VIEW OF THE CURRENT SUBJECT, SEEN FROM BEHIND (THE CAMERA STAYS FIXED AS THE SUBJECT MOVES)
SHIFT F8	VIEW_CHASE	VIEW OF THE CURRENT SUBJECT, SEEN FROM BEHIND (THE CAMERA MOVES WITH THE OBJECT)
F12	VIEW_UNLIMITED_CAM	VIEW OF THE SUBJECT FROM A FREE FLOATING CAMERA
SHIFT F12	VIEW_FLYBY	CYCLES THE CAMERA VIEWPOINT BETWEEN VARIOUS FLYBY VANTAGE POINTS OF THE CURRENT SUBJECT

WATCH COMMANDS

These commands select a subject for the External Camera Views (above). If you press a Watch Command key when you are in any view other than an External Camera view, you will default to the VIEW FIXED CHASE/F8 view.

F9	WATCH_PLAYER_WPN	CYCLE YOUR LAUNCHED WEAPON
SHIFT F9	WATCH_THREAT_WPN	CYCLE ANY WEAPONS LAUNCHED AT YOU
F10	WATCH_WINGMAN	CYCLE WINGMEN
SHIFT F10	WATCH_FRIENDLIES	CYCLE FRIENDLY OBJECTS
CONTROL F10	WATCH_TANKERS	CYCLE FRIENDLY TANKERS
F11	WATCH_GRND_OBJ	CYCLE STATIONARY GROUND OBJECTS
SHIFT F11	WATCH_ENEMIES	CYCLE ENEMY AIRCRAFT
CONTROL F11	WATCH_VEHICLES	CYCLE ALL MOBILE GROUND TARGETS

VIEW CAMERA CONTROLS

All controls are available in External Camera Views (see above). Only ROTATE controls are available in Virtual Cockpit View. NOTE: Camera Slide, Ascend, and Descend commands are only available when using the Unlimited Camera View.

-(NUMPAD)	CAM_OUT	ZOOM OUT
+(NUMPAD)	CAM_IN	ZOOM IN
←	CAM_ROTATE_LFT	ROTATE LEFT
→	CAM_ROTATE_RGT	ROTATE RIGHT
↓	CAM_ROTATE_DWN	ROTATE DOWN
↑	CAM_ROTATE_UP	ROTATE UP
CONTROL ←	CAM_SLIDE_LEFT	SLIDE LEFT
CONTROL →	CAM_SLIDE_RIGHT	SLIDE RIGHT
CONTROL ↓	CAM_DESCEND	SLIDE DOWN
CONTROL ↑	CAM_ASCEND	SLIDE UP

AIR COMBAT MANEUVER (ACM) VIEWS

These internal cockpit views are tailored towards air-to-air combat. They simulate a pilot swivelling his/her head about to keep a target in sight. For complete coverage, basic views can be combined (for example: UP and LEFT, or FORWARD and DOWN).

1 (NUMPAD)	ACM_BACK_LFT	LOOK BACK OVER LEFT SHOULDER
2 (NUMPAD)	ACM_BACK_MODIFIER	LOOK BACK
3 (NUMPAD)	ACM_BACK_RGT	LOOK BACK OVER RIGHT SHOULDER
4 (NUMPAD)	ACM_LFT	LOOK LEFT
5 (NUMPAD)	ACM_UP	LOOK STRAIGHT UP
6 (NUMPAD)	ACM_RGT	LOOK RIGHT
7 (NUMPAD)	ACM_FWD_LFT	LOOK FORWARD AND TO THE LEFT
8 (NUMPAD)	ACM_FWD	LOOK STRAIGHT AHEAD
9 (NUMPAD)	ACM_FWD_RGT	LOOK FORWARD AND TO THE RIGHT
DELETE	ACM_DWN_MODIFIER	LOOK DOWN (TOGGLES COCKPIT AND HUD ON/OFF)

MISCELLANEOUS

ALT J	CENTER_JOYSTICK	RECENTER JOYSTICK
ALT F	AUTO_REFUEL	AUTOMATICALLY REFUEL YOUR AIRCRAFT
ALT A	LABELS_AIRCRAFT	TURN AIRCRAFT LABELS ON/OFF (A/G MASTER MODE ONLY)
ALT G	LABELS_GROUND_TARGET	TURN GROUND TARGET LABELS ON/OFF (A/G MASTER MODE ONLY)
ALT P OR P	PAUSE	PAUSE THE GAME
PAGEUP	INC_TIME	INCREASE TIME COMPRESSION (UP TO 8X MAX)
PAGEDOWN	DEC_TIME	DECREASE TIME COMPRESSION
SHIFT E	EJECT	EJECT FROM THE AIRCRAFT

