



QUICK REFERENCE CARD

KEYBOARD CONTROLS

VIEWS

Forward Lockdown View	F1
Cockpit Slewable Mode (Padlock)	F2
External Slewable Mode	F3
External Camera Mode	F4
External Chase Plane	F5
External Delayed Chase Plane	F6
Remote-control / Fly-by View	F7
Target View	F8
Camera Rotate Left	F9
Camera Rotate Up	F10
Camera Rotate Down	F11
Camera Rotate Right	F12
Forward Lockdown View	KP 8
Back Lockdown View	KP 2
Left Lockdown View	KP 4
Right Lockdown View	KP 6
Front/ Right View	KP 9
Rear/ Left View	KP 3
Look Straight Up	KP 5
Front/ Left View	KP 7
Rear Right View	KP 1
View Kneeboard (Toggle)	KP 0
Kneeboard Page Up	Home
Kneeboard Page Down	End

Glance Forward (in slewable mode)	KP /
Rotate Camera	Enter + Joystick
Zoom In	Z
Zoom Out	X
FLIGHT	
Throttle min- max	1...0
Down- throttle	-
Up- throttle	+
Engine On/ Off	Tab
Autopilot Level	Shift- A
Autopilot Navigate	Alt- A
Autopilot Full	Ctrl- A
Disengage Autopilot	A
Rudder 25% left	,
Rudder 25% right	/
Center Rudder	.
TIME	
Compress Time]
De- compress Time	[
Set Time Compression to 1:1	\
Pause Game	P or Pause

WEAPONS

Drop Bomb	B
Fire Rocket	R
Fire Guns	Spacebar
Unjam Guns	U

TARGETING

Target Next	N
Target Enemy	E
Target Friendly	F
Target Flight Member	M
Target Dogfight	D
Target Threat	T
Target Object	O
Target Nearest Landmark	L
Bail Out of Plane Without a Parachute (and Pray)	JJJ

JOYSTICK CONTROLS/MAP LEGEND

JOYSTICK BUTTONS/HAT

VIEWS

Cockpit Slewable Mode (F2)	Button 7
External Slewable Mode (F3)	Button 8
Camera Rotate (Enter)	Button 2
Cockpit Instrument View (Toggle)	Button 4
Forward Up Lockdown (KP 8)	Hat up
Right Lockdown (KP 6)	Hat right
Left Lockdown (KP 4)	Hat left
Back Lockdown (KP 2)	Hat down
(toggle between left shoulder / right shoulder)	

TARGET

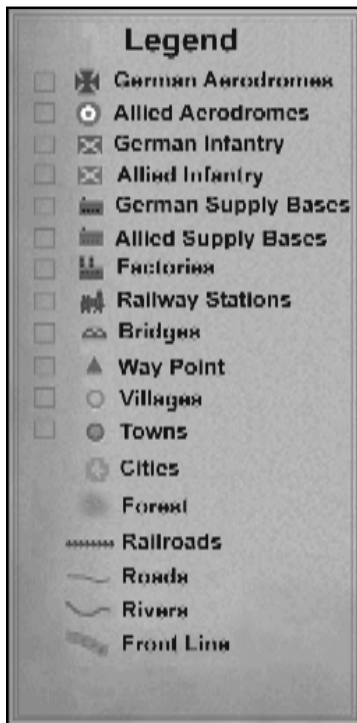
Target Enemy (E)	Button 5
Target Dogfight (D)	Button 6

WEAPONS

Fire Gun(s) (Spacebar)	Trigger/Button 1
Drop Bombs (B)	Button 3

SUPPORTS:

Throttle
Rudder
Force Feedback Joystick



Dynamix

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