

View Keys



Forward view  
640 x 480 res  
Cockpit graph  
HUD size  
F1

Instrument view  
HUD view (Hokum)  
Glass cockpit  
External HUD  
F2

Left MFD view  
- Screen res  
- Cockpit detail  
F3

Right MFD view  
+ Screen res  
+ Cockpit detail  
F4

Main Cockpit Views

Player's gunship  
< Side  
> Side  
View all  
F5

Player's target  
< Category  
> Category  
View wingmen  
F6

Player's weapon  
< Type  
> Type  
View players (online)  
F7

Player's padlock  
< Object  
> Object  
View available gunships  
F8

Select Object To View

Chase camera  
Reset position  
Sat View  
Lock/unlock  
CC: flip 90°  
F9

Fly-by camera  
Drop camera  
Static camera  
Weapon cam  
F10

Action camera  
Cinematic cam  
Crew camera  
F11

Object menu  
Object text  
Inset target  
F12

Select Camera

ENEMY ENGAGED

Padlock target  
Ground radar:  
Left MFD  
Right MFD  
1

Padlock wingman  
Air radar:  
Left MFD  
Right MFD  
2

Padlock air threat  
TADS/EOS:  
Left MFD  
Right MFD  
3

Padlock ground threat  
TSD:  
Left MFD  
Right MFD  
4

Padlock incoming  
ASE/TWD:  
Left MFD  
Right MFD  
5

Padlock waypoint  
Weapon:  
Left MFD  
Right MFD  
6

FOV near  
A-G-Weapon  
System:  
Left MFD  
Right MFD  
7

FOV norm  
A-A-Weapon  
Engine:  
Left MFD  
Right MFD  
8

FOV wide  
Scout-Weapon  
Flight:  
Left MFD  
Right MFD  
9

Unpadlock  
Glas/Gaphic pit  
Mission:  
Left MFD  
Right MFD  
0

- Collective  
-Time accel.  
(single player)  
-Chase cam  
-

+ Collective  
+ Time accel.  
(single player)  
+ Chase cam  
=

> Weapon  
< Weapon  
Weapons safe  
Turret gun  
←

Display radio message menu  
Repeat radio message  
COM  
Tab

+ Collective  
Quit mission / campaign  
Q

> Waypoint  
(group leader)  
< Waypoint  
(group leader)  
W

+TSD / ASE range  
-TSD / ASE range  
EJECT  
E

Rotor engage/dis-  
Autorotation  
Rearm, refuel  
& repair (cheat)  
Blurred rotors  
R

Trim  
Clear trim  
T

Wiper  
Intermittent  
wipe  
Y

Fly external  
view gunship  
U

IR jammer  
In-flight  
intelligence  
messages  
I

Engage  
bob-up  
HUD transition  
(Comanche/Hokum)  
Disengage  
bob-up  
O

Pause  
(single player)  
P

> Left MFD  
< Left MFD  
MFD on/off  
Side MFD on/off  
(Comanche)  
[

> Right MFD  
< Right MFD  
MFD on/off  
Side MFD on/off  
(Comanche)  
]

Toggle cockpit /  
menus  
MENU  
MAP

- Collective  
Attack my target  
ASE / TWD  
auto-page  
A

+ Salvo size  
- Salvo size  
FLIR ground  
stabilised  
(Comanche)  
S

TSD declutter ...  
TSD underlays ...  
(Apache)  
TSD shader ...  
TSD colour ...  
D

Flare  
Fire  
extinguisher  
F

Autopilot  
Raise / lower gear  
A

Hover hold  
Stable hover  
hold  
Altitude hold  
H

Radar jammer  
- Altitude hold  
J

HUD colour  
HUD bg shade  
+ Altitude hold  
K

Hellfire  
LOBL/LOAL  
(Comanche)  
Toggle  
High LOD  
L

Wideview  
Wide Edit:  
then NP 1-9  
#

Enter

Shift

german  
v

Tail rotor left  
Quicksave  
Z

Tail rotor right  
Exit game  
X

Chaff  
Auto-counter-  
measures  
Canopy  
(Coman. Hokum)  
C

Navigation  
lights  
Toggle  
View-1 / FW  
(Hokum)  
V

Wheel brakes  
View-2 / FW  
(Hokum)  
B

PNVS (Comanche)  
NVG (Hokum)  
PNVS (1,2,3)  
Brightness  
View-3 / FW  
(Hokum)  
N

Acknowledge  
Master  
Caution  
M

Throttle up  
Throttle down  
Throttle idle  
Engine start  
Zoom out [Sat  
(external view)]  
<

Throttle up  
Throttle down  
Throttle idle  
Engine start  
Zoom in [Sat  
(external view)]  
>

APU  
Start/stop  
APU  
?

Shift

Fire weapon

Engine Control Keys

	eff_range	max_range
Gatling Gun 20 mm	.....	1600m
Chain Gun M230 30mm (havy HE)	.....	1200m
AIM-92 Stinger (A-A) IR	.....	5000m
Hellfires AGM-114L (A-G) (LOAL 1500-8000m)	.....	8000m
Hellfires II AGM-114K (A-A/A-G) L	.....	8000m
Hydra 70 M255 HE Rockets (AG) (soft)	.....2000m.....	7000m
Hydra 70 M261 MPSM Rockets (AG) (havy)	.....2000m.....	7000m

gwut180

	eff_range	max_range
Cannon Pods GSh-23L 23mm (soft)	.....	2000m
Turret Gun 2A42 30mm (havy HE)	.....	2000m
Igla-V IR (A-A)	.....	5200m
AT-6 Spiral R (ATGM) (AG)	.....	6000m
AT-9 Vikhr L (A-G)	.....	10000m
AT-16 Ataka R (ATGM) (A-A/A-G)	.....8-10000m	
S-5 Rockets (A-G)	.....1200m.....	3000m
S-8 Rockets (A-G) (light)	.....2000m.....	4000m
S-13 Rockets (A-G) (havy)	.....2000m.....	4000m

on/off = middle mouse button  
mouse = FLIR panning  
l-mouse = lock / unlock  
r-mouse = next target  
wheel = zoom

T mouse  
S l-mouse  
D r-mouse

Mouse controlled

# REWORK BY MAPI

## RADAR SYMBOLS

Target Categories	LOS	No LOS
Wheeled vehicle	●	○
Tracked vehicle	■	□
Air defence unit	▲	△
Aircraft	◆	◇
Helicopter	✕	✕
Ship	⚓	⚓
Structure	■	□

+ = Increase  
 - = Decrease  
 > = Select Next  
 < = Select Previous

Screenshot

TrackIR/Center

Print Screen

Scrol

Pause

## Select Target Acquisition System

Radar

Ground radar  
Insert

Air radar  
Home

HIDSS  
(Comanche)  
HMS  
(Hokum)  
Page Up

FLIR  
Free-Look /  
Mouse-Pan  
Delete

DTV  
(Comanche)  
LLTV  
(Hokum)  
End

Periscope  
(Hokum)  
Page Down

TADS (Comanche) / EOS (Hokum)

## Realistic Avionics (Optional)

### Target Acquisition System Controls

Num Lock

RADAR  
Single /  
continuous  
sweep

LASER

- Range ●

- Zoom ▲

- Zoom GR Trgt  
(Longbow)

- Time accel.  
(single player)

Chase cam

Display allied  
aircraft  
(air radar)

+ Scan size  
Pan up

+ Target  
priority  
(ground radar)

+ Range ●

+ Zoom +

+ Zoom GR Trgt  
(Longbow)

+ Time accel.  
Chase cam

+

Scan left  
Pan left

Scan centre  
Pan centre

Scan right  
Pan right

Auto-target

- Scan size  
Pan down

- Target  
priority  
(ground radar)

Lock / unlock  
target

Padlock /  
unpadlock  
target

(add/remove)

Enter

> Target  
●▲■

< Target  
●▲■

Target-Outside-Filter

Target-Outside-Filter

0

> PFZ

< PFZ

PFZ delete

PFZ  
deselect

Del

- Radar
- ▲ TADS (Comanche)/EOS (Hokum)
- HIDSS (Comanche)/HMS (Hokum)
- Shift + key for maximum effect
- Alt + key for minimum effect

## Cyclic/View Panning

Cyclic  
Pilot's seat  
Forward view  
Pan up  
Sat

Cyclic  
Left MFD view  
Look left  
Pan left  
Sat

Cyclic  
Co-pilot's seat  
Instrument view  
Pan down  
Sat

Cyclic  
Right MFD view  
Look right  
Pan right  
Sat

use = GND panning  
 use = Add PFZ  
 use = Add NFZ