Full Keyboard Guide

View Keys

ESC — Switch pilot / co-pilot seats

Main Cockpit Views

Key	Function
F1	Forward view / 640 x 480 resolution / Cockpit graphics
F2	Instrument view / Glass cockpit / External HUD / HUD view (Hokum)
F3	Left MFD view / ~Screen resolution / ~Cockpit detail
F4	Right MFD view / +Screen resolution / +Cockpit detail

Select Object To View

Key	Function
F5	Player's gunship / >Side / <Side / View all
F6	Player's target / >Category / <Category / View wingman
F7	Player's weapon / >Type / <Type / View players
F8	Player's padlock / >Object / <Object / View available gunships

Select Camera

Key	Function
F9	Chase camera / Reset position / Lock/unlock
F10	Fly-by camera / Drop camera / Static camera / Weapon camera
F11	Action camera / Cinematic camera / Crew camera
F12	Object menu / Object text / Inset target

Key	Function
Print Screen	Screenshot
Scroll	
Pause	

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

Number Row

Key	Function
~	
1	Padlock target / Ground radar: Left MFD / Right MFD
2	Padlock wingman / Air radar: Left MFD / Right MFD
3	Padlock air threat / TADS/EOS: Left MFD / Right MFD
4	Padlock ground threat / TSD: Left MFD / Right MFD
5	Padlock incoming / ASE/TWD: Left MFD / Right MFD
6	Padlock waypoint / Weapon: Left MFD / Right MFD
7	System: Left MFD / Right MFD
8	Engine: Left MFD / Right MFD
9	Flight: Left MFD / Right MFD
0	Unpadlock / Mission: Left MFD / Right MFD
−	~Collective / ~Time accel. (single player) / ~View range
=	+Collective / +Time accel. (single player) / +View range
\	>Weapon / <Weapon / Weapons safe / Turret gun

QWERTY Row

Key	Function
Tab	Display radio message menu / Repeat radio message
Q	+Collective / Quit mission / campaign
W	>Waypoint (group leader) / <Waypoint (group leader)
E	+TSD / ASE range / ~TSD / ASE range / Eject (Hokum)
R	Rotor brake / Rearm, refuel & repair (cheat) / Blurred rotors
T	Trim / Clear trim
Y	Wiper (Hokum) / Intermittent wipe (Hokum)
U	Fly external view gunship
I	IR jammer / In-flight intelligence messages
O	Engage bob-up / Disengage bob-up
P	Pause (single player)
[	>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)	Toggle cockpit / menus
Enter	Enter

ASDF Row

Key	Function
Caps Lock	
A	~Collective / Attack my target / ASE / TWD auto-page
S	+Salvo size / ~Salvo size
D	>TSD declutter / <TSD declutter
F	Flare / Fire extinguisher
G	Autopilot / Raise / lower gear
H	Hover hold / Stable hover hold / Altitude hold
J	Radar jammer / ~Altitude hold
K	>HUD colour / <HUD colour / +Altitude hold
L	Hellfire / LOBL/LOAL (Comanche)
;	
" '	
Enter	Enter

ZXCV Row

Key	Function
Shift	
Z	Tail rotor left
X	Tail rotor right / Exit game
C	Chaff / Auto-counter-measures
V	Navigation lights
B	Wheel brakes
N	PNVS (Comanche) / NVG (Hokum)
M	Acknowledge master caution
,	Zoom out (external view) / <
.	Zoom in (external view) / >
? /	
Shift	

Bottom Row

Key	Function
Ctrl	
Alt	
(Space)	Fire weapon
Alt	
Ctrl	

Select Target Acquisition System

Radar

Key	Function
Insert	Ground radar
Home	Air radar
Page Up	HIDSS (Comanche) / HMS (Hokum)
Delete	FLIR
End	DTV (Comanche) / LLLTV (Hokum)
Page Down	Periscope (Hokum)

TADS (Comanche) / EOS (Hokum)

Cyclic/View Panning

Key	Function
Up arrow	Cyclic / Pilot's seat / Forward view / Pan up
Left arrow	Cyclic / Left MFD view / Look left / Pan left
Down arrow	Cyclic / Co-pilot's seat / Instrument view / Pan down
Right arrow	Cyclic / Right MFD view / Look right / Pan right

Realistic Avionics (Optional)

Target Acquisition System Controls

Key	Function
Num Lock	
/	Activate single radar sweep ●
*	Single / continuous radar sweep ●
−	−Range ●■ / −Zoom ▲■ / −Time accel. (single player) / −View range
7	Display allied aircraft (air radar) ●
8	+Scan size ●■ / Pan up ● / ▲■ ●■
9	+Target priority (ground radar) ●■
+	+Range ●■ / +Zoom ▲■ / +Time accel. (single player) / +View range
4	Scan left ●■ / Pan left ● / ▲■ ●■
5	Scan centre ● / Pan centre ▲
6	Scan right ●■ / Pan right ● / ▲■ ●■
1	Auto-target ●
2	−Scan size ●■ / Pan down ● / ▲■ ●■
3	−Target priority (ground radar) ●■
0	>Target ●▲■ / <Target ●▲■
Del	Switch off ●▲■
Enter	Lock / unlock target ●▲■ / Padlock / unpadlock target ●▲■

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

Joystick Buttons

1. Fire weapon
2. Select weapon
3. Select target
4. Padlock/unpadlock target
5. Pan View

1. Trigger button behind here

5 Hat switch (POV)
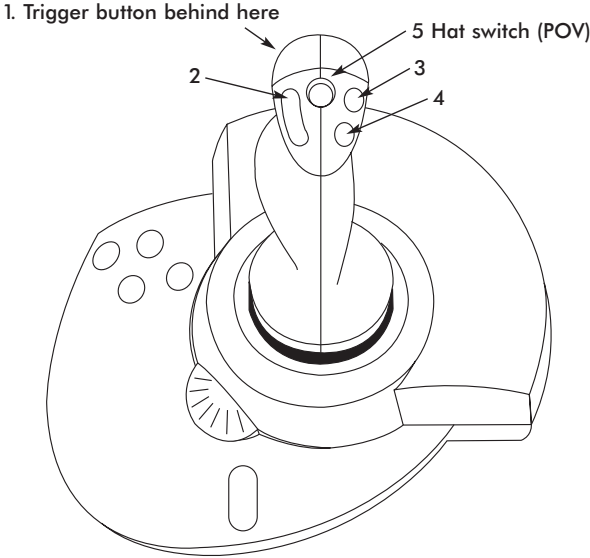
Quick Start Keyboard Guide

View Keys

Switch pilot / co-pilot seats — **ESC**	

Main Cockpit Views
- Forward view — F1
- Instrument view — F2
- Left MFD view — F3
- Right MFD view — F4

Select Object To View
- Player's gunship — F5
- Player's target — F6
- Player's weapon — F7
- Player's padlock — F8

Select Camera
- Chase camera — F9
- Fly-by camera — F10
- Action camera — F11
- Object menu — F12

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

Number row
- ~
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 0
- – : –Collective / –Time accel. (single player)
- ± : +Collective / +Time accel. (single player)
- \
- \ : >Weapon / <Weapon / Weapons safe / Turret gun

Tab row
- **Tab** : Display radio message menu / Repeat radio message
- Q : +Collective / Quit mission / campaign
- W
- E : Eject (Hokum)
- R : Rotor brake / Rearm, refuel & repair (cheat)
- T
- Y : Wiper (Hokum)
- U : IR jammer
- I
- O
- P : Pause (single player)
- [: >Left MFD / <Left MFD
-] : >Right MFD / <Right MFD
- Toggle cockpit / menus

Caps Lock row
- **Caps Lock**
- A : –Collective
- S
- D
- F : Flare / Fire extinguisher
- G : Autopilot / Raise / lower gear
- H : Hover hold
- J : Radar jammer
- K
- L
- ;
- "
- **Enter**

Shift row
- **Shift**
- Z : Tail rotor left
- X : Tail rotor right / Exit game
- C : Chaff / Auto-counter-measures
- V : Wheel brakes
- B : PNVS (Comanche) / NVG (Hokum)
- N : Acknowledge master caution
- M : Zoom out (external view)
- < : Zoom in (external view)
- >
- ?
- **Shift**

Bottom row
- **Ctrl**
- **Alt**
- Fire weapon
- **Alt**
- **Ctrl**

Cyclic/View Panning
- Cyclic Pan up
- Cyclic Pan left
- Cyclic Pan down
- Cyclic Pan right

ENEMY ENGAGED
RAH-66 COMANCHE VERSUS KA-52 HOKUM

empire
INTERACTIVE