

EECH KEYGUIDE II-2005 BETA I.2

View Keys

Switch pilot / co-pilot seats <i>ESC</i>	Forward view 640 x 480 res Cockpit graph HUD size <i>F1</i>	Instrument view HUD view (Hokum) Glass cockpit External HUD <i>F2</i>	Left MFD view - Screen res - Cockpit detail <i>F3</i>	Right MFD view + Screen res + Cockpit detail <i>F4</i>	Player's gunship < Side > Side View all <i>F5</i>	Player's target < Category > Category View wingmen <i>F6</i>	Player's weapon < Type > Type View players (online) <i>F7</i>	Player's padlock < Object > Object View available gunships <i>F8</i>	Chase camera Reset position Sat View Lock/unlock <i>F9</i>	Fly-by camera Drop camera Static camera Weapon cam <i>F10</i>	Action camera Cinematic cam Crew camera <i>F11</i>	Object menu Object text Inset target <i>F12</i>
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Main Cockpit Views

Select Object To View

Select Camera



~	Padlock target Ground radar: Left MFD Right MFD <i>1</i>	Padlock wingman Air radar: Left MFD Right MFD <i>2</i>	Padlock air threat TADS/EOS: Left MFD Right MFD <i>3</i>	Padlock ground threat TSD: Left MFD Right MFD <i>4</i>	Padlock incoming ASE/TWD: Left MFD Right MFD <i>5</i>	Padlock waypoint Weapon: Left MFD Right MFD <i>6</i>	FOV near System: Left MFD Right MFD <i>7</i>	FOV norm Engine: Left MFD Right MFD <i>8</i>	FOV wide Flight: Left MFD Right MFD <i>9</i>	Unpadlock Mission: Left MFD Right MFD <i>0</i>	- Collective -Time accel. (single player) -View range- <i>[]</i>	+ Collective + Time accel. (single player) + View range+ <i>[]</i>	> Weapon < Weapon Weapons safe Turret gun <i>[]</i>
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Display radio message menu Repeat radio message <i>Tab</i>	+ Collective Quit mission / campaign <i>Q</i>	> Waypoint (group leader) < Waypoint (group leader) <i>W</i>	+ TSD / ASE range -TSD / ASE range <i>E</i>	Rotor brake (Engine start) Rearm, refuel & repair (cheat) Blurred rotors <i>R</i>	Trim Clear trim <i>T</i>	Wiper (Hokum) Intermittent wipe (Hokum) <i>Y</i>	Fly external view gunship <i>U</i>	IR jammer In-flight intelligence messages <i>I</i>	Engage bob-up Disengage bob-up <i>O</i>	Pause (single player) <i>P</i>	> Left MFD < Left MFD MFD on/off Side MFD on/off (Comanche) <i>[]</i>	> Right MFD < Right MFD MFD on/off Side MFD on/off (Comanche) <i>[]</i>	Toggle cockpit / menus <i>[]</i>
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Caps Lock	-Collective Attack my target ASE / TWD auto-page <i>A</i>	+ Salvo size - Salvo size FILR ground stabilised (Comanche) <i>S</i>	> TSD declutter < TSD declutter TSD shader ... TSD colour ... <i>D</i>	Flare Fire extinguisher <i>F</i>	Autopilot Raise / lower gear <i>G</i>	Hover hold Stable hover hold Altitude hold <i>H</i>	Radar jammer - Altitude hold <i>J</i>	HUD colour HUD bg shade + Altitude hold <i>K</i>	Hellfire LOBL/LOAL (Comanche) Toggle High LOD <i>L</i>	;	,	Wideview Wide Edit: then NP 1-9 <i>[]</i>	Enter
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Shift	german v ^	Tail rotor left Quicksave <i>Z</i>	Tail rotor right Exit game <i>X</i>	Chaff Auto-counter- measures <i>C</i>	Navigation lights <i>V</i>	Wheel brakes <i>B</i>	PNVS (Comanche) NVG (Hokum) PNVS Brightness <i>N</i>	Acknowledge Master Caution <i>M</i>	Zoom out (external view) < <i>[]</i>	Zoom in (external view) > <i>[]</i>	?	Shift
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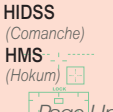
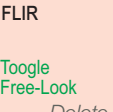


Ctrl	Alt	Gatling Gun 20 mm max_r 1600m Chain Gun M230 30mm (havy HE) (max_r 1200m) AIM-92 Stinger (A-A) IR max_r 5000m Hellfires AGM-114L (A-G) max_r 8000m (LOAL 1500-5000m) Hellfires II AGM-114K (A-A/A-G) L max_r 8000m Hydra 70 M255 HE Rockets (AG) (soft) max_r 5000m Hydra 70 M261 MPSM Rockets (AG) (havy) max_r 5000m	Fire weapon	Cannon Pods GSh-23L 23mm (soft) max_r 2000m Turret Gun 2A42 30mm (havy HE) max_r 2000m Igla-V IR (A-A) max_r 5200m Ataka R (AT GM) (A-G) max_r 6000m Vikhr L (A-G) max_r 6000m S-8 Rockets (A-G) (light) max_r 4000m S-13 Rockets (A-G) (havy) max_r 6000m	Alt	Ctrl
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Screenshot	TrackIR/Center	
Print Screen	Scrol	Pause

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

Mouse wheel

Select Target Acquisition System

Radar		
 Ground radar Insert	 Air radar Home	 HIDSS (Comanche) HMS (Hokum) Page Up
 FLIR Toggle Free-Look Delete	 DTV (Comanche) LLLTV (Hokum) End	 Periscope (Hokum) Page Down




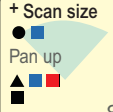
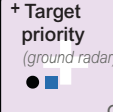
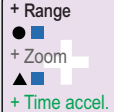

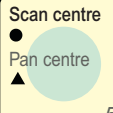
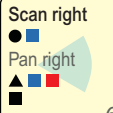

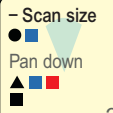

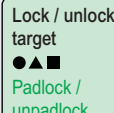


TADS (Comanche) / EOS (Hokum)

Cyclic Pilot's seat Forward view Pan up		
Cyclic Left MFD view Look left Pan left	Cyclic Co-pilot's seat Instrument view Pan down	Cyclic Right MFD view Look right Pan right

Cyclic/View Panning

Realistic Avionics (Optional)

Target Acquisition System Controls

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

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