





## View Keys



Forward view	Instrument view	Left MFD view	Right MFD view
640 x 480 res	HUD view (Hokum)	- Screen res	+ Screen res
Cockpit graph	Glass cockpit	- Cockpit detail	+ Cockpit detail
<div> <div></div> HUD size         </div>	External HUD		

Player's gunship	Player's target	Player's weapon/ Free cam (F9)	Player's padlock
<p>&lt; Side</p> <p>&gt; Side</p> <p>View all</p> <p>F5</p>	<p>&lt; Category</p> <p>&gt; Category</p> <p>View wingmen</p> <p>F6</p>	<p>&lt; Type</p> <p>&gt; Type</p> <p>View players (online)</p> <p>F7</p>	<p>&lt; Object</p> <p>&gt; Object</p> <p>View available gunships</p> <p>F8</p>

Chase / Free	Fly-by	Action	Object menu
Reset position	Drop camera	Cinematic cam	   
Sat View	Static camera	Crew camera	Object text
Lock/unlock CC: flip 90° F9	Weapon cam		Inset target

## Main Cockpit Views

## Select Object To View

### Select Camera

## ENEMY ENGAGED

	Padlock target	Padlock wingman	Padlock air threat	Padlock ground threat	Padlock incoming	Padlock waypoint	FOV near <i>A-G-Weapon</i>	FOV norm <i>A-A-Weapon</i>	FOV wide <i>Scout-Weapon</i>	Unpadlock Glas/Gaphic pit Mission: Left MFD Right MFD	- Collective - Time accel. <i>(single player)</i> - View range	+ Collective + Time accel. <i>(single player)</i> + View range		> Weapon < Weapon Weapons safe Turret gun
	Ground radar: Left MFD Right MFD	Air radar: Left MFD Right MFD	TADS/EOS: Left MFD Right MFD	TSD: Left MFD Right MFD	ASE/TWD: Left MFD Right MFD	Weapon: Left MFD Right MFD	System: Left MFD Right MFD	Engine: Left MFD Right MFD	Flight: Left MFD Right MFD					
	1	2	3	4	5	6	7	8	9	0				

The diagram shows a cockpit control panel with the following controls and functions:

- Shift** (Leftmost button)
- german** (Label above the panel)
- Tail rotor left** (L button)
- Tail rotor right** (R button)
- Chaff** (Toggle switch)
- Navigation lights** (Toggle switch)
- Wheel brakes** (Yellow button)
- PNVS** (Comanche) (Hokum) (PNVS (1,2,3) Brightness View-3 / FW (Hokum) N)
- Acknowledge Master Caution** (Red button)
- Throttle up** (Throttle down) (Throttle idle) (Engine start) (Zoom out [Sat] (external view) M)
- Throttle up** (Throttle down) (Throttle idle) (Engine start) (Zoom in [Sat] (external view) ?)
- APU** (Start/stop APU)
- Shift** (Rightmost button)

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 (LOAL 1000-8000m).....		8000m
Hydra 70 M256 HE Rockets (AG) (soft).....	2000m	7000m
Hydra 70 M261 MPMSM Rockets (AG) (havy).....	2000m	7000m

	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)		6000m
AT-9 Ataka R (ATGM)		8000m
AT-16 Vikhr L (ATGM)		8000m
S-5 Rockets (A-G)	1200m	3000m
S-8 Rockets (A-G) (light)	2000m	4000m
S-13 Rockets (A-G) (havy)	2000m	4000m

**F** on/off = middle mouse button  
**L** mouse = FLIR panning  
**I** l-mouse = lock / unlock  
**R** r-mouse = next target  
weel = zoom

TSD

mouse =

l-mouse =

r-mouse =

- Mouse controlled

# REWORK BY MAP1

## 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  
on HOTAS

Print Screen

Scrol

Pause

## Realistic Avionics (Optional)

### Select Target Acquisition System

Radar

Ground radar  
Insert

Air radar  
Home

HIDSS (Comanche)  
HMS (Hokum)  
Page Up

FLIR  
Switch off  
Free-Look / Mouse-Pan  
Delete

DTV (Comanche)  
LLTV (Hokum)  
EO switch  
End

Periscope (Hokum)  
Page Down

### TADS (Comanche) / EOS (Hokum)

Cyclic / Fine trim  
Pilot's seat  
Forward view  
Pan up  
[Sat]

Cyclic / Fine trim  
Left MFD view  
Look left  
Pan left  
[Sat]

Cyclic / Fine trim  
Co-pilot's seat  
Instrument view  
Pan down  
[Sat]

Cyclic / Fine trim  
Right MFD view  
Look right  
Pan right  
[Sat]

### Cyclic/View Panning

mouse = GND panning  
 l-mouse = Add PFZ  
 r-mouse = Add NFZ

### Target Acquisition System Controls

Num Lock

RADAR  
Single / continuous sweep

LASER

- Range ● ■  
- Zoom ▲ ■  
- Zoom GR Trgt (Longbow)  
- EO zoom  
- View range

Display allied aircraft (air radar)  
● E 7

+ Scan size  
● ■  
Pan up  
▲ ■ ■  
8

+ Target priority (ground radar)  
● ■  
9

+ Range  
● ■  
+ Zoom  
▲ ■  
+ Zoom GR Trgt (Longbow)  
+ EO zoom  
+ View range  
+

Scan left  
● ■  
Pan left  
▲ ■ ■  
4

Scan centre  
● ■  
Pan centre  
▲ ■  
5

Scan right  
● ■  
Pan right  
▲ ■ ■  
6

Auto-target  
● A 1

- Scan size  
● ■  
Pan down  
▲ ■ ■  
2

- Target priority (ground radar)  
● ■  
3

Lock / unlock target  
● ▲ ■  
Padlock / unpadlock target  
● ▲ ■  
(add/remove)  
Enter

> Target  
● ▲ ■  
< Target  
● ▲ ■  
0

Target-Outside-Filter  
Target-Outside-Filter

> PFZ  
< PFZ  
PFZ deselect  
PFZ delete  
Del

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