EECH KEYGUIDE 07-2006 BETA 2.1

View Keys

Main Cockpit Views

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

Select Object To View

| 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 Camera

| Chase camera
Reset position
Sat View
Lock/unlock — 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 |

ENEMY ENGAGED

Number row

| ~ | 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/Graphic pit
Mission:
Left MFD
Right MFD — 0 | − Collective
−Time accel.
(single player)
−View range — − | + Collective
+ Time accel.
(single player)
+ View range — = | | > Weapon
< Weapon
Weapons safe
Turret gun — \ |

COM / Tab row

| 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 (Hokum) — E | Rotor engage (Comanche Hokum)
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 |

Caps Lock row

| Caps Lock | − Collective
Attack my target
ASE / TWD auto-page — A | + Salvo size
−Salvo size
FILR ground stabilised (Comanche) — S | > TSD declutter
< TSD declutter
TSD shader ...
TSD colour ... — D | Flare
Fire extinguisher — F | Autopilot
Raise / lower gear — G | 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 row

| Shift | | german > V < 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
Engine start
Zoom out Sat (external view) < — , | Throttle up
Throttle down
Engine start
Zoom in Sat (external view) > — . | Start/stop APU — ? | Shift |

| Ctrl | Alt | Fire weapon | Engine Control Keys | Alt | Ctrl |

Fire weapon

	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 1500-5000m)		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

	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

gwut162b
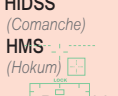
Screenshot	TrackIR/Center	
Print Screen	*Scrol*	*Pause*

Mouse wheel

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

Select Target Acquisition System
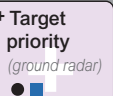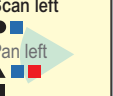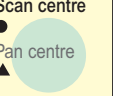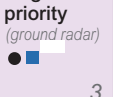
Radar
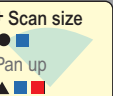
Ground radar	Air radar	HIDSS *(Comanche)* HMS *(Hokum)*
Insert	*Home*	*Page Up*
FLIR	DTV *(Comanche)* LLLTV *(Hokum)*	Periscope *(Hokum)*
Toogle Free-Look / Mouse-Pan *Delete*	*End*	*Page Down*

TADS (Comanche) / EOS (Hokum)

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

Realistic Avionics (Optional)

Target Acquisition System Controls

	Activate single radar sweep	Single / continuous radar sweep	−Range −Zoom −Time accel. *(single player)* − View range
Num Lock	/	*	
Display allied aircraft *(air radar)* E 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 A 1	− Scan size Pan down 2	−Target priority *(ground radar)* 3	Lock / unlock target Padlock / unpadlock target Target-List *(add/remove)*
> Target Target-Outside-Filter < Target Target-Outside-Filter 0		Switch off *Del*	*Enter*

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