

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
- Cockpit detail
- FOV
F3

Right MFD view
+ Cockpit detail
+ FOV
F4

Main Cockpit Views

Player's gunship
< Side
> Side
View all
F5

Player's target
< Category
> Category
View wingmen
F6

Player's weapon/
Free cam (F9)
< Type
> Type
View players (online)
F7

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

Select Object To View

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

Fly-by
Drop camera
Static camera
Weapon cam
F10

Action
Cinematic cam
Crew camera
F11

Object menu
Object text
Inset target
F12

Select Camera

ENEMY ENGAGED

~
COM
Tab

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
ATG Wpn (cheat)
System:
Left MFD
Right MFD
7

FOV norm
ATA Wpn (cheat)
Engine:
Left MFD
Right MFD
8

FOV wide
Scout Wpn (cheat)
Flight:
Left MFD
Right MFD
9

Unpadlock
Glas/Gaphic 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

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

Rotor engage/dis-
Autorotation
Blurred rotors
Repair (cheat)
Cockpit 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)
Pop-Up
maneuver
R

> Left MFD
< Left MFD
MFD on/off
Side MFD on/off
I

> Right MFD
< Right MFD
MFD on/off
Side MFD on/off
J

Toggle cockpit /
menus
MENU
MAP

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

+ Salvo size
- Salvo size
EO gyro
stabilization
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
Heading
correction
H

Radar jammer
- Altitude hold
+ Altitude hold
J

HUD colour
HUD bg shade
HUD on / off
+ Altitude hold
K

Hellfire
LOBL/LOAL
EO objects
quality
(0 - 5)
High LOD
(0 - 5)
L

COM1
on HOTAS
TS2
;

Wideview
Wide Edit:
then NP 1-9
#

Enter

Shift
german
L
Quicksave
Z

R
Exit game
X

Chaff
Auto-counter-
measures
Cargo doors
Canopy doors
C

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

Wheel brakes
View-2 / FW
(Hokum)
B

PNVS / NVG
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	2000m	
Chain Gun M230 30mm (havy HE)	3000m	
AIM-92 Stinger (A-A) IR	4830m	
Hellfires AGM-114L (A-G) (LOAL 4000-8800m)	8000m	
Hellfires II AGM-114K (A-A/A-G) L (LOAL 4000-8800m)	8000m	
Hydra 70 M255 HE Rockets (AG)	2000m	7000m
Hydra 70 M261 MPSM Rockets (AG)	6000m	7000m

gwut190

	eff_range	max_range
Cannon Pods GSh-23L 23mm (soft)	2000m	
Turret Gun 2A42 30mm (havy HE)	4000m	
Igla-V IR (A-A)	5200m	
AT-6 Spiral R (ATGM)	5000m	
AT-9 Ataka R (ATGM)	8000m	
AT-16 Vikhr L (ATGM)	10000m	
S-5 Rockets (A-G)	1500m	2000m
S-8 Rockets (A-G) (light)	2000m	4000m
S-13 Rockets (A-G) (havy)	2000m	4000m

F 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
on HOTAS

Print Screen

Scrol

Pause

Realistic Avionics (Optional)

Select Target Acquisition System

Radar

Ground radar

Air radar

HIDSS / HMS

FLIR

DTV / LLLTV

Periscope (Hokum)

Insert

Home

Page Up

Switch off

Free-Look / Mouse-Pan

EO switch

Delete

End

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)

+ Scan size

+ Target priority (ground radar)

+ Range

+ Zoom

+ Zoom GR Trgt (Longbow)

+ EO zoom

+ View range

Scan left

Scan centre

Scan right

Auto-target

- Scan size

- Target priority (ground radar)

> Target

< Target

Target-Outside-Filter

Target-Outside-Filter

> PFZ

< PFZ

PFZ deselect

PFZ delete

Lock / unlock target

Padlock / unpadlock target

(add/remove)

Enter

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