

# EF2000 QUICK START

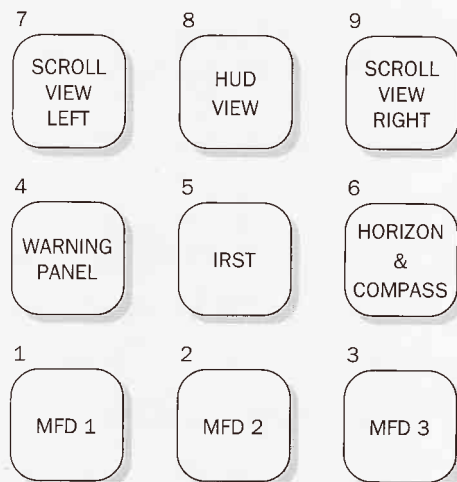
## QUICK CONTROL FAMILIARIZATION

If you can't wait to fly before discovering all the amazing EF2000 systems, here's a quick key guide to get you airborne and down again with the minimum of fuss.

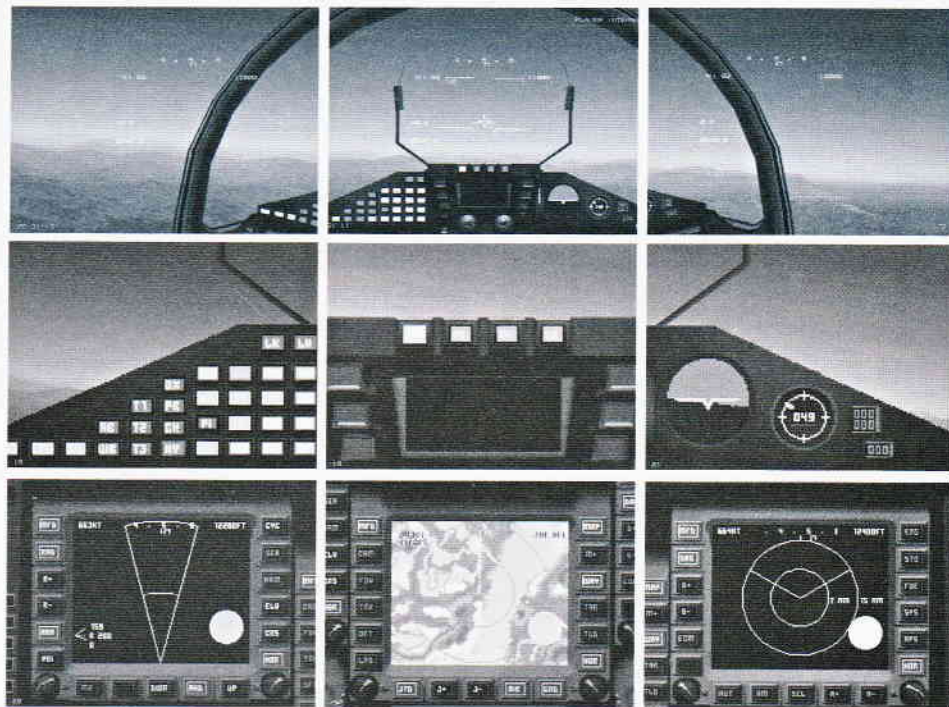
[	]	Engines ON/OFF
+	-	Throttle UP/DOWN
B		Airbrake ON/OFF
*	/	After burner ON/OFF
W		Wheelbrake ON/OFF
Shift		Ejection (press twice)
+	Esc	

Space	①	Fire weapon
Enter		Select AA weapon
←		Select AG weapon
P		Pause
G		Landing Gear UP/DOWN
Shift	Q	Quit
Shift	S	Skip to next event

# THE EASY VIEW GUIDE



Each of the nine numeric keys represents a key view in EF2000



# EF2000 KEYS

## KEY SUMMARY

### GENERAL IN-GAME CONTROLS

#### ALT D

Changes the detail level in the game.

#### KEY `

Select set-up menu.

#### ESC

Leave set-up menu or load/save game screen.

#### KEY P

Pause game, but still have access to the cockpit functions.

#### ALT R

Switch resolutions in game.

#### SHIFT C

Cycle browse plane views.

### GENERAL AIRCRAFT CONTROLS

#### KEY G

Retracts or lowers the landing gear.

#### KEY < OR >

Move rudder left and right (in the air).

### ENGINES

#### KEYS [ and ]

Left and right engines on/off.

#### KEYS + and -

Throttle up/down.

#### NUMERIC KEYPAD \*

Afterburner on.

#### NUMERIC KEYPAD/

Afterburner off.

### BRAKES

#### KEY B

Airbrake on/off.

#### KEY W

Wheelbrake on/off.

#### SHIFT B

Brake chute deployed.

#### ALT B

Brake chute jettisoned.

#### KEY < OR >

Activate nose-wheel steering (on the ground).

### WINGMEN

#### NUMBERS 1-9

Select or execute wingmen menu/command.

#### TAB

Select or close wingmen menu/command

#### KEY Y

Confirm ability to execute an order or request.

#### KEY N

Confirm inability to execute an order or request.

### MFD AND SYSTEM VIEWS

#### NUMERIC KEY O

Select mission briefing summary.

#### NUMERIC KEY .

Select large map. Press ESC to exit.

#### NUMERIC KEY 1

Select MFD 1.

# EF2000 KEYS

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## KEY SUMMARY

**NUMERIC KEY 2**  
Select MFD 2.

**NUMERIC KEY 3**  
Select MFD 3.

**NUMERIC KEY 4**  
Select warning panel.

**NUMERIC KEY 5**  
Select IRST screen.

**NUMERIC KEY 6**  
Select artificial horizon and compass.

**NUMERIC KEY 7**  
Scroll left in 60 degree steps.

**NUMERIC KEY 8**  
Select full HUD view.

**NUMERIC KEY 9**  
Scroll right in 60 degree steps.

**MOUSE BUTTONS**  
Pan down to MFDs.

**RIGHT MOUSE BUTTON**  
Return to head-up view.

**DRAG MOUSE TO SCREEN EDGE**  
Moves the view around the cockpit.

**CTRL & LETTER**  
Select the MFD functions by using a combination of CTRL and letters instead of the mouse.

### **MFD SYSTEMS**

**KEY C**  
Cycle prioritized targets during BVR combat.  
(also cycles short range targets during close combat mode).

**KEY D**  
Toggle DASS on/off.

**KEY E**  
Activate jamming or ECM.

**KEY R**  
Toggle radar on/off.

**HOME KEY**  
Radar scan range up.

**END KEY**  
Radar scan range down.

**PAGE UP KEY**  
Radar azimuth change.

**PAGE DOWN KEY**  
Change radar mode.

**ALT HOME/END KEYS**  
Alter DASS range.

**KEY J**  
Select JTIDS.

**KEY M**  
Moving Map.

**SHIFT W**  
Select next waypoint.

**ALT W**  
Select previous waypoint.

# EF2000 KEYS

## KEY SUMMARY

### HUD KEYS

#### KEY U

Cycle HUD contrast.

#### ALT H

Cycle HUD declutter.

#### SHIFT '

Refueling HUD mode.

#### ENTER

AA HUD mode.

#### BACKSPACE

AG HUD mode.

#### KEY I

Landing HUD mode.

#### SHIFT M

Toggles mini MFDs when in full cockpit view.  
Also displays mini JTIDS.

#### SHIFT N

Toggle on/off display of network and wingmen names (as in King Of The Skies).

### EVENT KEYS

#### SHIFT T

Accelerated time for the whole environment.

#### KEY P

Pause game, while still having access to cockpit functions.

#### SHIFT S

Skip to next event of interest. NOTE: skips to point prior to refueling and landing, or completes these events if pressed again. Does not work if a threat is near by. Also cancels Time Skip.

#### SHIFT ESC x 2

Eject.

#### SHIFT Q

Quit EF2000.

### WEAPON KEYS

#### ENTER

Scroll through the AA weapons.

#### BACKSPACE

Scroll through the AG weapons.

#### SPACEBAR

Fire weapons (also depends on controller type).

#### SHIFT J

Jettison fuel tanks.

#### ALT J

Jettison air-to-ground stores.

#### KEY C

Cycles through targets.

#### KEY X

Cycle weapon lock (as with 'C', but only selects enemy aircraft).

#### KEY Z

Lock on nearest enemy.

#### SHIFT G

Toggle auto-cannon.

#### SHIFT RETURN

Select cannons.

# EF2000 KEYS

## KEY SUMMARY

### TIALD LASER BOMBING KEYS

**KEY T**  
Select TIALD laser-guided bombing sight.

**RIGHT SHIFT CURSOR**  
Slew IR or TV image.

**SPACEBAR OR JOYSTICK BUTTON 1**  
Release weapon.

### SET-UP KEYS

**KEY `**  
Access the SET-UP screen.

**ESC OR RIGHT MOUSE BUTTON**  
Leave SET-UP.

### AUTOPILOT & FLIGHT ASSISTANCE KEYS

**KEY A**  
Activate/deactivate autopilot.

**ALT A ONCE**  
Select Autopilot mode 1 waypoint.

**ALT A TWICE**  
Select Autopilot mode 2 heading, altitude & speed.

**ALT A 3 TIMES**  
Select Autopilot mode 3 tracking.

**ALT A 4 TIMES**  
Select Autopilot mode 4 autothrottle.

**KEY L**  
Auto leveller.

**MFD +/-**  
Adjust speed in Autopilot mode 4.

**KEY C**  
Cycle track in Autopilot mode 3.

**SHIFT W**  
Select next waypoint in Autopilot mode 1.

**ALT W**  
Select previous waypoint in Autopilot mode 1.

**KEY V**  
Activate Night Vision (NVG).

### OTHER KEYS

**INSERT**  
Release chaff manually.

**DELETE**  
Release flares manually.

**KEY ^**  
Deploy refueling nozzle, enter refueling mode.

**SHIFT ^**  
Switch to refueling HUD mode.

**KEY I**  
ILS mode for landing.



# EF2000 KEYS

## VIEW SUMMARY

### MAIN COCKPIT VIEWS

#### KEY F1

Cycles between the cockpit and HUD view and the HUD only view.

#### SHIFT A

Overlays DASS and radar in HUD only view.

#### NUMERIC KEY 8

Restore the full forward cockpit view.

### MFD VR COCKPIT VIEW

#### SHIFT F1

Full cockpit view with MFDs.

### WIDE ANGLE VR COCKPIT

#### KEY F2

Wide angle cockpit for dogfighting.

### CHECK YOUR SIX

#### KEY F3

Executes a rear looking check on the sky.

#### GLANCE LEFT NUMERIC KEY 7

Pan left in sixty degree steps.

#### GLANCE RIGHT NUMERIC KEY 9

Pan right in sixty degree steps.

### PLAYER EXTERNAL VIEWS

#### KEY F4

Toggles between a standard external view, and several pre-set camera views.

#### SHIFT F4

A satellite or God's eye view of the world.

### WINGMAN VIEWS

#### KEY F5

Cycles between a full wingman view, wingman and player, player and wingman, and a wingman's cockpit view.

#### SHIFT C

Cycles between wingmen.

### FLY-BY VIEWS

#### KEY F6

Your fly-by, or you and nearest missile.

#### SHIFT F6

Selected target fly-by or, if no target selected, browse plane.

### TARGET VIEWS

#### KEY F7

Cycles between a full target view, target and player, player and target, and a view of the target and his target.

#### SHIFT F7

Browse ground targets (use 'C' to cycle).

### WEAPONS VIEWS

#### KEY F8

Missile sequence.

#### SHIFT F8

Cycles between external views of the missile and a weapon's eye view.

### VR PADLOCK

#### KEY F10

Padlock view:

- a) View padlock - should always eyeball tracked targets, even if a radar guided weapon is selected.
- b) Padlocks runway when in landing mode, or ground targets in AG.

# EF2000 KEYS

## VIEW SUMMARY

### KEY F11

Wingman padlock:

Toggles between wingman padlock, wingman target padlock and wingman threat padlock.

### KEY F12

Missile padlock.

### LOOK AT MFDs

#### NUMERIC 1

View MFD 1.

#### NUMERIC 2

View MFD 2.

#### NUMERIC 3

View MFD 3.

### LOOK AT OTHER COCKPIT PANELS

#### NUMERIC 4

View warning panel.

#### NUMERIC 5

View IRST.

#### NUMERIC 6

View artificial horizon and compass.

### MANUAL SCROLLING VIEWS

#### SHIFT PLUS CURSORS

Scroll around the cockpit or external view.

### EXTERNAL VIEW ZOOM

#### SHIFT PLUS NUMERIC 7 OR 1

Zoom external views.

### HUD ON AND OFF

#### ALT H

Declutter HUD view.

### TOGGLE TARGET VIEW MODE

#### KEY C

Cycle selected track.

#### TAB

Select or close wingmen menu/command mode).

### BROWSE PLANE VIEWS

#### F9

External of any aeroplane, the selected plane and the player, and the selected plane and its target.

#### SHIFT C

Cycle browse plane (any plane within 50 nm).

#### SHIFT X

In browse mode, show previous plane.

### ADDITIONAL CONTROLS

#### KEY S

Send message in network game.

#### SHIFT L

Show last message.

#### ALT M

Toggle between MIDI & CD music.

#### ALT N

Play next track on CD.

#### ALT RETURN

Toggle between windowed or full screen game (in Windows 95 version only).

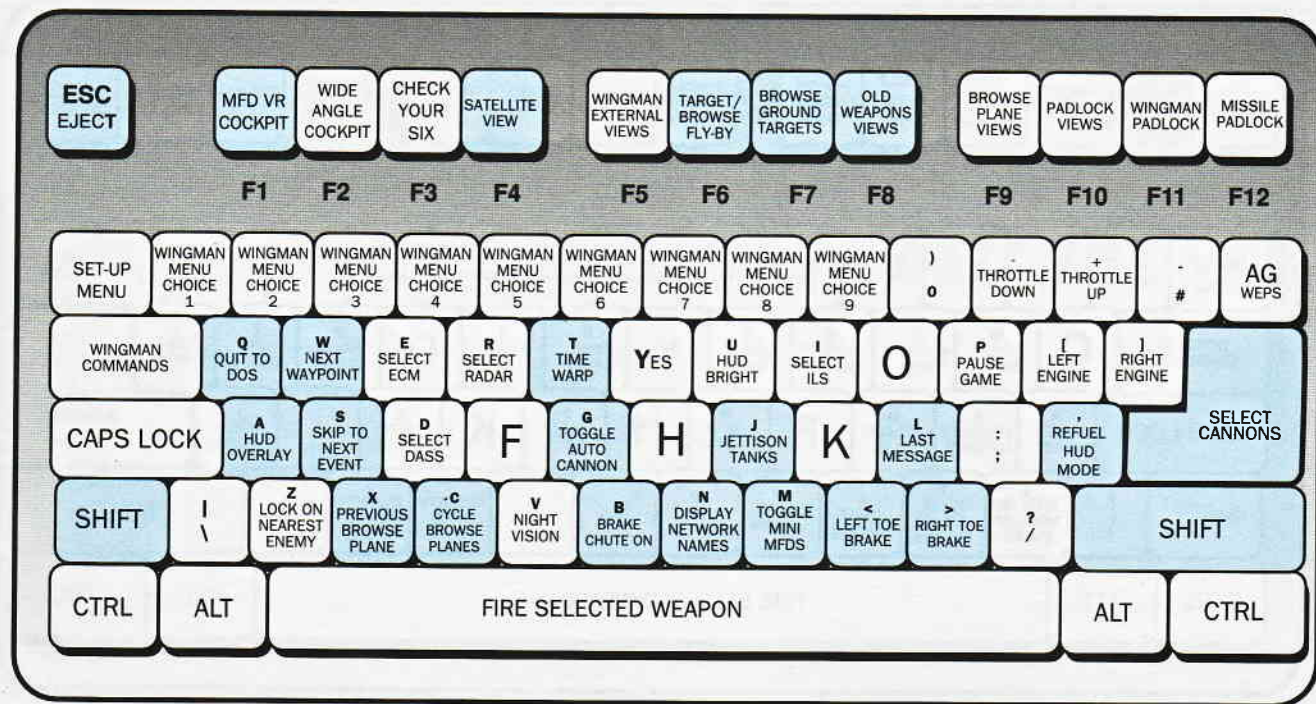


## UNSHIFTED KEYBOARD



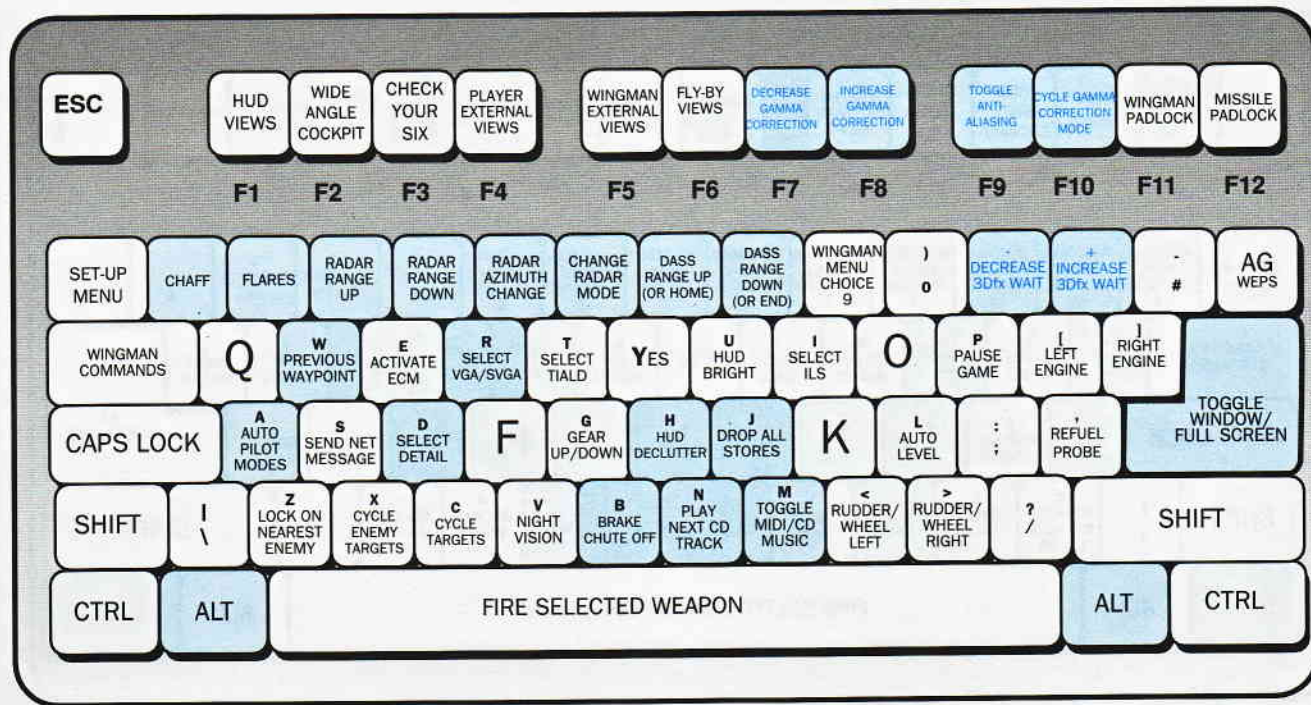
# EF2000 KEYS & VIEWS

## SHIFTED KEYBOARD



# EF2000 KEYS & VIEWS

## ALT KEYBOARD

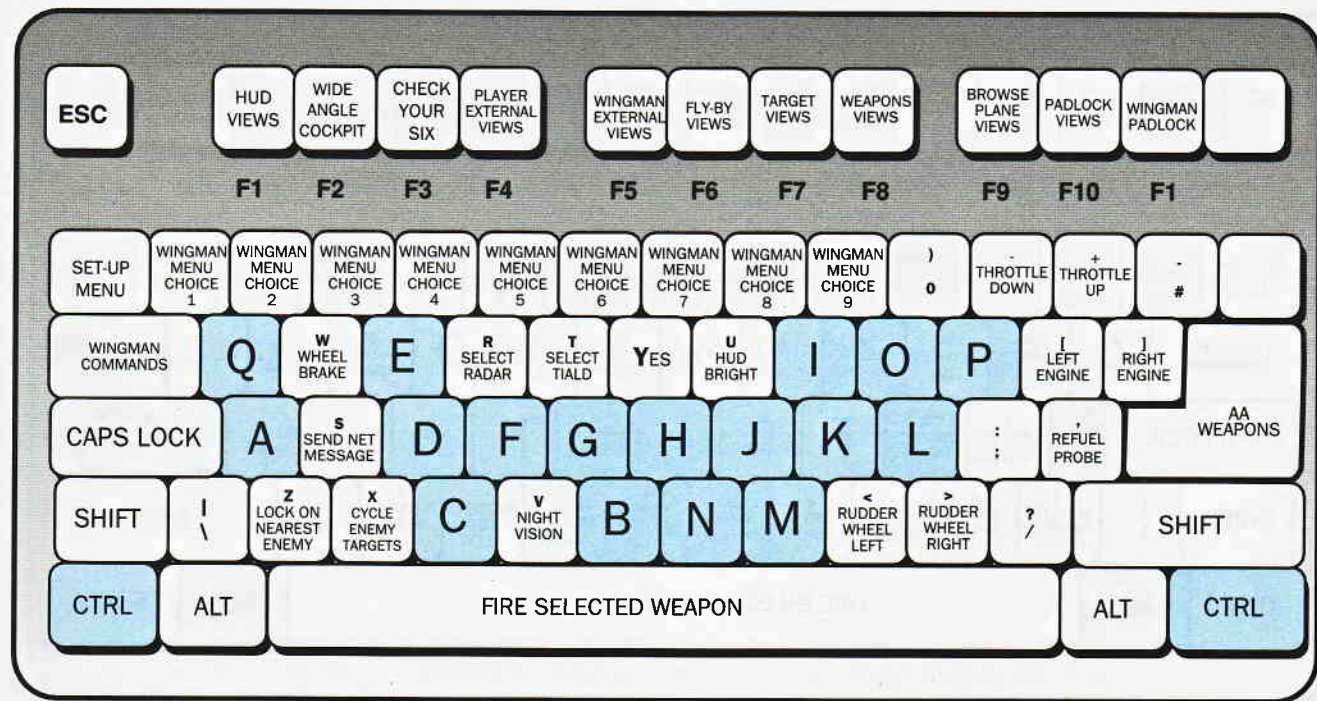


WORDING IN BLUE INDICATES KEYS USED WITH 3D ACCELERATION ONLY.



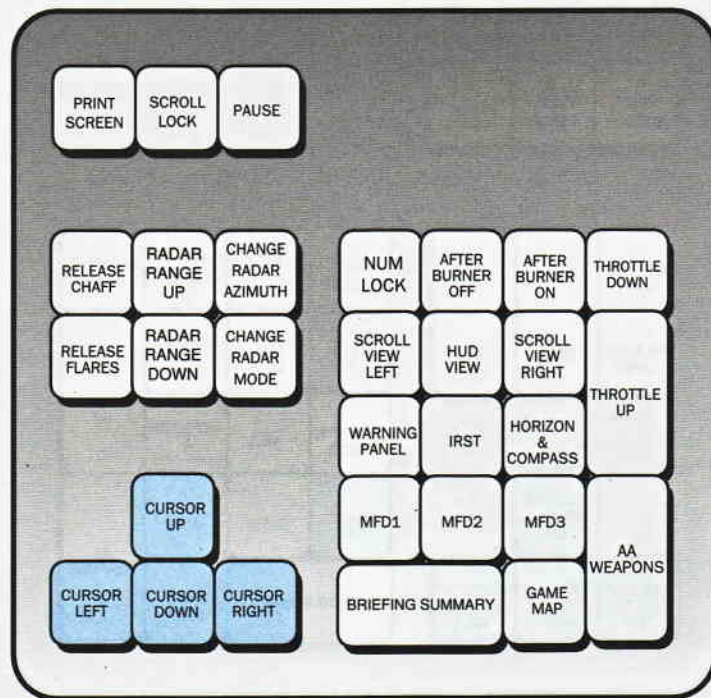
# EF2000 KEYS & VIEWS

## KEYBOARD MFD CONTROLS WITH CTRL



# EF2000 KEYS & VIEWS

## EXTENDED KEYBOARD UNSHIFTED



# EF2000 KEYS & VIEWS

## EXTENDED KEYBOARD SHIFTED

