Su-25T

Key Command List

	General		
Esc	End mission		
Pause	Pause		
Z - LCtrl	Time accelerate		
Z - LAIt	Time decelerate		
Z - LShift	Time normal		
1	Score window		
`	Multiplayer chat - mode All		
`- RCtrl	Multiplayer chat - mode Allies		
Y - LCtrl	Info bar view toggle		
Tab - RCtrl - RShift	Get new plane - respown		
J - RAlt	Jump into other aircraft		
SysRQ	Screenshot		
Pause - RCtrl	Frame rate counter - Service info		
Y - LAIt	Coordinates units change		
C - LAIt	Mouse cursor cockpit mode		
S - LCtrl	Sound On/Off		
	Flight Control		
Up	Aircraft Down		
Down	Aircraft Up		
Left	Aircraft Bank Left		
Right	Aircraft Bank Right		
Z	Aircraft Rudder Left		
Х	Aircraft Rudder Right		
RCtrl	Trim Up		
; - RCtrl	Trim Down		
, - RCtrl	Trim Left		
/ - RCtrl	Trim Right		
Z - RCtrl	Trim Left Rudder		
X - RCtrl	Trim Right Rudder		
Num+	Power Up		
Num-	Power Down		
PageUp	Thrust Up		
PageDown	Thrust Down		
Num+ - RAlt	Power Up Left		
Num RAlt	Power Down Left		
PageUp - RAlt	Thrust Up Left		
PageDown - RAlt	Thrust Down Left		
Num+ - RShift	Power Up Right		
Num RShift	Power Down Right		
PageUp - RShift	Thrust Up Right		
PageDown - RShift	Thrust Down Right		
	Autopilot		
A	Autopilot		
Н	Autopilot - Barometric Altitude Hold 'H'		
`- LAlt	Autopilot override (Su-25T)		
-			

1 - LAlt	Autopilot - Attitude Hold	
2 - LAIt	Autopilot - Attitude Hold Autopilot - Altitude And Roll Hold	
3 - LAIt		
4 - LAIt	Autopilot - Transition To Level Flight Control	
5 - LAIt	Autopilot - Barometric Altitude Hold Autopilot - Radar Altitude Hold	
6 - LAIt	Autopilot - 'Route following'	
9 - LAIt	Autopilot Disengage	
В	Systems Airbrake	
B - LShift	Airbrake On Airbrake Off	
B - LCtrl		
R	Fuel Dump Jettison Fuel Tanks	
R - LAIt	Smoke	
L - RShift	Electric Power Switch	
L	Illumination Cockpit	
L - RCtrl	Navigation lights	
L - RAIt	Gear Light Near/Far/Off	
F	Flaps Up/Down	
F - LShift	Flaps Landing Position	
F - LCtrl	Flaps Up	
G	Landing Gear Up/Down	
G - LCtrl	Landing Gear Up	
G - LShift	Landing Gear Down	
W	Wheel Brake On	
C - LCtrl	Canopy Open/Close	
P	Dragging Chute	
N - RShift	Audible Warning Reset	
W - LCtrl	Weapons Jettison	
E - LCtrl	Eject	
C - RShift	Flight Clock Start/Stop/Reset	
= - RShift	Altimeter Pressure Increase Su-25T	
RShift	Altimeter Pressure Decrease Su-25T	
Home - RShift	Engines Start	
End - RShift	Engines Stop	
Home - RAIt	Engine Left Start	
End - RAlt	Engine Left Stop	
Home - RCtrl	Engine Right Start	
End - RCtrl	Engine Right Stop	
H - RCtrl	HUD Color	
Modes		
`- LCtrl	(`) Next Waypoint, Airfield Or Target	
1	(1) Navigation Modes	
6	(6) Longitudinal Missile Aiming Mode	
7	(7) Air-To-Ground Mode	
8	(8) Gunsight Reticle Switch	
Sensors Target Lock		
Enter	Target Lock	
Back	Target Unlock	
I	ELINT Pod On/Off	
I - RCtrl	Target Designator To Center	
0	Electro-Optical System On/Off	

O - RShift	Laser Ranger On/Off	
O - RCtrl	Night Vision (FLIR or LLTV) On/Off	
:	Target Designator Up	
	Target Designator Down	
,	Target Designator Left	
/	Target Designator Right	
=	Display Zoom In	
-	Display Zoom Out	
W - LAIt	Launch Permission Override	
RCtrl	Target Size / Gunpod Elevation Decrease Stepping	
= - RCtrl	Target Size / Gunpod Elevation Increase Stepping	
= - RAIt	Target Size / Gunpod Elevation Increase	
RAIt	Target Size / Gunpod Elevation Decrease	
R - RShift	RWR/SPO Mode Select	
, - RAlt	RWR/SPO Sound Signals Volume Down	
RAIt	RWR/SPO Sound Signals Volume Up	
	Weapons	
Space	Weapon Fire	
D	Weapon Change	
С	Cannon	
V - LCtrl	Salvo Mode	
C - LShift	Cut Of Burst select	
Space - LCtrl	Ripple Quantity Select/SPPU select	
V	Ripple Interval Increase	
V - LShift	Ripple Interval Decrease	
	Countermeasures	
Q - LShift	Countermeasures Continuously Dispense	
Q	Countermeasures Release	
Delete	Countermeasures Flares Dispense	
Insert	Countermeasures Chaff Dispense	
E	ECM	
E - LShift	IR Jamming	
E - LWin	Order Mission and RTB	
R - LWin	Order Complete mission and rejoin	
T - LWin	Order Formation Change	
Y - LWin	Order Join Up Formation	
Q - LWin	Order Attack My Target	
W - LWin	Order Cover Me	
U - LWin	Order Request AWACS Home Airbase	
I - LWin	Order Request AWACS Available Tanker	
G - LWin	Order Attack Ground Targets	
D - LWin	Order Attack Air Defenses	
\	Communication menu	
View		
Num4	View Left slow	
Num6	View Right slow	
Num8	View Up slow	
Num2	View Down slow	
Num9	View Up Right slow	
Num3	View Down Right slow	
Num1	View Down Left slow	
Num7	View Up Left slow	

Num5	View Center
Num*	Zoom in slow
Num/	Zoom out slow
NumEnter	Zoom normal
Num* - RCtrl	Zoom external in
Num/ - RCtrl	Zoom external out
NumEnter - RCtrl	Zoom external normal
Num* - LAIt	F11 camera moving forward
Num/ - LAIt	F11 camera moving backward
F1	F1 Cockpit view
F1 - LCtrl	F1 Natural head movement view
F1 - LAIt	F1 HUD only view switch
F2	F2 Aircraft view
F2 - LCtrl	F2 View own aircraft
F2 - RAIt	F2 Toggle camera position
F2 - LAIt	F2 Toggle local camera control
F3	F3 Fly-By view
F3 - LCtrl	• •
	F3 Fly-By jump view
F4	F4 Look back view
F4 - LCtrl	F4 Chase view
F5	F5 nearest AC view
F5 - LCtrl	F5 Ground hostile view
F6	F6 Released weapon view
F6 - LCtrl	F6 Weapon to target view
F7	F7 Ground unit view
F8	F8 Target view
F8 - RCtrl	F8 Player targets/All targets filter
F9	F9 Ship view
F9 - LAIt	F9 Landing signal officer view
F10	F10 Theater map view
F10 - LCtrl	F10 Jump to theater map view over current point
F11	F11 Airport free camera
F11 - LCtrl	F11 Jump to free camera
F12	F12 Static object view
F12 - LCtrl	F12 Civil traffic view
F12 - LShift	F12 Trains/cars toggle
F1 - LWin	F1 Head shift movement on / off
] - LShift	Keyboard Rate Fast
] - LCtrl	Keyboard Rate Slow
] - LAlt	Keyboard Rate Normal
[- LShift	Mouse Rate Fast
[- LCtrl	Mouse Rate Slow
[- LAIt	Mouse Rate Normal
	View Cockpit
Num0	Cockpit Panel View Glance
Num0 - RCtrl	Cockpit Panel View
Num0 - RAIt	Cockpit Snap Views Save
Num8 - RShift	View up
Num2 - RShift	View down
Num4 - RShift	View left
Num6 - RShift	View right
Num9 - RShift	View up right

Num1 - KShift View down left Num2 - RShift View down left Num2 - RCtrl - RShift Cockpit Camera Move Up Num2 - RCtrl - RShift Cockpit Camera Move Up Num4 - RCtrl - RShift Cockpit Camera Move Up Num6 - RCtrl - RShift Cockpit Camera Move Left Num6 - RCtrl - RShift Cockpit Camera Move Right Num6 - RCtrl - RShift Cockpit Camera Move Forward Num6 - RCtrl - RShift Cockpit Camera Move Forward Num7 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl Gilance down Num2 - RCtrl Gilance down Num4 - RCtrl Gilance down Num7 - RCtrl Gilance down Num7 - RCtrl Gilance Up-left Num8 - RCtrl Gilance Up-left Num9 - RCtrl Gilance Up-left Num9 - RCtrl Gilance Up-left Num9 - RCtrl Gilance down-right Num9 - RCtrl Gilance Up-left Num9 - RCtrl Gilance Up-left Num9 - RCtrl Gilance Up-left Num8 - RAtl Camera snap view Up Num8 - RAtl Camera snap view Up Num8 - RAtl Camera snap view Up Num9 - RAlt Camera snap view Up-left Num1 - RAlt Camera snap view Up-left Num9 - RAlt Camera snap view Up-left Num	Num3 - RShift	View down right	
Num7 - RShift Num8 - RCtrl - RShift Cockpit Camera Move Up Num2 - RCtrl - RShift Cockpit Camera Move Down Num4 - RCtrl - RShift Cockpit Camera Move Left Num6 - RCtrl - RShift Cockpit Camera Move Right Num6 - RCtrl - RShift Cockpit Camera Move Forward Num7 - RCtrl - RShift Cockpit Camera Move Forward Num7 - RCtrl - RShift Cockpit Camera Move Forward Num7 - RCtrl - RShift Cockpit Camera Move Forward Num5 - RCtrl - RShift Cockpit Camera Move Forward Num6 - RCtrl - RShift Cockpit Camera Move Roward Num6 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl Glance up Num2 - RCtrl Glance down Num4 - RCtrl Glance down Num4 - RCtrl Glance right Num6 - RCtrl Glance right Num7 - RCtrl Glance up-left Num9 - RCtrl Glance up-left Num9 - RCtrl Glance up-light Num8 - RCtrl Glance up-light Num8 - RCtrl Glance up-light Num8 - RCtrl Glance up-light Camera pan mode toggle Camera snap view up Num2 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view up-light Num6 - RAlt Camera snap view up-light Num7 - RAlt Camera snap view up-light Num7 - RAlt Camera snap view up-light Num8 - RAlt Camera snap view up-light Num9 - RAlt Camera snap view up-light Num7 - RAlt Camera snap view down-light Num9 - RAlt Camera snap view up-light Num9 - RAlt Camera Snap view up		3	
Num8 - RCtrl - RShift Cockpit Camera Move Up Num2 - RCtrl - RShift Cockpit Camera Move Down Num4 - RCtrl - RShift Cockpit Camera Move Left Num6 - RCtrl - RShift Cockpit Camera Move Right Num6 - RCtrl - RShift Cockpit Camera Move Right Num6 - RCtrl - RShift Cockpit Camera Move Roward Num7 - RCtrl - RShift Cockpit Camera Move Boack Num5 - RCtrl - RShift Cockpit Camera Move Down Num6 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl Glance Up Num2 - RCtrl Glance Up Num2 - RCtrl Glance Information Glance Up-Information Glance Up-Info			
Num2 - RCtrl - RShift		'	
Num4 - RCtrl - RShift Cockpit Camera Move Left Num6 - RCtrl - RShift Cockpit Camera Move Right Num7 - RCtrl - RShift Cockpit Camera Move Forward Num7 - RCtrl - RShift Cockpit Camera Move Forward Num9 - RCtrl - RShift Cockpit Camera Move Denker Num9 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl Glance up Num8 - RCtrl Glance up Num9 - RCtrl Glance left Num9 - RCtrl Glance left Num7 - RCtrl Glance left Num7 - RCtrl Glance left Num9 - RCtrl Glance up-left Num9 - RCtrl Glance up-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance up-left Num9 - RAlt Camera snap view up Num9 - RAlt Camera snap view up Num9 - RAlt Camera snap view up Num9 - RAlt Camera snap view down Num4 - RAlt Camera snap view down Num4 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera Snap view Delete Num9 - RAlt Camera Return Base Num9 - LWin Custom Snap View 0 Num9 - ROtrl Camera Return Base Num9 - LWin Custom Snap View 1 Num9 - ROtrl Custom Snap View 3 Num9 - LWin Custom Snap View 4 Num9 - LWin Custom Snap View 5 Num9 - LWin Custom Snap View 9 Num9 - ROtrl Custo			
Num6 - RCtrl - RShift Cockpit Camera Move Right		•	
Num* - RCtrl - RShift Cockpit Camera Move Forward Num* - RCtrl - RShift Cockpit Camera Move Back Num5 - RCtrl - RShift Cockpit Camera Move Center Num8 - RCtrl Glance up Num2 - RCtrl Glance down Num4 - RCtrl Glance left Num6 - RCtrl Glance left Num7 - RCtrl Glance down-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance down-right Num3 - RCtrl Glance down-right Num8 - RAlt Camera pan mode toggle Num8 - RAlt Camera pan mode toggle Num8 - RAlt Camera snap view up Num4 - RAlt Camera snap view down Num4 - RAlt Camera snap view right Num6 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera Sequive up-left Num5 - ROtrl Camera Center View Num5		·	
Num/ - RCtrl - RShift Cockpit Camera Move Center NumS - RCtrl - RShift Cockpit Camera Move Center Num2 - RCtrl Glance up Num4 - RCtrl Glance down Num4 - RCtrl Glance left Num6 - RCtrl Glance right Num7 - RCtrl Glance right Num7 - RCtrl Glance down-left Num9 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view down-left Num9 - RAlt Camera Return Base Num9 - LWin Custom Snap View 4 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Right On Num9 - RAlt Mirror Right On N		,	
Num5 - RCtrl - RShift Cancera Move Center Num8 - RCtrl Glance up Num2 - RCtrl Glance down Num4 - RCtrl Glance left Num6 - RCtrl Glance right Num7 - RCtrl Glance down-left Num7 - RCtrl Glance down-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view up-left Num6 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera Return Num5 - ROHT Num5 - ROHT Num5 - ROHT Num6 - ROHT Num7 - ROHT Cautom Snap View 0 Num1 - LWin Custom Snap View 1 Num6 - LWin Custom Snap View 3 Num6 - LWin Custom Snap View 3 Num7 - LWin Custom Snap View 4 Num9 - LWin Custom Snap View 5 Num9 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - ROHT Num7 - RShift Mirror Left On M - RAlt Mirror Left On M - RAlt Mirror Left On Num7 - RShift Camera ijsgle toggle View Etended J - LShift Camera ijsgle toggle Num6 - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View Ill mode Num6 - RCtrl - RShift View Allies Mode		'	
Num8 - RCtrl Glance up Num2 - RCtrl Glance down Num4 - RCtrl Glance left Num6 - RCtrl Glance right Num7 - RCtrl Glance up-left Num7 - RCtrl Glance up-left Num1 - RCtrl Glance up-left Num1 - RCtrl Glance up-left Num3 - RCtrl Glance up-left Num3 - RCtrl Glance up-right Num3 - RCtrl Glance down-right 2 - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num8 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num5 - RShift Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RChrl Camera Return Num6 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 3 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 9 N- RAlt Mirror Left On M - RAlt Mirror Right On Num4 - RShift Zoom out View Extended J - LShift Camera Tracking Released Weapon	·	·	
Num2 - RCtrl Glance down Num4 - RCtrl Glance left Num6 - RCtrl Glance right Num7 - RCtrl Glance up-left Num1 - RCtrl Glance up-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance down-left 2 - LAlt - LShift Camera snap view up Num2 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num2 - RAlt Camera snap view left Num6 - RAlt Camera snap view up-left Num6 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-left Num5 - RAlt Camera snap view down-left Num5 - RAlt Camera snap view down-left Num6 - RAlt Camera snap view down-left Num7 - RAlt Camera snap view down-left Num8 - RAlt Camera snap view down-left Num6 - RAlt Camera snap view down-left Num6 - RAlt Camera Return Num6 - RAlt Camera Return Num7 - RAlt Camera Return Num8 - RAlt Camera Return Num9 - RAlt Camera Return Num9 - RAlt Camera Return Num1 - LWin Custom Snap View 1 Num1 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num6 - LWin Custom Snap View 4 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Right On Num7 - RShift Zoom in Num7 - RShift Zoom out View Extended J - LShift Camera jegle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num4 - RCtrl		•	
Num4 - RCtrl Glance left Num6 - RCtrl Glance right Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num9 - RCtrl Glance down-left Num9 - RCtrl Glance up-right Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view right Num7 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view up-left Num3 - RAlt Camera snap view up-left Num3 - RAlt Camera snap view up-right Num3 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Return Num5 - RShift Camera Return Num5 - RAlt Camera Return Num6 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num6 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Unum4 - RCtrl		•	
Num6 - RCtrl Glance right Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num8 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view right Num7 - RAlt Camera snap view own-left Num8 - RAlt Camera snap view own-left Num8 - RAlt Camera snap view own-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera snap view down-right Num5 - RShift Camera Return Rase Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num9 - LWin Custom Snap View 1 Num9 - LWin Custom Snap View 2 Num8 - LWin Custom Snap View 2 Num8 - LWin Custom Snap View 4 Num9 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num8 - RShift Zoom in Num9 - RShift Zoom out View Extended J - LShift Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode End - RCtrl - Wiew In Mode Num4 - RCtrl			
Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num9 - RCtrl Glance down-right Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera snap view up Num2 - RAlt Camera snap view up Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num6 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num3 - RAlt Camera snap view up-left Num3 - RAlt Camera snap view up-light Num3 - RAlt Camera snap view down-light Num5 - RShift Camera Return Num5 - RShift Camera Return Rase Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Right On Num7 - RShift Zoom in Num7 - RShift Zoom in Num8 - RShift Zoom in Num9 - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Rctrl - RShift View Allies Mode Delete - RCtrl View all mode Num4 - RCtrl			
Num1 - RCtrl Glance down-left Num9 - RCtrl Glance up-right Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera snap view down-right Num9 - RAlt Camera Return Num5 - RShift Camera Return Base Num6 - RCtrl Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num3 - LWin Custom Snap View 1 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 4 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On Num7 - RShift Zoom In Num7 - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Returl Rode Delete - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num4 - RCtrl			
Num9 - RCtrl Glance up-right Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view left Num7 - RAlt Camera snap view up-left Num8 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-right Num5 - RShift Camera Center View Num5 - RStrl Camera Return Num5 - RAlt Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N- RAlt Mirror Right On N- RAlt Mirror Right On N- RAlt Mirror Right On Num* - RShift Zoom ut View Extended J - LShift Camera jiggle toggle K - LAlt Camera Returl Rode Delete - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl		,	
Num3 - RCtrl Glance down-right Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view right Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Snap view down-right Num5 - RShift Camera Snap view down-right Num5 - RAlt Camera Return Num5 - RAlt Camera Return Num5 - RAlt Camera Return Num6 - RAlt Camera Return Num7 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 9 N - RAlt Mirror Right On N - RAlt Mirror Right On N - RAlt Mirror Right On Num4 - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Nome - RCtrl - RShifft View Allies Mode End - RCtrl - RShifft View all mode Num4 - RCtrl			
Z - LAlt - LShift Camera pan mode toggle Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view up Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Return Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera Figure Mode Delete - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num+ - RCtrl			
Num8 - RAlt Camera snap view up Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view right Num7 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num3 - RAlt Camera Snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Num6 - RAlt Camera Return Num7 - RAlt Camera Return Num9 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Left On M - RAlt Mirror Right On Num7 - RShift Camera jiggle toggle K - LAlt Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num4 - RCtrl		•	
Num2 - RAlt Camera snap view down Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view right Num7 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view up-right Num3 - RAlt Camera snap view down-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Return Num5 - RShift Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num4 - RShift Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num4 - RCtrl			
Num4 - RAlt Camera snap view left Num6 - RAlt Camera snap view up-left Num7 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-left Num9 - RAlt Camera snap view up-right Num8 - RAlt Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num4 - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num4 - RCtrl			
Num6 - RAlt Camera snap view right Num7 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view down-right Num5 - RAlt Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num8 - RShift Zoom in Num9 - RShift Zoom out View Extended Located Return Base Num9 - RCtrl - RShift View Allies Mode Num4 - RCtrl - RShift View Enemies Mode Num4 - RCtrl View all mode Num4 - RCtrl	Num2 - RAlt		
Num7 - RAlt Camera snap view up-left Num1 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view up-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Snap view down-right Num5 - RShift Camera Return Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended L- LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num+ - RCtrl View all mode	Num4 - RAlt	Camera snap view left	
Num1 - RAlt Camera snap view down-left Num9 - RAlt Camera snap view up-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RCtrl Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom out View Extended J - LShift Camera jiggle toggle End - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num+ - RCtrl			
Num9 - RAlt Camera snap view up-right Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Left On Num* - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon			
Num3 - RAlt Camera snap view down-right Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num* - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl View all mode Num+ - RCtrl	Num1 - RAlt		
Num5 - RShift Camera Center View Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 5 Num7 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Imode Num+ - RCtrl View all mode Num+ - RCtrl View all mode Num+ - RCtrl View all mode Num+ - RCtrl	Num9 - RAlt		
Num5 - RCtrl Camera Return Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On Mirror Right On Num* - RShift Zoom in Num* - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Num+ - RCtrl View all mode Num+ - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num3 - RAlt	, ,	
Num5 - RAlt Camera Return Base Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num5 - RShift	Camera Center View	
Num0 - LWin Custom Snap View 0 Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num5 - RCtrl	Camera Return	
Num1 - LWin Custom Snap View 1 Num2 - LWin Custom Snap View 2 Num3 - LWin Custom Snap View 3 Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera Jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode Delete - RCtrl View all mode Num+ - RCtrl View all mode Num+ - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num5 - RAlt		
Num2 - LWinCustom Snap View 2Num3 - LWinCustom Snap View 3Num4 - LWinCustom Snap View 4Num5 - LWinCustom Snap View 5Num6 - LWinCustom Snap View 6Num7 - LWinCustom Snap View 7Num8 - LWinCustom Snap View 8Num9 - LWinCustom Snap View 9N - RAltMirror Left OnM - RAltMirror Right OnNum* - RShiftZoom inNum/ - RShiftZoom outView ExtendedJ - LShiftCamera jiggle toggleK - LAltCamera Terrain Altitude HoldHome - RCtrl - RShiftView Allies ModeEnd - RCtrl - RShiftView Enemies ModeDelete - RCtrlView all modeNum+ - RCtrlCamera Tracking Released Weapon	Num0 - LWin	Custom Snap View 0	
Num3 - LWinCustom Snap View 3Num4 - LWinCustom Snap View 4Num5 - LWinCustom Snap View 5Num6 - LWinCustom Snap View 6Num7 - LWinCustom Snap View 7Num8 - LWinCustom Snap View 8Num9 - LWinCustom Snap View 9N - RAltMirror Left OnM - RAltMirror Right OnNum* - RShiftZoom inNum/ - RShiftZoom outView ExtendedJ - LShiftCamera jiggle toggleK - LAltCamera Terrain Altitude HoldHome - RCtrl - RShiftView Allies ModeEnd - RCtrl - RShiftView Enemies ModeDelete - RCtrlView all modeNum+ - RCtrlCamera Tracking Released Weapon	Num1 - LWin	Custom Snap View 1	
Num4 - LWin Custom Snap View 4 Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Num+ - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num2 - LWin	Custom Snap View 2	
Num5 - LWin Custom Snap View 5 Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num3 - LWin	Custom Snap View 3	
Num6 - LWin Custom Snap View 6 Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num4 - LWin	Custom Snap View 4	
Num7 - LWin Custom Snap View 7 Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num5 - LWin	Custom Snap View 5	
Num8 - LWin Custom Snap View 8 Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num6 - LWin	Custom Snap View 6	
Num9 - LWin Custom Snap View 9 N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl Num+ - RCtrl Camera Tracking Released Weapon	Num7 - LWin	Custom Snap View 7	
N - RAlt Mirror Left On M - RAlt Mirror Right On Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl Num+ - RCtrl Camera Tracking Released Weapon	Num8 - LWin	Custom Snap View 8	
M - RAlt Num* - RShift Zoom in Num/ - RShift Zoom out View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num9 - LWin	Custom Snap View 9	
Num* - RShiftZoom inView ExtendedJ - LShiftCamera jiggle toggleK - LAltCamera Terrain Altitude HoldHome - RCtrl - RShiftView Allies ModeEnd - RCtrl - RShiftView Enemies ModeDelete - RCtrlView all modeNum+ - RCtrlCamera Tracking Released Weapon	N - RAIt	Mirror Left On	
Num/ - RShift View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	M - RAIt	Mirror Right On	
View Extended J - LShift Camera jiggle toggle K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Num* - RShift	Zoom in	
J - LShiftCamera jiggle toggleK - LAltCamera Terrain Altitude HoldHome - RCtrl - RShiftView Allies ModeEnd - RCtrl - RShiftView Enemies ModeDelete - RCtrlView all modeNum+ - RCtrlCamera Tracking Released Weapon	Num/ - RShift	Zoom out	
K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon			
K - LAlt Camera Terrain Altitude Hold Home - RCtrl - RShift View Allies Mode End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	J - LShift	Camera jiggle toggle	
End - RCtrl - RShift View Enemies Mode Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	K - LAIt	Camera Terrain Altitude Hold	
Delete - RCtrl View all mode Num+ - RCtrl Camera Tracking Released Weapon	Home - RCtrl - RShift	View Allies Mode	
Num+ - RCtrl Camera Tracking Released Weapon	End - RCtrl - RShift	View Enemies Mode	
	Delete - RCtrl	View all mode	
	Num+ - RCtrl	Camera Tracking Released Weapon	
	PageDown - LCtrl		

PageUp - LCtrl	Objects switching direction reverse		
Delete - LAlt	Object exclude		
Insert - LAlt	Objects all excluded - include		
	View Padlock		
Num.	Padlock Lock View (cycle padlock)		
NumLock	Padlock Unlock View (stop padlock)		
Num RShift	Padlock All Missiles		
Num RAlt	Padlock Threat Missile		
Num RCtrl	Padlock Terrain Point		
	Labels		
F10 - LShift	Labels All		
F2 - LShift	Labels Aircraft		
F6 - LShift	Labels Missile		
F9 - LShift	Labels Vehicle & Ship		
	Simplifications		
F5 - RAlt	Auto lock on nearest aircraft		
F6 - RAIt	Auto lock on center aircraft		
F7 - RAlt	Auto lock on next aircraft		
F8 - RAIt	Auto lock on previous aircraft		
F9 - RAIt	Auto lock on nearest surface target		
F10 - RAlt	Auto lock on center surface target		
F11 - RAlt	Auto lock on next surface target		
F12 - RAlt	Auto lock on previous surface target		