F-15C

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	
U	Ship Take Off Position	
J - RAlt	Jump into other aircraft	
SysRQ	Screenshot	
Pause - RCtrl	Frame rate counter - Service info	
Y - LAIt	Info bar coordinate units toogle	
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	
T - LCtrl	Trim Reset	
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 - RAIt	Thrust Down Left	
Num+ - RShift	Power Up Right	
Num RShift	Power Down Right	
PageUp - RShift	Thrust Up Right	
PageDown - RShift	Thrust Down Right	
Autopilot		
Α	Autopilot	

J	Autothrust		
H	Autopilot - Barometric Altitude Hold 'H'		
1 - LAIt	Autopilot - Attitude Hold		
2 - LAIt	Autopilot - Altitude And Roll Hold		
3 - LAIt	Autopilot - Transition To Level Flight Control		
4 - LAIt	Autopilot - Hansilon To Level Flight Control Autopilot - Barometric Altitude Hold		
5 - LAIt	Autopilot - Balometric Attitude Hold		
6 - LAIt	Autopilot - 'Route following'		
9 - LAIt	Autopilot Disengage		
Systems			
B Airbrake			
B - LShift	Airbrake On		
B - LCtrl	Airbrake Off		
R	Fuel Dump		
R - LCtrl	Refueling Boom		
R - LAIt	Jettison Fuel Tanks		
T	Smoke		
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		
N - RShift	Audible Warning Reset		
W - LCtrl	Weapons Jettison		
E - LCtrl	Eject (3 times)		
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		
2	(2) Beyond Visual Range Mode		
3	(3) Close Air Combat Vertical Scan Mode		
4	(4) Close Air Combat Bore Mode		
6	(6) Longitudinal Missile Aiming Mode/FLOOD mode		
Sensors			
Enter	Target Lock		
Back	Target Unlock		
I	Radar On/Off		
I - RAIt	Radar RWS/TWS Mode Select		
I - RCtrl	Target Designator To Center		
I - RShift	Radar Pulse Repeat Frequency Select		

	Target Designator Up	
,	Target Designator Op	
•	Target Designator Down	
,	Target Designator Eert Target Designator Right	
; - RShift	Scan Zone Up	
RShift	Scan Zone Down	
, - RShift	Scan Zone Left	
/ - RShift	Scan Zone Right	
=	Display Zoom In	
_	Display Zoom Out	
W - LAIt	Launch Permission Override	
RCtrl	Radar Scan Zone Decrease	
= - RCtrl	Radar Scan Zone Increase	
R - RShift	RWR/SPO Mode Select	
, - RAIt	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	
Space - RAIt	Weapon Release	
Space - KAIL	Countermeasures	
Q - LShift	Countermeasures Continuously Dispense	
Q	Countermeasures Release	
Delete	Countermeasures Flares Dispense	
Insert	Countermeasures Chaff Dispense	
	Countermediates chair bispense	
l F	FCM	
E	Radio Communications	
	Radio Communications	
E - LWin	Radio Communications Flight - Complete mission and RTB	
E - LWin R - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin	
E - LWin R - LWin T - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation	
E - LWin R - LWin T - LWin Y - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation	
E - LWin R - LWin T - LWin Y - LWin Q - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin Num4 Num6	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin Num4 Num6 Num8	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin Num4 Num6 Num8 Num2	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Up slow View Down slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin Num4 Num6 Num8 Num2 Num9	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Down slow View Up Right slow View Up Right slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin G - LWin D - LWin Num4 Num6 Num8 Num2 Num9 Num3	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow View Down slow View Up Right slow View Down Right slow View Down Right slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin D - LWin Num4 Num6 Num8 Num2 Num9 Num3 Num1	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow View Up Right slow View Down Right slow View Down Left slow View Down Left slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin D - LWin Num4 Num6 Num8 Num2 Num9 Num3 Num1 Num7	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow View Up Right slow View Down Right slow View Down Left slow View Down Left slow View Up Left slow	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin D - LWin Num4 Num6 Num8 Num2 Num9 Num3 Num1 Num7 Num5	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow View Down slow View Down Right slow View Down Left slow View Up Left slow View Center	
E - LWin R - LWin T - LWin Y - LWin Q - LWin W - LWin U - LWin I - LWin D - LWin Num4 Num6 Num8 Num2 Num9 Num3 Num1 Num7	Radio Communications Flight - Complete mission and RTB Flight - Complete mission and rejoin Toggle Formation Join Up Formation Attack My Target Cover Me Request AWACS Home Airbase Request AWACS Available Tanker Flight - Attack ground targets Flight - Attack air defenses Communication menu View View Left slow View Right slow View Up slow View Up Right slow View Down Right slow View Down Left slow View Down Left slow View Up Left slow	

Num" - RCtrl	NumEnter	Zoom normal	
Num* - Lalt			
Num* - Lalt	Num/ - RCtrl	Zoom external out	
Num* - LAIt	·		
Num/ - LAİt	Num* - LAIt		
F1	Num/ - LAIt		
F1 - LCtrl F1 Natural head movement view F1 - LAlt F1 HUD only view switch F2 F2 Aircraft view F2 - LCtrl F2 View own aircraft F2 - RAlt F2 Toggle camera position F2 - CAlt F2 Toggle camera position F2 - CAlt F2 Toggle canera position F3 - LCtrl F3 Fly-By view F3 - LCtrl F3 Fly-By jump view F4 - LCtrl F4 Chase view F4 - LCtrl F4 Chase view F5 - LCtrl F5 Ground hostile view F6 - LCtrl F5 Released weapon view F6 - LCtrl F6 Released weapon view F6 - LCtrl F6 Weapon to target view F7 - F7 Ground unit view F7 Ground unit view F8 - RCtrl F8 Player targets/All targets filter F9 - F9 Ship view F9 F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 - LCtrl F10 Imp to theater map view over current point F11 - LCtrl F11 Jirrport free camera F11 - LCtrl F11 Jirrport free camera F12 - LCtrl F12 Static object view	· ·		
F2 F2 Aircraft view F2 - RAlt F2 View own aircraft F2 - RAlt F2 Toggle camera position F2 - LAlt 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 - LCtrl F5 Ground hostile view F6 F6 Released weapon view F6 - LCtrl F6 Weapon to target view F7 - F7 Ground unit view F8 F8 RCtrl F8 Player targets/All targets filter F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 - LCtrl F10 Theater map view over current point F11 - LCtrl F10 Jump to theater map view over current point F11 - LCtrl F11 Jump to free camera F12 - LCtrl F12 Static object view F12 - LCtrl F12 Static object view F12 - LWin F1 Head shift novement on / off F1 - LWin F1 Head shift movement on / off J - LShift Keyboard Rate Fast J - LCtrl	F1 - LCtrl	·	
F2 F2 Aircraft view F2 - LCtrl F2 View own aircraft F2 - RAlt F2 Toggle camera position F2 - LAlt 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 - LAlt F9 Landing signal officer view F10 - LCtrl F10 Theater map view over current point F11 - LCtrl F11 Jump to free camera F11 - LCtrl F11 Jump to free camera F12 - LCtrl F12 Static object view F12 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off J - LShift Keyboard Rate Fast	F1 - LAIt	F1 HUD only view switch	
F2 - RAIT F2 Toggle camera position F2 - LAIT F2 Toggle local camera control F3 F3 Fly-By view F3 - LCtrl F3 Fly-By view F4 F4 Lock back view F4 - LCtrl F4 Chase view F5 F5 F5 nearest AC view F6 - LCtrl F6 F6 Released weapon view F6 - LCtrl F7 F7 Ground Inti view F8 F8 F8 Target view F8 - RCtrl F8 Player targets/All targets filter F9 F9 F9 Ship view F9 - LAIT F10 F10 F10 Theater map view F10 - LCtrl F11 F11 Jump to free camera F11 - LCtrl F12 F12 Static object view F12 - LShift F13 LTarins/cars toggle F1 - LWin F1 Lettrl F1 Lettrl F1 Lettrl F1 Head shift movement on / off F1 LAIT F1	F2	F2 Aircraft view	
F2 - LAlt F2 Toggle local camera control F3 F3 - IV-By view F3 - IV-Ctrl F3 Fly-By jump view F4 F4 Lock back view F4 - LCtrl F4 Chase view F5 F5 F5 F5 F6 F6 Released Weapon view F6 F6 F6 F6 Released weapon view F6 F6 F6 F7 F7 F7 Ground unit view F7 F8 F8 F8 Target view F8 F8 F8 Target view F8 F8 F8 Target view F9 F9 F9 F9 Ship view F9 LOLT F9 F9 F9 Ship view F9 LOLT F10 F10 Theater map view over current point F11 F11 Airport free camera F12 F12 F12 Static object view F12 - LCtrl F12 LVII F13 F14 Reyboard Rate F38 F15 F14 Reyboard Rate F38 F15 F16 F17 Reyboard Rate F38 F17 Reyboard Rate F38 F19 LAIT REYBOARD REYBOARD F19 LAIT	F2 - LCtrl	F2 View own aircraft	
F2 - LAlt F2 Toggle local camera control F3 F3 - IV-By view F3 - IV-Ctrl F3 Fly-By jump view F4 F4 Lock back view F4 - LCtrl F4 Chase view F5 F5 F5 F5 F6 F6 Released Weapon view F6 F6 F6 F6 Released weapon view F6 F6 F6 F7 F7 F7 Ground unit view F7 F8 F8 F8 Target view F8 F8 F8 Target view F8 F8 F8 Target view F9 F9 F9 F9 Ship view F9 LOLT F9 F9 F9 Ship view F9 LOLT F10 F10 Theater map view over current point F11 F11 Airport free camera F12 F12 F12 Static object view F12 - LCtrl F12 LVII F13 F14 Reyboard Rate F38 F15 F14 Reyboard Rate F38 F15 F16 F17 Reyboard Rate F38 F17 Reyboard Rate F38 F19 LAIT REYBOARD REYBOARD F19 LAIT	F2 - RAIt	F2 Toggle camera position	
F3 F3 Fly-By view F3 F1 Fly-By jump view F4 F4 Look back view F4 F4 Look back view F5 F5 nearest AC view F5 F5 nearest AC view F6 F6 Released weapon view F7 F7 Ground vnit view F8 F8 F7 Tarreleased weapon view F8 F8 F7 Tarreleased weapon view F8 F8 F8 F8 F8 F8 F8 F8 F8 F8 F8 F8 F8 F8 F10 F10 F10 F10 F10 <td< td=""><td>F2 - LAIt</td><td></td></td<>	F2 - LAIt		
F3 - LCtrl F3 Fly-By jump view F4 F4 Look back view F5 - LCtrl F4 Chase view F5 F5 nearest AC view F5 - LCtrl F5 Ground hostile view F6 F6 F6 F6 Released weapon view F6 F6 CLTrl F6 Weapon to target view F7 F7 Ground unit view F8 F	F3		
F4 LOck back view F4 - LCtrl F4 Chase view F5 F5 F5 F5 F6 F6 F6 Released weapon view F6 F6 F6 F6 Released weapon view F6 F6 LCtrl F6 Weapon to target view F7 F7 F7 F7 Ground unit view F8 F8 F8 Target view F8 F8 Target view F8 - RCtrl F8 Player targets/All targets filter F9 F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 F10 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 F13 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off F1 LShift Keyboard Rate Fast F1 LCtrl Keyboard Rate Slow F1 LShift Mouse Rate Slow F1 LShift Mouse Rate Slow F1 LShift Mouse Rate Slow F1 LAlt Mouse Rate Slow F1 LAlt Save Cockpit panel view in F1 LAlt Save Cockpit panel view toggle Num0 RAlt Save Cockpit Angles Num8 - RShift View up right Num9 - RShift View right Num9 - RShift View own left Num9 - RShift View own left View down left	F3 - LCtrl	F3 Fly-By jump view	
F5 F5 nearest AC view F5 - CtCrl F5 Ground hostile view F6 F6 Released weapon view F6 - CtCrl F6 Weapon to target view F7 F7 F7 F7 F7 F7 F7 F	F4		
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 F8 Target view F9 - LAlt F9 Landing signal officer view F10 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 - LCtrl F12 Static object view F12 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off F1 - LShift Keyboard Rate Fast F1 - LCtrl Keyboard Rate Slow F1 - LShift Mouse Rate Slow F1 - LAlt Meyboard Rate Slow F1 - LAlt Meyboard Rate Slow F1 - LAlt Mouse Rate Slow F1 - L	F4 - LCtrl	F4 Chase 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 F8 Target view F9 - LAlt F9 Landing signal officer view F10 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 - LCtrl F12 Static object view F12 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Slow L - LShift Mouse Rate Slow L - LAlt Mouse Rate Slow L - LAlt Mouse Rate Slow View Cockpit Num0 Cockpit panel view in Num0 Rotrl Cockpit panel view in Num0 - RCtrl Sashift View up Num2 - RShift View up Num3 - RShift View down Num4 - RShift View down right Num9 - RShift View down right Num3 - RShift View down right Num9 - RShift View down right Num1 - RShift View down right View down left			
F6 - LCtrl F6 Weapon to target view F7 F7 Ground unit view F8 F8 Target view F8 F8 Target view F8 F8 Target view F8 F8 Target view F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 F10 F10 Theater map view over current point F11 F11 Jump to theater map view over current point F11 F11 LCtrl F11 Jump to free camera F11 - LCtrl F12 Static object view F12 - LCtrl F12 Civil traffic view F13 - LCtrl F12 Civil traffic view F14 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off - LShift Keyboard Rate Fast - LCtrl Keyboard Rate Slow - LAlt Keyboard Rate Slow - LAlt Mouse Rate Fast - LCtrl Mouse Rate Slow - LAlt Mouse Rate Fast - LCtrl Mouse Rate Normal - LShift Mouse Rate Normal - LShift Nouse Rate Normal - LAlt Nouse Rate Normal - LShift Nouse Rate Normal	F5 - LCtrl	F5 Ground hostile view	
F6 - LCtrl F6 Weapon to target view F7 F7 Ground unit view F8 F8 - RCtrl F8 Player targets/All targets filter F9 F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 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 J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Slow C - LAlt Mouse Rate Fast C - LCtrl Mouse Rate Slow View Cockpit Num0 Cockpit panel view in Num0 - RCtrl Cockpit panel view in Num0 - RShift View down Num4 - RShift View down Num4 - RShift View down Num9 - RShift View down Num9 - RShift View up right Num9 - RShift View up right Num9 - RShift View up right Num9 - RShift View down left		F6 Released weapon view	
F7 F7 Ground unit view F8 F8 Target view F8 - RCtrl F8 Player targets/All targets filter F9 F9 - LAlt 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 F12 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 J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Fast [- LCtrl Mouse Rate Slow Cockpit panel view in Num0 Cockpit panel view in Num0 - RCtrl Cockpit panel view toggle Num0 - RAlt Save Cockpit Angles Num2 - RShift View down Num4 - RShift View down Num4 - RShift View up Num9 - RShift View up right Num9 - RShift View up right Num9 - RShift View down left	F6 - LCtrl	•	
F8 - RCtrl F8 Player targets/All targets filter F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 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 J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Slow J - LAlt Keyboard Rate Slow [- LAlt Mouse Rate Fast [- LCtrl Mouse Rate Slow [- LAlt Mouse Rate Normal [- LCtrl Mouse Rate Normal C - LAlt Mouse Rate Normal C - LAlt Seyboard Rate Normal Sex Cockpit panel view in Num0 Cockpit panel view in Num0 - RCtrl Cockpit panel view toggle Num0 - RAlt Save Cockpit Angles Num8 - RShift View up Num2 - RShift View down Num4 - RShift View up right Num6 - RShift View up right Num7 - RShift View down right Num7 - RShift View down left	F7		
F8 - RCtrl F8 Player targets/All targets filter F9 F9 F9 Ship view F9 - LAlt F9 Landing signal officer view F10 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 J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Normal [- LShift Mouse Rate Fast [- LCtrl Mouse Rate Slow	F8	F8 Target view	
F9 - LAlt F9 Landing signal officer view F10 F10 F10 Theater map view F10 - LCtrl F10 Jump to theater map view over current point F11 F11 Airport 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 J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Normal [- LShift Mouse Rate Slow [- LAlt Mouse Rate Slow	F8 - RCtrl		
F10	F9	, , , , , , , , , , , , , , , , , , , ,	
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 F12 Static object view F12 - LCtrl F12 Civil traffic view F12 - LShift F12 Trains/cars toggle F1 - LWin F1 Head shift movement on / off J - LShift Keyboard Rate Fast J - LCtrl Keyboard Rate Slow J - LAlt Keyboard Rate Slow J - LAlt Keyboard Rate Normal [- LShift Mouse Rate Fast [- LCtrl Mouse Rate Slow [- LAlt Mouse Rate Normal	F9 - LAIt	F9 Landing signal officer view	
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 Fast [- LCtrl Mouse Rate Slow I - LAlt Mouse Rate Slow I - LAlt Mouse Rate Slow Num0 Cockpit panel view in Num0 Cockpit panel view in Num0 - RCtrl Cockpit panel view toggle Num0 - RAlt Save Cockpit Angles Num8 - RShift View up Num2 - RShift View down Num4 - RShift View down Num6 - RShift View up right Num9 - RShift View up right Num9 - RShift View down right View down left	F10	F10 Theater map view	
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 [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Normal	F10 - LCtrl	F10 Jump to theater map view over current point	
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 [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Normal	F11	F11 Airport 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 [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Normal	F11 - LCtrl	F11 Jump to free camera	
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 [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Normal	F12		
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 [- LAlt Mouse Rate Slow [- LAlt Mouse Rate Normal	F12 - LCtrl	F12 Civil traffic view	
- LShift Keyboard Rate Fast CLCtrl Keyboard Rate Slow - LAlt Keyboard Rate Normal - LShift Mouse Rate Fast C-LShift Mouse Rate Fast C-LCtrl Mouse Rate Slow C-LAlt Mouse Rate Normal Cockpit Mouse Rate Normal Cockpit Panel view in Num0 Cockpit Panel view in Num0 - RCtrl Cockpit Panel view toggle Num0 - RAlt Save Cockpit Angles Num8 - RShift View up Num2 - RShift View down Num4 - RShift View left View right View up right View up right View down right View down right Num3 - RShift View down right View down left View dow	F12 - LShift	F12 Trains/cars toggle	
- LCtrl Keyboard Rate Slow - LAlt Keyboard Rate Normal - LShift Mouse Rate Fast - LCtrl Mouse Rate Slow - LAlt Mouse Rate Slow - LAlt Mouse Rate Normal	F1 - LWin	F1 Head shift movement on / off	
LAlt Keyboard Rate Normal - LShift Mouse Rate Fast - LCtrl Mouse Rate Slow - LAlt Mouse Rate Normal - LAlt Mouse Rate Slow - LAlt Mouse Rate Slow - LAlt Mouse Rate Normal - LAlt Mouse Rate Slow - LAlt M] - LShift	Keyboard Rate Fast	
[- LShift Mouse Rate Fast [- LCtrl Mouse Rate Slow [- LAlt Mouse Rate Normal] - LCtrl	Keyboard Rate Slow	
[- LCtrl Mouse Rate Slow [- LAlt Mouse Rate Normal] - LAlt	Keyboard Rate Normal	
[- LAlt Mouse Rate Normal View Cockpit Num0 Cockpit panel view in Num0 - RCtrl Cockpit panel view toggle Num0 - RAlt Save Cockpit Angles Num8 - RShift View up Num2 - RShift View down Num4 - RShift View left Num6 - RShift View right Num9 - RShift View up right Num9 - RShift View down right Num1 - RShift View down right Num1 - RShift View down left	[- LShift	Mouse Rate Fast	
View CockpitNum0Cockpit panel view inNum0 - RCtrlCockpit panel view toggleNum0 - RAltSave Cockpit AnglesNum8 - RShiftView upNum2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	[- LCtrl	Mouse Rate Slow	
Num0Cockpit panel view inNum0 - RCtrlCockpit panel view toggleNum0 - RAltSave Cockpit AnglesNum8 - RShiftView upNum2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	[- LAIt	Mouse Rate Normal	
Num0 - RCtrlCockpit panel view toggleNum0 - RAltSave Cockpit AnglesNum8 - RShiftView upNum2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	View Cockpit		
Num0 - RAltSave Cockpit AnglesNum8 - RShiftView upNum2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num0	Cockpit panel view in	
Num8 - RShiftView upNum2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num0 - RCtrl	Cockpit panel view toggle	
Num2 - RShiftView downNum4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num0 - RAlt	Save Cockpit Angles	
Num4 - RShiftView leftNum6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num8 - RShift	View up	
Num6 - RShiftView rightNum9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num2 - RShift	View down	
Num9 - RShiftView up rightNum3 - RShiftView down rightNum1 - RShiftView down left	Num4 - RShift	View left	
Num3 - RShiftView down rightNum1 - RShiftView down left	Num6 - RShift	View right	
Num1 - RShift View down left	Num9 - RShift	View up right	
	Num3 - RShift	View down right	
Num7 - RShift View up left	Num1 - RShift	View down left	
	Num7 - RShift	View up left	

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 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 right Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num9 - RCtrl Glance up-right		
Num4 - RCtrl - RShift 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 right Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num9 - RCtrl Glance up-right		
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 right Num7 - RCtrl Glance up-left Num7 - RCtrl Glance down-left Num9 - RCtrl Glance up-right		
Num* - RCtrl - RShiftCockpit Camera Move ForwardNum/ - RCtrl - RShiftCockpit Camera Move BackNum5 - RCtrl - RShiftCockpit Camera Move CenterNum8 - RCtrlGlance upNum2 - RCtrlGlance downNum4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num/ - RCtrl - RShiftCockpit Camera Move BackNum5 - RCtrl - RShiftCockpit Camera Move CenterNum8 - RCtrlGlance upNum2 - RCtrlGlance downNum4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num5 - RCtrl - RShiftCockpit Camera Move CenterNum8 - RCtrlGlance upNum2 - RCtrlGlance downNum4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num8 - RCtrlGlance upNum2 - RCtrlGlance downNum4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num2 - RCtrlGlance downNum4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num4 - RCtrlGlance leftNum6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num6 - RCtrlGlance rightNum7 - RCtrlGlance up-leftNum1 - RCtrlGlance down-leftNum9 - RCtrlGlance up-right		
Num7 - RCtrl Glance up-left Num1 - RCtrl Glance down-left Num9 - RCtrl Glance up-right		
Num1 - RCtrl Glance down-left Num9 - RCtrl Glance up-right		
Num9 - RCtrl Glance up-right		
1 0		
LNL via DCI III		
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 right		
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 Center Camera View		
Num5 - RCtrl Return Camera		
Num5 - RAlt Return Camera 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 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 Keep terrain camera altitude		
Home - RCtrl - RShift View friends mode		
End - RCtrl - RShift View enemies mode		
Delete - RCtrl View all mode		
Num+ - RCtrl Toggle tracking fire weapon		
PageDown - LCtrl Objects switching direction forward		
PageUp - LCtrl Objects switching direction reverse		
Delete - LAlt Object exclude		
Insert - LAlt Objects all excluded - include		

View Padlock		
Num.	Lock View (cycle padlock)	
NumLock	Unlock view (stop padlock)	
Num RShift	All missiles padlock	
Num RAlt	Threat missile padlock	
Num RCtrl	Lock terrain view	
Labels		
F10 - LShift	All Labels	
F2 - LShift	Aircraft Labels	
F6 - LShift	Missile Labels	
F9 - LShift	Vehicle & Ship Labels	
Simplifications		
F5 - RAIt	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 - RAIt	Auto lock on center surface target	
F11 - RAIt	Auto lock on next surface target	
F12 - RAlt	Auto lock on previous surface target	