A-10A

Key Command List

General	
Esc	End mission
Pause	Pause
Z - LCtrl	Time accelerate
Z - LAlt	Time decelerate
Z - LShift	Time normal
'	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 - LAlt	Info bar coordinate units toogle
C - LAlt	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
X	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 - 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

H	Autopilot - Barometric Altitude Hold 'H'
1 - LAlt	Autopilot - Attitude Hold
2 - LAlt	Autopilot - Altitude And Roll Hold
3 - LAlt	Autopilot - Transition To Level Flight Control
4 - LAlt	Autopilot - Barometric Altitude Hold
5 - LAlt	Autopilot - Radar Altitude Hold
6 - LAlt	Autopilot - 'Route following'
9 - LAlt	Autopilot Disengage
Systems	
B	Airbrake
B - LShift	Airbrake On
B - LCtrl	Airbrake Off
R	Fuel Dump
R - LCtrl	Refueling Bay
T	Smoke
L	Illumination Cockpit
L - RCtrl	Navigation lights
L - RAlt	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 - RAlt	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
Sensors	
Enter	Target Lock
Back	Target Unlock
I - RCtrl	Target Designator To Center
O	CCRP steering mode
;	Target Designator Up
.	Target Designator Down
,	Target Designator Left
/	Target Designator Right
=	Display Zoom In
-	Display Zoom Out

W - LAlt	Launch Permission Override
R - RShift	RWR/SPO Mode Select
, - RAlt	RWR/SPO Sound Signals Volume Down
. - RAlt	RWR/SPO Sound Signals Volume Up
Weapons	
Space	Weapon Fire
D	Weapon Change
C	Cannon
V - LCtrl	Salvo Mode
Space - RAlt	Weapon Release
Space - LCtrl	Ripple Quantity Select
V	Ripple Interval Increase
V - LShift	Ripple Interval Decrease
Space - LShift	PRS/SGL Release Submodes Cycle
Countermeasures	
Q - LShift	Countermeasures Continuously Dispense
Q	Countermeasures Release
Delete	Countermeasures Flares Dispense
Insert	Countermeasures Chaff Dispense
E	ECM
Radio Communications	
E - LWin	Flight - Complete mission and RTB
R - LWin	Flight - Complete mission and rejoin
T - LWin	Toggle Formation
Y - LWin	Join Up Formation
Q - LWin	Attack My Target
W - LWin	Cover Me
U - LWin	Request AWACS Home Airbase
I - LWin	Request AWACS Available Tanker
G - LWin	Flight - Attack ground targets
D - LWin	Flight - 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* - LAlt	F11 Camera moving forward
Num/ - LAlt	F11 Camera moving backward
F1	F1 Cockpit view
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 - 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	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
[- 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
Num3 - RShift	View down right
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
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 - RAlt	Auto lock on nearest aircraft
F6 - RAlt	Auto lock on center aircraft
F7 - RAlt	Auto lock on next aircraft
F8 - RAlt	Auto lock on previous aircraft
F9 - RAlt	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