Keyboard action

(for QWERTY keyboard only)

Key	Action	Ver
	PROGRAM CONTROL	
Esc	End mission/track	
Ctrl-Q	Take control in the track	
Shift-Backspace	Track edit Replace mode (disable old editing commands)	
Alt-Backspace	Track edit Insert mode (don't disable old editing commands)	
Ctrl-S	Toggle Sound On or Off	
Ctrl-0	Begin recording microphone sound in the track	
Shift-0	End recording microphone sound in the track	
Alt-0	Record On or Off the place of cursor in the track	
Ctrl-9	Begin recording subtitle in the track	
Shift-9	End recording subtitle in the track	
Ctrl-A	Accelerate simulation speed	
Alt-A	Decelerate simulation speed	
Shift-A	Reset normal simulation speed	
S	Toggle Pause/Resume/Launch model time at the mission start.	
Alt-J	Jump into selected AI plane cockpit or leave current plane cockpit	
Ctrl-Backspace	Show frame rate	
Print Screen	Upload screen shots to ScreenShots folder, numbering them with 0, 1, 2, …	
' (quote)	Show mission goals window during mission Show scores window during multiplayer mission	1.02
Ctrl-M	Toggle chat window for communication with all gamers during multiplayer	1.02
Alt-M	Toggle chat window for communication with my side during multiplayer	1.02
Shift-Return	Recover human plane	
	FLIGHT CONTROL	
Down Arrow	Nose up	
Up Arrow	Nose down	
Left Arrow	Bank left	
Right Arrow	Bank right	
Ctrl-. *(Period)*	Trim up	
Ctrl-; *(Semi-colon)*	Trim down	
Ctrl-, *(Comma)*	Trim left	
Ctrl-/ *(Slash)*	Trim right	
Ctrl-T	Reset trimmers (except AFM planes Su-25, Su-25T)	
Z	Rudder left (in flight), left turn (taxi)	
X	Rudder right (in flight), right turn (taxi)	
Ctrl-Z	Trim left rudder	
Ctrl-X	Trim right rudder	
A	Engage/disengage autopilot. If the autopilot is on then the plane tries to fly along the route in the NAV mode or to take the level position in combat modes.	
H	Toggle altitude stabilization mode	
J	Toggle auto-throttle	
Alt-~ (Grave)	Autopilot override Su-25T (press and hold)	1.1
Alt-1	Autopilot mode – attitude hold	1.1
Alt-2	Autopilot mode – altitude and roll hold	1.1
Alt-3	Autopilot mode – transition to level flight (panic button)	1.1
Alt-4	Autopilot mode – barometric altitude hold	1.1
Alt-5	Autopilot mode – radio-altitude hold	1.1

Key	Action	Ver
Alt-6	Autopilot mode – "Route following" mode. Same as "Toggle autopilot" command but without auto-throttle	1.1
Alt-9	Autopilot disengage	1.1
Alt-, *(Comma)*	Decrease RWR/SPO sound warnings volume	1.1
Alt-. *(Period)*	Increase RWR/SPO sound warnings volume	1.1
Shift-N	Reset Current Audible Warning	1.02
Alt-V	Toggle immortality mode for own plane (doesn't work in network and in protected missions)	
K	Execute "Pugachev's Cobra"	
U	Setting your plane to the takeoff site on the carrier	
	THROTTLE CONTROL	
RWin-Home	Engines Start	1.1
RWin-End	Engines Stop	1.1
With Alt	Left engine only	
With Shift	Right engine only	
Page Up	Increase Throttle in increments	
Page Down	Decrease Throttle in increments	
Key Pad + *(Plus)*	Increase Throttle smoothly	
Key Pad - *(Minus)*	Decrease Throttle smoothly	
	MECHANICAL SYSTEMS CONTROL	
B	Toggle airbrake	
Shift-B	Airbrake out	
Ctrl-B	Airbrake in	
Ctrl-E-E-E	Eject (Press E three times holding Ctrl down)	
E	Toggle active jamming (requires ECM pods in loadout)	
Shift-E	Toggle active IR jamming for Su-25T only	1.1
F	Toggle flaps up/down	
Shift-F	Flaps down to the landing position	
Ctrl-F	Flaps up	
G	Toggle landing gear up/down	
Shift-G	Toggle landing gear down	1.1
Ctrl-G	Toggle landing gear up	1.1
Alt-G	Toggle arrestor hook down/up *(Note: Su-33 only)*	1.1
Ctrl-C	Canopy open/close	
P	Release drogue chute	
Ctrl-P	Toggle folding wings *(Note: Su-33 only)*	
Ctrl-R	Dump fuel (in flight) or refuel (ground) *(Note: Hold key)*	
Alt-R	Jettison fuel tanks	
W	Wheel brakes (ground) *(Note: Hold key)*	
T	Toggle wingtip smoke	
R	Toggle refueling boom	
Ctrl-H	HUD color selection	
L	Cockpit illumination	
Shift-L	Electric power switch On/Off (for Su-25, Su-25T only)	1.1
Ctrl-L	Switch on-board lights - Steady/Off	
	For Su-25T - cycle mode on-board lights - Steady/Flash/Off	1.1
Alt-L	Toggle gear light Near/Far/Off	
	NAVIGATION	
~ *(Grave)*	Select next waypoint or airfield	
1	Navigation (NAV) modes	
Alt-C	Reset flight clock	
Shift-+ *(Plus)*	Increase air data system barometric altitude (for Su-25, Su-25T only)	1.1

Key	Action	Ver
Shift-- (Minus)	Decrease air data system barometric altitude (for Su-25, Su-25T only)	1.1
	COMBAT MODES	
2	Toggle to set Beyond Visual Range (BVR/DVB) mode	
3	Select Close Air Combat – Vertical Scan (CAC/BVB – VS) mode	
4	Select Close Air Combat – Bore (CAC/BVB – BORE/STR) mode	
5	Select Close Air Combat – Helmet-Mounted Target Designator (CAC/BVB – HMTD/SHLEM) mode	
6	Select Longitudinal Missile Aiming (LNGT/FIO) mode	
7	Select Air-to-ground (GND/ZEMLYA) mode	
8	Select Grid (SETKA) mode	
~ (Grave)	Cycle through targets (Cycle through targets on MFD in AWACS and Ground Attack Modes)	
TAB	Lock selected target or target point (turn on tracked target)	
Ctrl-TAB	Turn off tracked target	
Shift-R	Change the RWR/SPO mode For US RWR three modes in cycle: all threats, lock threats, launch threats. For RF SPO two modes in cycle: all threats, lock threats.	1.02
Shift-; (Semicolon)	Move radar/EOS scan zone UP Move radar/EOS scan zone UP for RF fighters incrementally in 1000 m. (range-elevation BVR search)	1.1
Shift-, (Comma)	Move radar/EOS scan zone LEFT	
Shift-. (Period)	Move radar/EOS scan zone DOWN Move radar/EOS scan zone DOWN for RF fighters incrementally in 1000 m. (range-elevation BVR search)	1.1
Shift -/ (Slash)	Move radar/EOS scan zone RIGHT	
-; (Semicolon)	Move HUD target designator Box or TV seeker scan zone DOWN	
-, (Comma)	Move HUD target designator Box or TV seeker scan zone LEFT	
-. (Period)	Move HUD target designator Box or TV seeker scan zone UP	
-/ (Slash)	Move HUD target designator Box or TV seeker scan zone RIGHT	
	WEAPONS	
D	Cycle through weapons selection	
C	Toggle cannon	
Q	Dispense chaff & flare (one chaff and two flares)	
Shift-Q	Continuously dispense chaff & flares (until supply is exhausted)	
Insert	Dispense chaffs only	1.02
Delete	Dispense flares only (in pair)	1.02
Spacebar	Fire weapon (for RF aircrafts) and fire gun (for US aircrafts)	1.02
Enter	Release weapon (for US aircrafts only)	1.02
Alt-W	Launch permission override (for RF aircrafts)	1.02
Ctrl-W	Jettison weapons (in pairs) while airborne, reloads weapons while on the ground	
Ctrl-V	Toggle salvo mode on or off	
Shift-C	Change rate of fire for the gun of A-10 Cut-off guns burst for RF planes	1.1
V	Increase the ripple interval for A-10, Su-25, Su-25T	1.1
Shift-V	Decrease the ripple interval for A-10, Su-25, Su-25T	1.1
Ctrl-Space	Change the ripple quantity for A-10 Change the ripple quantity and gun pods selector for Su-25, Su-25T	1.1
Alt-Space	Switch the master arm for A-10	
Shift-Space	Change the release mode for A-10	
	RADAR & ELECTRO-OPTICAL SYSTEMS	
I	Toggle radar on/off	
Shift-I	Easy radar mode toggle	

Key	Action	Ver
Alt-I	Change radar mode RWS/TWS (US) and SCAN/TWS (RF)	1.1
RWin-I	Change radar search modes PRF (pulse repetition frequency) Interleaved PRF (AUT) – HI PRF (PPS) – MED PRF (ZPS)	1.1
O	Toggle Electro-Optical System (EOS) on/off for Su-27/33 and MiG-29 Toggle CCRP bombing mode on/off for A-10	1.02
Shift-O	Toggle laser target designator on/off for Su-25 and Su-25T	1.1
Ctrl-O	Toggle Low Level TV pod (night track/targeting) for Su-25T	1.1
Ctrl-I	Reset to center all sensor	
- (Minus)	Multi-Functional Display (MFD) zoom in	
+ (Plus)	Multi-Functional Display zoom out	
Ctrl-+	Increase radar antenna azimuth limit for F-15 radar Increase range to target for RF fighters (range-elevation BVR search) Increase target size for RF aircraft in 10 m. (Gun funnel or target box Su-25T) Increase the depression angle of SPPU gun-pod barrels (for Su-25/25T)	1.1 1.1 1.1
Ctrl--	Decrease radar antenna azimuth limit for F-15 radar Decrease range to target for RF fighters (range-elevation BVR search) Decrease target size for RF aircraft in 10 m. (Gun funnel or target box Su-25T) Decrease the depression angle of SPPU gun-pod barrels (for Su-25/25T)	1.1 1.1 1.1
Alt-+	Increase target size for RF aircraft smooth. (Gun funnel or target box Su-25T) Increase the depression angle of SPPU gun-pod barrels smooth (for Su-25/25T)	1.1 1.1
Alt--	Decrease target size for RF aircraft smooth. (Gun funnel or target box Su-25T) Decrease the depression angle of SPPU gun-pod barrels smooth (for Su-25/25T)	1.1 1.1
	AUTO LOCK ON	
ScrollLock	Lock on to nearest enemy air target	
Alt-ScrollLock	Lock on to enemy air target nearest the center of the player's view	
Shift-Insert	Lock on to previous enemy air target	
Shift-NumLock	Lock on to next enemy air target	
Shift-ScrollLock	Lock on to nearest enemy ground target	
Control-ScrollLock	Lock on to enemy ground target nearest the center of the player's view	
Shift-Delete	Lock on to previous enemy ground target	
Ctrl-NumLock	Lock on to next enemy ground target	
	RADIO COMMANDS	
\	Communication menu	
Shift-[	Dispatch wingman on mission. When mission completion, join up (Complete mission and rejoin)	1.02
Ctrl-[	Dispatch wingman on mission. When mission completion, return to base (Complete mission and RTB)	1.02
Shift-]	Toggle tight formation or loose formation (Toggle formation)	1.02
Alt+[	Rejoin formation	1.02
[	Attack my target	
]	Cover my six o'clock (Cover me)	
Alt-H	Radio request to AWACS for bearing and distance to the home airfield	
Alt-T	Radio request to AWACS for bearing and distance to the tanker	
	VIEW SELECTION	
F1	Cockpit View	
Ctrl-F1	Natural Head Movement View	
Alt-F1	HUD Only View	
F2	External View – All Aircraft & Parachutist	
Shift-F2	Aircraft labels toggle	
F3	Fly-By View	

Key	Action	Ver
Ctrl-F3	Fly-By Jump View (saving current camera position)	
F4	Rear View	1.02
Ctrl-F4	Chase View	1.02
F5	Air Combat View (Cycles through locked enemy planes around the current plane from nearest to farthest. Looks at the enemy plane from the current plane.)	
Ctrl-F5	Air to Ground Combat View (Cycles through locked enemy vehicles/ships around the current plane from nearest to farthest. Looks at the enemy vehicle/ship from the current plane.)	
F6	Weapons View	
Ctrl-F6	Chase Weapon View ("Weapon To Target" View)	
Shift-F6	Launched missiles labels toggle	
F7	Active Ground Objects View	
F8	Target View	
Alt-F8	All targets / Player plane targets toggle for the target view.	
F9	Ship View	
Alt-F9	Landing Signal Officer (LSO) View	
Shift-F9	Ships and ground units labels toggle	
F10	Theater View	
Shift-F10	Object labels toggle	
F11	Tower & Terrain View	
Ctrl-F11	Switches to Tower & Terrain View saving current view position (freezing camera position). When switching from Theater View (F10) the current F11 camera position comes from the F10 camera position, but it's altitude does not exceed 20km.	
F12	Static Objects View	
Ctrl-F12	Civilian transport	
Shift-F12	Trains/cars toggle for Ctrl-F12 view	
	VIEW MODIFIERS	
Ctrl-Home	Places external views to Red coalition objects only	
Ctrl-End	Places external views to Blue coalition objects only	
Ctrl-Delete	Places external views to all objects	
Keypad Del	Toggle Padlock View (Note: for F1, F2, F6, F7, F8, F9, Alt-F9 LSO View & F11 Tower View only)	
Ctrl-Keypad Del	Toggle Terrain Point Padlock View (Note: for F2, F6, F7, F8, F9 Views only)	
Backspace	Toggle "From object/To object" camera direction mode (Note: for F2, F6, F7, F8, F9, F12 Views only). Changes cockpit view direction from left to roght and vice versa.	
Alt-Delete	Exclude current object from the view switching	
Alt-Insert	Include all excluded objects to the view switching	
Ctrl-PageUp	Reverse objects switching direction	
Ctrl-PageDown	Forward objects switching direction	
Ctrl Key Pad +(plus)	Switch to Weapons Release and Track View for F1 Cockpit, F2 External, F4 Chase, F7 Active Ground Targets, and F9 Ship Views. Switches to ANY weapon now, not to bombs&missiles only!	
Alt-Key Pad *	Starts moving camera forward (F11Tower & Terrain View only)	
Alt-Key Pad /	Starts moving camera backward (F11Tower & Terrain View only)	
Key Pad 5	Stops moving camera (F11 Tower & Terrain View)	
Ctrlt-Key Pad 5	Returns to Tower & Terrain View starting point	
Y	External View Information Display Cycle Toggle	
Alt-Y	Earth Coordinates Units Toggle (Degrees/Meters)	
Alt-Backspace	Insert video edit mode toggle (replace mode is on by default)	
Shift-Backspace	Replace video edit mode toggle (default)	
Shift-J	External camera jiggle toggle	
Shift-Esc	Toggle local/object camera rotation mode for F2, F4, F6, F7, F8, F9 and F12	

Key	Action	Ver
	views.	
Alt-K	Keep camera above terrain altitude mode toggle in the F11 view.	
	COCKPIT VIEW CONTROL	
Key Pad 1	Move head down and left	
Key Pad 2	Move head down	
Key Pad 3	Move head down and right	
Key Pad 4	Move head left	
Key Pad 5	Centers camera	
Key Pad 6	Move head right	
Key Pad 7	Move head up and left	
Key Pad 8	Move head up	
Key Pad 9	Move head up and right	
Shift – Key Pad 1-9	Move head quickly	
Ctrl – Key Pad 1-9	Move head with pan steps around pan base	
Ctrl – Key Pad 5	Center head to pan base	
Alt – Key Pad 1-9	Move pan steps base	
Alt – Key Pad 5	Center pan steps base	
Alt – Z	Pan steps mode toggle (to return or not to return camera tacitly)	
Key Pad Del	Enable/change target padlock view. Locks terrain point in the A2G mode.	
Key Pad NumLock	Disable padlock view	1.02
Shift-Key Pad Del	All missile padlock toggle	
Alt-Key Pad Del	Threat missile padlock toggle	
M	Move head to view right mirror	
N	Move head to view right mirror	
Key Pad * (Asterisk)	Zoom in (narrow view angle). With Shift – Zoom in to limit	
Key Pad / (Divide)	Zoom out (enlarge view angle). With Shift – Zoom out to limit	
Key Pad Enter	Set default zoom (default view angle).	
Key Pad 0	Jump to cockpit panel snap view and back (Note: Hold down then release) Hold down Key Pad 0 and press Key Pad 1-9 to jump around different instruments with close-up view.	
Ctrl - Key Pad 0	Cockpit panel snap view mode toggle. Don't hold down. Then press Key Pad 1-9 to jump around different instruments with close-up view. Press Ctrl - Key Pad 0 once more to return to normal mode.	
Alt - Key Pad 0	Save current camera position for the last cockpit snap view, corresponding to Key Pad 0 – 9, left or right mirror view or default view. May be different for different planes! If the user runs the mission then all new custom camera snap positions will be saved in the Config/View/SnapViews.lua file. If the user records the track then all new custom camera snap positions will be saved in the track file and then will always be used for that track in future. Note: saving snap views feature is disabled by default. To enable it set parameter DisableSnapViewsSaving = false in the Config/View/Cockpit.lua file. You may always force using default snap views by parameter UseDefaultSnapViews = true.	
RWin – Key Pad 0-9	Alternative snap view controls (may be reassigned in options to other keys/buttons)	
Ctrl – Right Shift	Fast cockpit mouse speed	
Alt – Right Shift	Slow cockpit mouse speed	
Left Shift – Right Shift	Normal cockpit mouse speed	
Ctrl – Left Shift	Fast cockpit keyboard speed	
Alt – Left Shift	Slow cockpit keyboard speed	
Right Shift – Left Shift	Normal cockpit keyboard speed	
Backspace	Changes view direction from left to right and vice versa.	
	EXTERNAL VIEW CONTROL	
Key Pad 1	Rotate viewpoint down and left	

Key	Action	Ver
Key Pad 2	Rotate viewpoint down	
Key Pad 3	Rotate viewpoint down and right	
Key Pad 4	Rotate viewpoint left	
Key Pad 5	Centers view (stops F11 viewpoint moving)	
Ctrl-Key Pad 5	Returns to starting point (F11 Tower & Terrain View only)	
Key Pad 6	Rotate viewpoint right	
Key Pad 7	Rotate viewpoint up and left	
Key Pad 8	Rotate viewpoint up	
Key Pad 9	Rotate viewpoint up and right	
Key Pad * (Asterisk)	Move viewpoint forward	
Key Pad / (Slash)	Move viewpoint back	
Ctrl-Key Pad * (Asterisk)	Zoom in (narrow view angle).	
Ctrl-Key Pad / (Divide)	Zoom out (enlarge view angle).	
Ctrl-Key Pad Enter	Set default zoom (default view angle).	
Shift-(all view keys)	Moves viewpoints at a faster rate (Note: Hold down Shift and view key)	
Ctrl-(Key Pad 1-9)	Moves camera instead of rotate it.	
	MISSION EDITOR	
File		
Ctrl-N	Create new mission file	
Ctrl-O	Open mission file	
Alt-M	Merge mission file	
Ctrl-S	Save mission file	
Ctrl-Shift-S	Save As mission file	
Alt-X	Exit Mission Editor and return to Main Menu	
Edit		
Del	Delete selected object	
Ctrl-Shift-C	Classify mission	
Ctrl-Shift-D	Declassify mission	
View		
Ctrl-H	Hide selected object	
Ctrl-A	Actual size view (Crimean view)	
Ctrl-+	Zoom in	
Ctrl--	Zoom out	
Flight		
Ctrl-B	Display Briefing	
Ctrl-D	Display Debriefing	
Ctrl-F	Start mission	
Ctrl-R	Record track file	
Ctrl-P	Play track	
Ctrl-E	Video edit	
Ctrl-L	Network Play	
Customize		
Ctrl-Shift-F	Failures	
Ctrl-Shift-W	Weather	
Ctrl-Shift-E	Encyclopedia	
Ctrl-Shift-O	Options	
Alt-Z	Remove all objects from Victory Condition of mission or campaign stage	

Axis	Action	Ver
Pitch	Control of an aircraft on a pitch	
Roll	Control of an aircraft on a roll	
Rudder	Control of an aircraft on a yaw	
Thrust	Control of engines thrust	
Left thrust	Control of the left engine thrust	
Right thrust	Control of the right engine thrust	
Horizontal view	Control of a view in a horizontal	
Vertical view	Control of a sight in a vertical	
Zoom view	Control of a zoom view (increase and decreasing of a focal length in the cockpit)	
Trim pitch	Trim on a pitch	1.02
Trim roll	Trim on a roll	1.02
Trim rudder	Trim on a yaw	1.02
Radar slew horizontal	Slew of the radar/EOS scan zone in the horizontal for RF fighters and change radar antenna azimuth limit for F-15	1.02
Radar slew vertical	Slew of the radar/EOS scan zone in the vertical	1.02
MFD range	Change of a range scale on a MFD and HUD	1.02
TDS slew horizontal	Movement a TDS (radar cursor) in the horizontal	1.02
TDS slew vertical	Movement a TDS (radar cursor) in the vertical	1.02
Target specified size (wingspan for funnel)	Increase and decrease the target base for weapon systems. For example: adjust target box for autotrack at SHKVAL system (Su-25T), size of gun funnel for Russian fighters.	1.1