

Free Camera

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 - respawn |
| 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 toggle |
| C - LAlt | Mouse cursor cockpit mode |
| S - LCtrl | Sound On/Off |
| 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 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 |