Keyboard Reference

Function Keys (F1–F12):

- F1 — Forward Lockdown View
- F2 — Cockpit Slewable Mode
- F3 — External Slewable Mode
- F4 — External Camera Mode
- F5 — External Chase Plane
- F6 — External Delayed Chase Plane
- F7 — Remote Control / Fly-By View
- F8 — Target View
- F9 — Camera Rotate Left
- F10 — Camera Rotate Up
- F11 — Camera Rotate Down
- F12 — Camera Rotate Right

Main Keyboard:

- Engine On/Off
- 2 — Disengage Autopilot (+ Alt: Autopilot Navigate, + Ctrl: Autopilot Full, + Shift: Autopilot Level)
- 4 — Target Enemy
- 5 — Fire Rocket
- 6 — Throttle Min-Max
- 6 — Target Threat
- 8 — Unjam Guns
- 9 — Target Object
- 9 — Pause Game
- 0 — De-Compress Time
- = — Down-Throttle
- + — Up-Throttle
- + — Compress Time
- Backspace — Set Time Compression to 1:1

- Zoom In
- Zoom Out
- Target Dogfight
- Target Friendly
- Fire Guns
- Drop Bomb
- Target Next
- Target Flight Member
- (3 Times) Bail Out
- Target Landmark
- Rudder 25 Percent Left
- Center Rudder
- Rudder 25 Percent Right
- Rotate Camera (With Joystick)

Numeric Keypad:

- / — Forward Lockdown View
- 8 — Glance Forward (Slewable Mode)
- 9 — Forward / Right Lockdown View
- 7 — Forward / Left Lockdown View
- Up View
- 4 — Left Lockdown View
- 6 — Right Lockdown View
- 5 — (center view)
- 1 — Left / Back Lockdown View
- 3 — Right / Back Lockdown View
- 2 — Back Lockdown View
- 0 — View Kneeboard

Keyboard and joystick diagrams

The following diagrams serve as a visual reference to the keyboard and joystick controls:

Forward Lockdown

Right Lockdown

Camera Rotate

Left Lockdown

Back Lockdown
Left Shoulder/Right Shoulder

Fire Guns

Drop Bomb

Toggle Forward
Lockdown View

Throttle

Target Dogfight

Slewable Mode

Target Enemy

Outside Slewable Mode

Rotational Movement
(If Applicable to Your Joystick)

Pitch Down

Roll Right

Pitch Down + Roll Left

Pitch Up + Roll Right

Roll Left

Pitch Up

Pitch Up + Roll Left