

Navigation
Weapons
Targeting
HUD
Comms
Camera

Esc menu
 F1 cockpit camera
F2 free camera
F3 external camera
F4 target camera
F5 target 1
F6 target 2
F7 target 3
F8 target 4
F9
F10
F11
F12 screen shot

~
 1
2
3
4
5
6
7
8
9
0
- decrease speed
+ increase speed
| next missiles
← set zero speed

Tab afterburner
 Q roll left
W accel. forward
E roll right
R nearest attacker
T targets attacker
Y incoming missile
U untarget
I all targets
O left window
P right window
{ prev.subs. group
} next subs. group
Enter

Caps
 A slide left
S accel. back
D slide right
F nearest friendly
G nearest neutral
H nearest enemy
J link cannons
K contacts filtering
L contacts sotring
: prev. subsys.
" next subsys.
match speed toggle

Shift
 Z slide down
X slide up
C comms
V flares
B
N combat/nav
M zoom
< prev. target
> next target
? next cannons
Shift

Ctrl
 Win
Alt slide mode
Space inertial/cruise mode
Alt
Win
Ctrl

CTRL-A - autopilot

PtScr
Scroll
Pause

Ins target info
Home messag.
PgUp scroll up
Del self-diag
End objectives
PgDn scroll down

↑ pitch up
← yaw left
↓ pitch down
→ yaw right

SHIFT-A - attack my target
SHIFT-D - protect my target
SHIFT-C - cover me
SHIFT-G - go to nav point
SHIFT-F - follow me
SHIFT-H - hold position

Num / * - zoom out camera
7 view up-left
8 view up
9 view up-right
+ zoom in camera
4 view left
5
6 view right
1 view dn-left
2 view down
3 view dn-right
0
.
Enter