

Primary Flight Controls

| | |
|----------------------|----------------------------|
| Pitch up/down | <i>Up/Down</i> (arrows) |
| Roll left/right | <i>Left/Right</i> (arrows) |
| Rudder left/right | , / . |
| Throttle incr/decr | = / - |
| Thrust vector Up/Dn | Shift = / - |
| Flaps down/up | F / V |
| Speed brake (Air) | S |
| Wheel brake (Ground) | B |
| Landing gear | G |

Secondary Flight Controls

| | |
|-------------------------|-------------|
| Autopilot | A |
| Wing leveler | Shift A |
| Next / Prev waypoint | W / Shift W |
| Display in-flight map | M |
| Arrester hook (carrier) | H |
| Cycle NAV lights | Ctrl L |
| Engine on/off | Ctrl I |
| Eject | Shift Esc |

Game Commands

| | |
|-------------------|-------|
| End/abort mission | Esc |
| Close the game | Alt Q |
| Pause the game | Alt P |

Time Commands

| | |
|-----------------------------|-------|
| Time compression (1 to 4x) | Alt T |
| Normal time | Alt R |
| Skip time to next encounter | Alt N |
| Change time | Alt C |

View Commands

| | |
|-------------------------|---------------------------------|
| Normal cockpit | F1 |
| Wide cockpit | F2 |
| Narrow cockpit (aiming) | F3 |
| Look up | Shift F1 |
| Padlock view | F4 |
| Temporarily pan view | <i>number</i> ⁿ |
| Toggle cockpit | Del ⁿ |
| Instruments view | 0 ⁿ |
| Shoulder view | F5 |
| Check six view | Shift F5 |
| Aircrafts view N/P | F6 / Shift F6 |
| Ground view | F7 / Shift F7 |
| Next/Prev | |
| Target view / Reverse | F8 / Shift F8 |
| Weapon view / Reverse | F9 / Shift F9 |
| Fly-by view Next/Prev | F10 / Shift F10 |
| Tower view Next/Prev | F11 / Shift F11 |
| Action view / Free view | F12 / Shift F12 |
| Zoom in/out (Numpad) | + ⁿ / - ⁿ |
| Zoom in/out (Mouse) | <i>Left / Right</i> |
| Permanently pan view | Alt <i>arrows</i> / mouse |

Radar Commands

| | |
|--------------------|-------------------|
| Turn on/off | Ctrl PgUp |
| Mode Next/Prev | PgUp / Shift PgUp |
| Range Next/Prev | PgDn / Shift PgDn |
| Target Next/Prev | Home / Shift Home |
| Lock radar target | Ins |
| Lock visual target | Shift Ins |
| Break radar lock | Del |

Weapon Commands

| | |
|------------------------------|------------------|
| Cycle AA weapon | Backspace |
| Cycle AG weapon | \ |
| Cycle backwards | Shift <i>key</i> |
| Fire gun/cannon | Space |
| Fire selected weapon | Enter |
| Jettison external fuel | Ctrl D |
| Jettison AG weapons | Ctrl J |
| Gun sight mode (CAGE/-AA/AG) | ' |
| Cycle ripple multiplier |] |
| Cycle ripple interval | [|
| Cycle gun group | ; |
| ECM on/off | Z |
| Drop Flare | X |
| Drop Chaff | C |

Visual Targeting Commands

| | |
|---------------------------|------------------|
| Cycle enemy aircraft | T |
| Cycle friendly aircraft | Y |
| Cycle enemy ground | E |
| Cycle previous | Shift <i>key</i> |
| Select closest | Ctrl <i>key</i> |
| Target object ahead | * ⁿ |
| Target mentioned in radio | R |
| Target radio caller | Shift R |
| Target radar locked | Ctrl R |



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