

### 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> <sup>n</sup>
Toggle cockpit	Del <sup>n</sup>
Instruments view	0 <sup>n</sup>
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)	+ <sup>n</sup> / - <sup>n</sup>
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	* <sup>n</sup>
Target mentioned in radio	R
Target radio caller	Shift R
Target radar locked	Ctrl R

