Start-Up

RSHIFT+L	Start APU
L	Cockpit Instrument Lights
Ctrl + C	Close/Open Canopy
Right Alt + Home	Start ENG #1
Right Ctrl + Home	Start ENG #2
W	Wheel Brake
Right Ctrl + L	Navigation lights (Steady, Alternating Left/Right, Off)

Needed for Air to Ground

7	Select Air to Ground mode
Shift + E	Activate rear hemisphere IR jammer (should help against heat seeking missiles, don't expect magic though)
Space	Launch/fire selected weapon (gun/rockets/bombs/missiles)
Ctrl + V	Salvo Mode (launches selected weapon in salvo, for example 4 rocket pods at same time)
D	Cycle weapon stations
Right Ctrl + O	Mercury LLTV (low light version of Skhval, only if fitted)
C	Select Canon
I	Select Fantasmagoria (needed to lock and launch KH-25MPU and KH-58 Anti Radiation Missiles)
Insert	deploy chaff (only good against radar guided missiles)
Delete	deploy flares (only good against Heat Seeking missiles)

Needed for Air to Ground (cont)

O	Uncage/Cage skhval
;	Skhval Up
/	Skhval Right
.	Skhval Down
,	Skhval Left
Ctrl + W	ettison Weapons (start whit A-G weapons, outter pylons first working inwards, then continues whit A-A weapons outter pylons first working inwards, pods/jammers can NOT BE JETTISONED)
Enter	Lock Target
Alt + R	Jettison External tanks (also in pairs, outboard stations first then inboard)
V	cycle ripple interval
Ctrl + Space	Ripple quantity

Take-Off/Landing

1	Select Navigation Mode
F	Flaps (Cycles between fully retracted and down one "notch" is for take-off)
G	Landing Gear (retract/extent)
Ctrl + `	Cycle Waypoints, or cycle airfields when in Return/ILS mode nav mode

Needed for Flying

`	AP override (is the key left of the 1 on your keyboard)
Alt + 1	AP Attitude Hold (maintains bank and pitch angle)
Alt + 2	AP Altitude and Roll Hold (maintains altitude and bank angle)
Alt + 3	AP Transit Level Flight (panic button, returns aircraft to straight and level flight)
Alt + 4	AP Barometric Altitude Hold (can still roll the aircraft)
Alt + 5	AP Radio Altitude hold (can still roll the aircraft, follows terrain, Alt THERE ARE SLOPE LIMITS believe max 5 degrees up)
Alt + 9	AP Disengage (disengage whatever autopilot mode was selected)
A	Auto Pilot on in selected NAV mode (meaning fly's to next waypoint, fly's to return point, fly's ILS approach, or when in Air to Ground mode and any targeting device lock it will fly to the locked target at the present altitude)
Rctrl + .	Trim Up
Rctrl + /	rim Right Roll (Right wingtip down)
Rctrl + ;	Trimp Down
Rctrl + ,	Trim Left Roll (Left wingtip down)