

View Keys



Forward view 640 x 480 res Cockpit graph HUD size F1	Instrument view HUD view (Hokum) Glass cockpit External HUD F2	Left MFD view - Screen res - Cockpit detail F3	Right MFD view + Screen res + Cockpit detail F4
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Player's gunship < Side > Side View all F5	Player's target < Category > Category View wingmen F6	Player's weapon/Free cam (F9) < Type > Type View players (online) F7	Player's padlock < Object > Object View available gunships F8
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Chase / Free Reset position Sat View F3 Lock/unlock CC: flip 90° F9	Fly-by Drop camera Static camera Weapon cam F10	Action Cinematic cam Crew camera F11	Object menu Object text Inset target F12
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Main Cockpit Views

Select Object To View

Select Camera

ENEMY ENGAGED

Padlock target Ground radar: Left MFD Right MFD 1	Padlock wingman Air radar: Left MFD Right MFD 2	Padlock air threat TADS/EOS: Left MFD Right MFD 3	Padlock ground threat TSD: Left MFD Right MFD 4	Padlock incoming ASE/TWD: Left MFD Right MFD 5	Padlock waypoint Weapon: Left MFD Right MFD 6	FOV near A-G-Weapon System: Left MFD Right MFD 7	FOV norm A-A-Weapon Engine: Left MFD Right MFD 8	FOV wide Scout-Weapon Flight: Left MFD Right MFD 9	Unpadlock Glas/Gaphic pit Mission: Left MFD Right MFD 0	- Collective - Time accel. (single player) - View range -	+ Collective + Time accel. (single player) + View range =	> Weapon < Weapon Weapons safe Turret gun
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Display radio message menu Repeat radio message COM Tab	+ Collective Quit mission / campaign Q	> Waypoint (group leader) < Waypoint (group leader) W	+TSD / ASE range -TSD / ASE range EJECT	Rotor engage/dis-Autorotation Rearm, refuel & repair (cheat) Blurred rotors R	Trim Clear trim T	Wiper Intermittent wipe Y	Fly external view gunship U	IR jammer In-flight intelligence messages I	Engage bob-up HUD transition (Comanche/Hokum) Disengage bob-up O	Pause (single player) R	> Left MFD < Left MFD MFD on/off Side MFD on/off (Comanche) [> Right MFD < Right MFD MFD on/off Side MFD on/off (Comanche)]	Toggle cockpit / menus MENU MAP
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- Collective Attack my target ASE / TWD auto-page Caps Lock A	+ Salvo size - Salvo size FLIR ground stabilised (Comanche) S	TSD declutter... TSD underlays... (Apache) TSD shader... TSD colour... D	Flare Fire extinguisher F	Autopilot Raise / lower gear G	Hover hold Stable hover hold Altitude hold H	Radar jammer - Altitude hold + Altitude hold J	HUD colour HUD bg shade HUD on / off K	Hellfire LOBL/LOAL (Comanche) Toggle HighLOD L	COM1 on HOTAS TS2 ;	Wideview Wide Edit: then NP 1-9 #	Enter
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Shift	german L Quicksave Z	R Exit game X	Auto-counter-measures Canopy (Coman, Hokum) C	Navigation lights Toggle View-1 / FW (Hokum) V	Wheel brakes View-2 / FW (Hokum) B	PNVS (Comanche) NVG (Hokum) PNVS (1,2,3) Brightness View-3 / FW (Hokum) N	Acknowledge Master Caution M	Throttle up Throttle down Throttle idle Engine start Zoom out [Sat] (external view) <	Throttle up Throttle down Throttle idle Engine start Zoom in [Sat] (external view) >	APU Start/stop APU ?	Shift
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Ctrl	Alt	Fire weapon	Engine Control Keys	Alt	Ctrl
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eff_range.....max_range
Gatling Gun 20 mm1600m
Chain Gun M230 30mm (havy HE)1200m
AIM-92 Stinger (A-A) IR5000m
Hellfires AGM-114L (A-G) (LOAL 1500-8000m)8000m
Hellfires II AGM-114K (A-A/A-G) L (LOAL 1000-8000m)8000m
Hydra 70 M255 HE Rockets (AG) (soft)2000m.....7000m
Hydra 70 M261 MPSM Rockets (AG) (havy)2000m.....7000m

eff_range.....max_range
Cannon Pods GSh-23L 23mm (soft)2000m
Turret Gun 2A42 30mm (havy HE)2000m
Igla-V IR (A-A)5200m
AT-6 Spiral R (ATGM)6000m
AT-9 Ataka R (ATGM)8000m
AT-16 Vikhr L (ATGM)8000m
S-5 Rockets (A-G)1200m.....3000m
S-8 Rockets (A-G) (light)2000m.....4000m
S-13 Rockets (A-G) (havy)2000m.....4000m

F on/off = middle mouse button
 L mouse = FLIR panning
 l-mouse = lock / unlock
 r-mouse = next target
 wheel = zoom

Mouse controlled

Screenshot	TrackIR/Center on HOTAS	
Print Screen	Scrol	Pause

- + = Increase
- = Decrease
- > = Select Next
- < = Select Previous

RADAR SYMBOLS

Target Categories	LOS	No LOS
Wheeled vehicle	●	○
Tracked vehicle	■	□
Air defence unit	▲	△
Aircraft	◆	◇
Helicopter	✦	✧
Ship	▼	▽
Structure	■	□

Realistic Avionics (Optional)

Select Target Acquisition System

Radar

Ground radar Insert	Air radar Home	HIDSS (Comanche) HMS (Hokum) Page Up
FLIR Switch off Free-Look / Mouse-Pan Delete	DTV (Comanche) LLTV (Hokum) EO switch End	Periscope (Hokum) Page Down

TADS (Comanche) / EOS (Hokum)

Cyclic / Fine trim Pilot's seat Forward view Pan up (Sat)	Cyclic / Fine trim Left MFD view Look left Pan left (Sat)	Cyclic / Fine trim Co-pilot's seat Instrument view Pan down (Sat)	Cyclic / Fine trim Right MFD view Look right Pan right (Sat)
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Cyclic/View Panning

T
S
D
mouse = GND panning
l-mouse = Add PFZ
r-mouse = Add NFZ

Target Acquisition System Controls

Num Lock	RADAR Single / continuous sweep	LASER	- Range ● ■ - Zoom ▲ ■ - Zoom GR Trgt (Longbow) - EO zoom - View range
Display allied aircraft (air radar) 7	+ Scan size Pan up 8	+ Target priority (ground radar) 9	+ Range ● ■ + Zoom ▲ ■ + Zoom GR Trgt (Longbow) + EO zoom + View range
Scan left Pan left 4	Scan centre Pan centre 5	Scan right Pan right 6	+
Auto-target 1	- Scan size Pan down 2	- Target priority (ground radar) 3	Lock / unlock target ●▲■ Padlock / unpadlock target ●▲■ (add/remove)
> Target ●▲■ < Target ●▲■	Target-Outside-Filter Target-Outside-Filter 0	> PFZ □□□ < PFZ □□□ PFZ deselect □□□ PFZ delete X□□ Del	Enter

- Radar
- ▲ TADS (Comanche)/EOS (Hokum)
- HIDSS (Comanche)/HMS (Hokum)
- Shift + key for maximum effect
- Alt + key for minimum effect