

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) P	> 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 High-LOD L	COM1 on HOTAS TS2 ;	Wideview Wide Edit: then NP 1-9 #	Enter
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Shift	german Tail rotor left Quicksave Z	tail rotor right 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_rangemax_range
Gatling Gun 20 mm1600m1600m
Chain Gun M230 30mm (havy HE)1200m1200m
AIM-92 Stinger (A-A) IR5000m5000m
Hellfires AGM-114L (A-G) (LOAL 1500-8000m)8000m8000m
Hellfires II AGM-114K (A-A/A-G) L (LOAL 1000-8000m)8000m8000m
Hydra 70 M255 HE Rockets (AG) (soft)2000m7000m
Hydra 70 M261 MPSM Rockets (AG) (havy)2000m7000m

eff_rangemax_range
Cannon Pods GSh-23L 23mm (soft)2000m2000m
Turret Gun 2A42 30mm (havy HE)2000m2000m
Igla-V IR (A-A)5200m5200m
AT-6 Spiral R (ATGM)6000m6000m
AT-9 Ataka R (ATGM)8000m8000m
AT-16 Vikhr L (ATGM)8000m8000m
S-5 Rockets (A-G)1200m3000m
S-8 Rockets (A-G) (light)2000m4000m
S-13 Rockets (A-G) (havy)2000m4000m

F on/off = middle mouse button
 L mouse = FLIR panning
 I-mouse = lock / unlock
 R-mouse = next target
 wheel = zoom
 T mouse =
 S I-mouse =
 D r-mouse =

Mouse controlled

REWORK BY MAPI

RADAR SYMBOLS

Target Categories	LOS	No LOS
Wheeled vehicle	●	○
Tracked vehicle	■	□
Air defence unit	▲	△
Aircraft	◆	◇
Helicopter	✕	✖
Ship	⊗	⊘
Structure	■	□

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

Screenshot
Print Screen

TrackIR/Center
on HOTAS
Scrol

Pause
Pause

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)
LLLLTV
(Hokum)
EO switch
End

Periscope
(Hokum)
Page Down

TADS (Comanche) / EOS (Hokum)

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)

+ Scan size
Pan up

+ Target
priority
(ground radar)

+ Range
● ■

+ Zoom
▲ ■

+ Zoom GR Trgt
(Longbow)

+ EO zoom

+ View range

Scan left

Scan centre

Scan right

Auto-target

- Scan size
Pan down

- Target
priority
(ground radar)

Lock / unlock
target
● ▲ ■

Padlock /
unpadlock
target
● ▲ ■

(add/remove)

> Target
● ▲ ■

< Target
● ▲ ■

Target-Outside-Filter
Target-Outside-Filter

> PFZ
< PFZ

PFZ
deselect

PFZ delete

Enter

Cyclic/View Panning

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]

mouse = GND panning
l-mouse = Add PFZ
r-mouse = Add NFZ

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