

<b>Pre-Start Check:</b> Joystick/Control Surfaces CHECKED Throttle LEDs AS REQ Track IR CHECKED Pilot Head CENTERED Fuel/Armament CHECKED Cockpit Switches SET FOR START Canopy AS REQ Throttle 0% Engine START	<b>Keyboard Commands Not Mapped</b> L/RALT TAB External Windows Application L/RALT F4 Quit to Desktop F7 Track IR Precision Mode F9 Track IR Pause F12 Track IR Recenter PRINTSCREEN Take Screenshot P Pause Game ] Time Speed + [ Time Speed - LALT ` Command Menu LSHF BSP FPS Counter TAB Lobby ENT In-Game Chat to All RCTL ENT In-Game Chat to Friendly LSHF h HUD RALT i Instruments, Nav and Map Markers RCTL i Aiming Help ESC Menu LALT KP+ In-Game Radio Volume + LALT KP- In-Game Radio Volume - LALT c Switch In-Game Radio Channel RSHF 0 Default Position RSHF 1-9 Combat Post 1-9 LCTL c Next Free Combat Position LALT t Take/Leave Turret Control LSHF t Nestle to Gunsight LSHF c Change Firing Position LALT r Reload Guns/Turret Mouse L Fire Primary Turret Guns Mouse R Fire Secondary Turret Guns RALT m Mini-Map Mode RCTL c Window Open/Close	<b>Standard Mapped Views (FOV)</b> Hat 3 H3C Fwd Cockpit (105) H3U Fwd Up (105) H3UR R Fwd Quarter (105) H3R RW (105) H3DR R Rear Quarter (105) H3D R Tail Six (105) H3DL L Rear Quarter (105) H3L LW (105) H3UL L Fwd Quarter (105) H3C Instrument Panel Center (70) H3U Instrument Panel Lower (70) H3UR R Fwd Quarter Dn (105) H3R RW/Cockpit Dn (ACD) (105) H3DR R Rear Quarter Dn (105) H3D L Tail Six (105) H3DL L Rear Quarter Dn (105) H3L LW/Cockpit Dn (ACD) (105) H3UL L Fwd Quarter Dn (105) <b>H3 With Up Modifier (CSU)</b> H3C Up (105) H3U Fwd Up Up (105) H3UR R Fwd Quarter Up (105) H3R RW Up (105) H3DR R Rear Quarter Up (105) H3D Rear Up (105) H3DL L Rear Quarter Up (105) H3L LW Up (105) H3UL L Fwd Quarter Up (105) <b>H3 With Custom Modifier (SCP/S4)</b> H3C Gunsight (70) H3U Fwd Over Nose (70) H3UR R Nose Fwd (70) H3R RW/Cockpit Fwd (ACD) H3DR RW/Cockpit Aft (ACD) H3D AC Instrument of Choice (30) H3DL LW/Cockpit Aft (ACD) H3L LW/Cockpit Fwd (ACD) H3UL L Nose Fwd (70) <b>Note: These views must be setup and edited in-game for each individual aircraft. Some views are AC dependent and may vary slightly between AC. *ACD = AC Dependent</b>	<b>Camera View Commands</b> F1 Cockpit LCTL F1 Track LALT F1 Head-Unlinked Cockpit F2 External Camera at AC LSHF F2 External Camera at Friendly AC LCTL F2 External Camera at Enemy AC LALT F2 Switch to Attached Cameras F3 Flyby LCTL F4 Combat Camera F5 External Camera at Gnd LSHF F5 External Camera at Friendly Gnd LCTL F5 External Camera at Enemy Gnd F6 External Camera at Bombs LSHF F6 External Camera at Friendly Bombs LCTL F6 External Camera at Enemy Bombs RSHF F7 Padlock Friendly Gnd RCTL F7 Padlock Enemy Gnd F8 Padlock Enemy Aircraft RSHF F8 Padlock Friendly Aircraft RCTL F8 Padlock Close Aircraft LALT F9 Change Head Control Method F10 Save Current Head Snap Position F11 Free Camera LCTL F12 Enemy Operator LALT F12 Friendly Operator RCTL KP. Quick View Minimum RCTL KP1 Quick View Level 1 RCTL KP2 Quick View Level 2 RCTL KP3 Quick View Level 3 RCTL KP0 Quick View Maximum	<b>Flight Leader Orders</b> LCTL 0 Hold Px and Wait LCTL 1 Attack Nearest Air Tgt LCTL 2 Attack Nearest Gnd Tgt LCTL 4 Do Like Me (Copy Actions) LCTL 6 Formation Column LCTL 7 Formation L Edge LCTL 8 Formation R Edge LCTL 9 Formation V LALT 5 Cover Me LALT 6 Patrol the Area LALT 7 Patrol for Air Enemies LALT 8 Patrol for Gnd Enemies LALT 0 Return to Base LSHF 1 Pilot Gesture: Look Ahead! LSHF 2 Pilot Gesture: OK! LSHF 3 Pilot Gesture: Destroy! <b>Gunner Orders</b> RALT 1 Fire at Will RALT 2 Return Fire RALT 3 Cease Fire RALT 4 Cease Heavy Weapons Fire RALT 5 Attack Balloons RSHF 6 Attack Gnd Tgts RSHF 7 Close Engage Distance RSHF 8 Normal Engage Distance RSHF 9 Far Engage Distance
<b>Pre-Taxi/Takeoff Check:</b> Flaps/Trim SET FOR TAKEOFF Tailwheel LOCKED 3-Point Sight Picture CHECKED Engine Take-off Settings SET				
<b>Post-Takeoff Check:</b> Gear/Flaps UP Canopy CLOSED Trim SET Engine Pwr/Pitch/Rads SET AS REQ Lights AS REQ Gunsight and Views Setup AS REQ Autopilot AS REQ				
<b>Pre-Air-to-Air Combat Check:</b> Gunsight SET FOR TARGET SIZE Flight Record ON				
<b>Post-Air-to-Air Combat Check:</b> Flight Record OFF				
<b>Pre-Air-to-Ground Attack Check:</b> Bombs ARMED Bomb/Rocket Delay/Salvo Mode SET Contact Altimeter SET Bomb Sight ON AS REQ Flight Record ON Bomb Bay Doors OPEN AS REQ Attack Siren ON AS REQ Dive Brakes/DRS ON AS REQ Throttle AS REQ	<b>Individual Engine Controls/Selection</b> LALT f Feather Selected Engine 0 Common Engine Control 1 Engine 1 (Port) Common Control 2 Engine 2 (Stbd/Center) Common Control 3 Engine 3 (Stbd) Common Control RCTL 1 Start Engine 1 (Port) RCTL 2 Start Engine 2 (Stbd/Center) RCTL 3 Start Engine 3 (Stbd) RSHF KP1 Ignition Engine 1 RSHF KP2 Ignition Engine 2			
<b>Post-Air-to-Ground Attack Check:</b> Dive Brakes/DRS OFF Attack Siren OFF Bomb Sight OFF Bomb Bay Doors CLOSED Flight Record OFF	<b>Throttle LED and Backlight Indications</b> LED 0 (Backlight) Cockpit Lights LED 1 Engine Boost Status LED 2 Nav Lights Status LED 3 Landing Gear Status LED 4 Bomb Bay Doors Status LED 5 PTT Transmit			
<b>Pre-Landing Check:</b> Gear DOWN Flaps/Trim AS REQ Canopy AS REQ Tailwheel LOCKED				
<b>Post-Landing/Turn Check:</b> Tailwheel UNLOCKED Canopy OPEN AS REQ Tailwheel LOCKED Parking Brakes SET Engine(s) OFF Refuel/Rearm Process AS REQ				
				
<b>CHECKLIST and Misc Commands</b> <b>V25112020</b>				