

select F3 to direct the order to your crew. Next, select the ammunition, in this case F1 is pressed to select APHE, and watch your gunner take out the enemy unit.



Using The Command Menu: The automated command feature in Tank Crew becomes much easier to navigate, and quicker to use with practice. For example, after positioning the targeting icon over the point you want to move to and then pressing the LMB, simply press F5, F3, F2, and F1 in quick succession to have your crew move to the waypoint across country at full speed, or F1, F3, F1 to tell your crew to attack a target with APHE rounds after positioning the round targeting icon over an enemy vehicle and pressing the LMB. Note: you can only select ammunition types that are equipped in your vehicle from the command menu.

The tables below organize commands into color-coded Function-key sequences. Command sequences begin with the main command group Function-key indicated in the table using square brackets “[F?]”, followed by the Function-key representing the main command group’s intended action “F?”. To complete each sequence, colors are used to further organize commands according to their various attributes. For example, to command your gunner to attack ground targets at will, use [F1], F2, **F3**. To give the same command to the entire platoon, use [F1], F2, **F1**. A bold coloured “F” followed by numbers with the same colour (eg. **F1,2,3,4,5,6,7,8**) indicates that you must choose a Function-key to complete the command sequence. For example, to order your platoon to turn right 45°, use [F3], F6, **F1**, **F6**. To give the same command to just your crew, use [F3], F6, **F3**, **F6**. Because the Function-key “F2” represents a tank in your platoon, the squared Function-key shown as “F2²” in the table, indicates an additional key press is needed to identify which tank in the platoon. For example, to have the third tank in your platoon attack ground targets at will, use the sequence [F1], F2, **F2**, **F3**, represented in the table as [F1], F2, **F2²**. Memorizing common sequences will enhance use of the command feature.

Legend: Command attribute by Color

Designate who the command is to	F1 = Platoon
	F2² = Tank In Platoon
	F3 = Crew
Designate ammo type	F1 = APHE
	F2 = AP
	F3 = APCR
	F4 = HEAT
	F5 = Shrapnel
	F6 = HE
	F7 = APCRS_p
	F8 = MG
Designate speed	F1 = Full Speed
	F2 = Half Speed
	F3 = Slow Speed
Designate compass heading	F1 = North
	F2 = North-East
	F3 = East
	F4 = South-East
	F5 = South
	F6 = South-West
	F7 = West
	F8 = North-West
	F9 = To Target
Designate turn in degrees	F1 = Left 10°
	F2 = Left 45°
	F3 = Left 90°
	F4 = Left 180°
	F5 = Right 10°
	F6 = Right 45°
	F7 = Right 90°
	F8 = Right 180°
Designate formation type	F1 = Column
	F2 = Column On Road
	F3 = Line
	F4 = Echelon Left
	F5 Echelon Right
Designate space in platoon formation	F1 = Far
	F2 = Medium
	F3 = Close
Designate travel route	F1 = Move By Road
	F2 = Move Directly (cross-country)

Main Command Menu Using "TILDE" key: (F1) Assign Targets

Intended Action	Command sequence
F1 = Attack targets by mission	[F1], F1, F1,2²,3
F2 = Attack ground targets at will	[F1], F2, F1,2²,3
F3 = Attack air targets at will	[F1], F3, F1,2²,3
F4 = Attack targets, do like me	[F1], F4, F1,2²

Main Command Menu Using "TILDE" key: (F2) Fire Control

Intended Action	Command sequence
F1 = Do like me	[F2], F1, F1,2²
F2 = Fire on my command	[F2], F2, F1,2²,3
F3 = Cease fire	[F2], F3, F1,2²,3
F4 = Fire from short stops	[F2], F4, F1,2²,3
F5 = Fire while moving slow	[F2], F5, F1,2²,3
F6 = Fire while moving	[F2], F6, F1,2²,3
F7 = Fire	[F2], F7, F1,2²,3
F8 = Ammo	[F2], F8, F1,2²,3, F1,2,3,4,5,6,7,8

Main Command Menu Using "TILDE" key: (F3) Movement

Intended Action	Command sequence
F1 = Movement by mission	[F3], F1, F1,2²,3
F2 = Move straight	[F3], F2, F1,2²,3
F3 = Speed	[F3], F3, F1,2²,3, F1,2,3
F4 = Stop, hold position	[F3], F4, F1,2²,3
F5 = Turn and stop	[F3], F5, F1,2²,3, F1,2,3,4,5,6,7,8,9
F6 = Turn	[F3], F6, F1,2²,3, F1,2,3,4,5,6,7,8
F7 = Backwards	[F3], F7, F1,2²,3
F8 = Turn off engine	[F3], F8, F1,2²,3
F9 = Start engine	[F3], F9, F1,2²,3

Main Command Menu Using "TILDE" key: (F4) Formation Control

Intended Action	Command sequence
F1 = Formation by mission	[F4], F1, F1,2²,3
F2 = Change formation	[F4], F2, F1,2,3,4,5, F1,2,3
F3 = Change spacing	[F4], F3, F1,2,3
F4 = Spread out	[F4], F4,

Main Command Menu Using "TILDE" key: (F5) Lights and Hatches

Intended Action	Command sequence
F1 = Headlights on	[F5], F1, F1,2²,3
F2 = Headlights off	[F5], F2, F1,2²,3
F3 = Open hatches	[F5], F3, F1,2²,3
F4 = Close hatches	[F5], F4, F1,2²,3
F5 = Instrument lights	[F5], F5
F6 = Cabin lights	[F5], F6
F7 = Turn cabin lights off	[F5], F7, F1,2²,3

Main Command Menu Using "TILDE" key: (F6) Forward Observer

Intended Action	Command sequence
NOT IMPLIMENTED	

Main Command Menu Using "TILDE" key: (F7) Abandon Vehicle

Intended Action	Command sequence
F7 = Abandon Vehicle	[F7], F1,2²,3

SECONDARY MENU Using "TILDE" key + "LMB"

Intended Action	Command sequence
F1 = Attack target	[F1], F1,2²,3, F1,2,3,4,5,6,7,8

Intended Action	Command sequence
F2 = Suppress point	[F2], F1,2²,3, F1,2,3,4,5,6,7,8

Intended Action	Command sequence
F3 = Cover the target	[F3], F1,2²,3

Intended Action	Command sequence
F4 = Move to object	[F4], F1,2²,3, F1,2, F1,2,3

Intended Action	Command sequence
F5 = Move to point	[F5], F1,2²,3, F1,2, F1,2,3

Intended Action	Command sequence
F6 = Report object to HQ	[F6]

Intended Action	Command sequence
F7 = Report object to Platoon	[F7]