

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] |