

Rise of Flight

Version 1.037

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Default Command Listing

Service

Screenshot	SysRq
Flight record	LCtl + R
Skip cut-scene	Space
ESC menu	Escape
Widget Menu	
Pause	P
Accelerate time in mission]
Decelerate time in mission	[
Icons	I
Simple gauges	RCtl + I
	LCtl + I
	LWin + G
Aiming help	LWin + A
Lobby	LWin + Tab
	Tab
Flight Map	LWin + M
	M
Flight Map transparency more	LCtl + Numpad Add
Flight Map transparency less	LCtl + Numpad Subtract
Mission briefing	LWin + B
Options	LWin + S
Show chat window	LWin + C
	C
Start chat	Enter
Track slider	LWin + T
Show/hide HUD	LWin + H

Camera controls

Camera: track	LCtl + F1
Camera: head-unlinked cockpit	LAlt + F1
Camera ext. free-reset	C
Camera free-slow mode	Numpad 0
Camera reset	Numpad 5
Camera local pitch	LSht + Mouse Y
Camera local yaw	LSht + Mouse X

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Camera pitch	Mouse Y Joystick-0 Pov-0-0/ Joystick-0 Pov-0-180 Numpad 8 / Numpad 2
Camera yaw	Mouse X Joystick-0 Pov-0-270 / Joystick-0 Pov-0-90 Numpad 4 / Numpad 6
90	S / W
Camera free: move fwd/bwd	A / D
Camera free: move left/right	F / R
Camera free: move up/down	Numpad Subtract /Numpad
Camera zoom	LSht + Mouse Wheel
Add	F1
Camera: player cockpit	Lctl + F12
Camera operator: enemy	F12
Camera operator: friendly	RSht + F8
Cam. padlock: friendly air	F8
Cam. padlock: enemy air	Rctl + F8
Cam. padlock: dangerous air	RSht + F7
Cam. padlock: friendly	Rctl + F7
Cam. padlock: enemy ground	F4
Camera: combat camera	key_f2
Camera ext. free: my plane	LSht + key_f2
Camera ext. free: friendly air	Lctl + key_f2
Camera ext. free: enemy air	F5
Camera ext. free: ground	LSht + F5
Camera ext. free: friendly ground	Lctl + F5
Camera ext. free: enemy ground	F6
Camera: ext. free, bombs	LSht + F6
Camera: ext. free, friendly bombs	Lctl + F6
Camera: ext. free, enemy bombs	F3
Camera: flyby	F11
Camera: free	

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Default Command Listing

Pilot head control

Look around while mouse control	Mouse Right Button
Head: zoom	LSht + Mouse Wheel
Head: vertical bow	Mouse Y
Head: horizontal turn	Mouse X
Head of gunner: horizontal turn	Mouse X
Head: snap forward	Numpad 8
	Joystick-0 Pov-0-0
Head: snap forward-right	Numpad 9
	Joystick-0 Pov-0-45
Head: snap right	Numpad 6
	Joystick-0 Pov-0-90
Head: snap backward-right	Numpad 3
	Joystick-0 Pov-0-135
Head: snap backward	Numpad 2
	Joystick-0 Pov-0-180
Head: snap backward-left	Numpad 1
	Joystick-0 Pov-0-225
Head: snap left	Numpad 4
	Joystick-0 Pov-0-270
Head: snap forward-left	Numpad 7
	Joystick-0 Pov-0-315
Head: snap modifier up	Numpad 0
	Joystick-0 Button 6
Head: snap modifier down	Numpad Enter
	Joystick-0 Button 7
Head: snap modifier additional	Numpad Decimal
	Joystick-0 Button 10
Head: move forward	Insert
	RSht + Joystick-0 Pov-0-0
Head: move backward	Home
	RSht + Joystick-0 Pov-0-180
Head: move left	Delete
	RSht + Joystick-0 Pov-0-270
Head: move right	End
	RSht + Joystick-0 Pov-0-90

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Head: move up	Page Up
Head: move down	Page Down
Head: zoom in	Numpad Add
	Joystick-0 Button 5
Head: zoom out	Numpad Subtract
	Joystick-0 Button 4
Head: reset zoom	Numpad Multiply
Head: snap center	Numpad 5
	Joystick-0 Button 1
Head: snap mode	F9
Head: save snap	F10
Turret, gunsight view: reset vertical view to gunsight	LSht + Numpad 5
Turret, gunsight view: view vertical	LSht + Mouse Y
Turret, gunsight view: reset horizontal view to gunsight	LSht + Numpad 5
Turret, gunsight view: view horizontal	LSht + Mouse X

Plane controls

Toggle combat post	LCtl + C
Autopilot	LCtl + A
Level Autopilot	LSht + A
Level Autopilot: left turn	LSht + Z
Level Autopilot: right turn	LSht + X
AirBrakes on/off	RAlt + B
Cockpit light on/off	L
Navigation lights on/off	RCtl + L
Plane control: pitch	RSht + Mouse Y
	Joystick-0 Y
	Cursor Up/Cursor Down
Plane control: roll	RSht + Mouse X
	Joystick-0 X
	Cursor Left /Cursor Right
Plane control: yaw	Z /X
	Joystick-0 T
Plane control: stabilizer	RCtl + Cursor Up /
	RCtl + Cursor Down

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Engine controls

Common engines control on/off	0
Engine 1 control on/off	1
Engine 2 control on/off	2
Engine 3 control on/off	3
Engine 4 control on/off	4
EngineBlipSwitch	LSht + E
Engines Start/Stop	E
Engine 1 Start/Stop	RCtl + 1
Engine 2 Start/Stop	RCtl + 2
Engine 3 Start/Stop	RCtl + 3
Engine 4 Start/Stop	RCtl + 4
Auto radiator	LSht + R
Auto mixture	LSht + M
Engines control: throttle	Minus /Equals Mouse Wheel Joystick-0 Z
Engine 1 control: throttle	
Engine 2 control: throttle	
Engine 3 control: throttle	
Engine 4 control: throttle	
Engines control: Altitude throttle	RAlt + Minus/RAlt + Equals
Engine 1 control: Altitude throttle	
Engine 2 control: Altitude throttle	
Engine 3 control: Altitude throttle	
Engine 4 control: Altitude throttle	
Engines control: mixture	RSht + Minus/RSht + Equals
Engine 1 control: mixture	
Engine 2 control: mixture	
Engine 3 control: mixture	
Engine 4 control: mixture	
Engines control: radiator	RCtl + Minus/RCtl + Equals
Engine 1 control: radiator	
Engine 2 control: radiator	
Engine 3 control: radiator	
Engine 4 control: radiator	

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Weapons controls

Remove personal weapon / flare pistol	LCtl + Tilde
Red flare	LCtl + 1
Green flare	LCtl + 2
Yellow flare	LCtl + 3
White flare	LCtl + 4
Personal weapon	LCtl + 5
Shoot personal weapon / flare pistol	LCtl + Space
	Mouse Left Button
All guns fire	Space
	Mouse Left Button
	Joystick-0 Button 0
Nose guns fire	LAlt + Space
Overwing guns fire	Comma
Wing-guns fire	Period
Forward-facing guns fire	RAlt + Space
All guns recharge / rearm	R
	Mouse Middle Button
	Joystick-0 Button 2
Elevate / Depress Guns	LAlt + R
Bomb sight	V
Bomb bay door open	N
Bomb bay door close	LCtl + N
Bomb bay door toggle	RCtl + N
Drop a bomb / Launch rockets	B
	Joystick-0 Button 3
Drop all bombs / Launch rockets	LCtl + B
Drop two bombs / Launch rockets	LSht + B
Switch firing point	LSht + C
Turret: nestle to the gunsight	LSht + T
Turret: take/leave control	T
Turret guns fire	Mouse Left Button
	Space
Turret guns recharge / rearm	Mouse Middle Button
	R
Gunners: Fire at will	RAlt + 1

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Gunners: Return fire	RAlt + 2
Gunners: Cease fire	RAlt + 3
Gunners: Cease heavy weapons fire	RAlt + 4
Gunners: Attack balloons	RAlt + 5
Gunners: Attack ground targets	RAlt + 6
Gunners: Short attack distance	RAlt + 7
Gunners: Normal attack distance	RAlt + 8
Gunners: Long attack distance	RAlt + 9

Flight leader commands

Command: hold position	LCtl + 0
Command: attack nearest air	LAlt + 1
Command: attack nearest ground	LAlt + 2
Command: follow our mission	LAlt + 3
Command: do like me	LAlt + 4
Command: formation column	LCtl + 6
Command: formation left edge	LCtl + 7
Command: formation right edge	LCtl + 8
Command: formation V	LCtl + 9
Command: hold formation	LAlt + 5
Command: accept the leadership	LAlt + 9
Command: patrol the area	LAlt + 6
Command: patrol for air	LAlt + 7
Command: patrol for ground	LAlt + 8
Command: return to base	LAlt + 0

Pilot gestures

Gesture: hand up	LSht + 1
Gesture: form left	LSht + 2
Gesture: form right	LSht + 3
Gesture: V-formation	LSht + 4
Gesture: OK!	LSht + 5
Gesture: attack!	LSht + 6