

SERVICE	KEY
Send chat to all	ENTER
Send chat to friendly	RCtrl+ENTER
Show/Hide ESC menu	ESC
Show/Hide HUD	H
Lobby	TAB
Show/Hide mission briefing	O
Enable/disable flight recording	LCtrl+R
Make screenshot	SysRq
Change gauges	I
Change map	M
Accelerate time]
Pause on/off	P
Decelerate time	[
CAMERA CONTROLS	
Switch veh turret sight position	LCTRL+MOUSE WHEEL
Reset external free camera	C
Free camera - slow mode	NUMPAD 0
Reset camera	NUMPAD 5
Camera local rotation up/down	LSht+ MOUSE Y
Camera rotation left/right	LSht+MOUSE X
Rotate camera up/downs	NUMPAD 8/2
Rotate camera left/right	NUMPAD 4/6
Camera: player cockpit	F1
Camera operator: enemy	LCtl+F12
Camera operator: friendly	F12
Cam padlock: friendly air units	RSht+F8
Cam padlock: friendly ground units	RSht+F7
Cam padlock: enemy air units	F8
Cam padlock: dangerous air units	RCtl+F8
Cam padlock: enemy ground units	RCtl+F7
External free camera at friendly air units	LSht+F2
External free camera at bombs	F6
External free camera at friendly bombs	LSht+F6
External free camera at enemy bombs	LCtl+F6
External free camera at enemy air units	LCtl+F2
External free camera at grounds units	F5
External free camera at friendly ground units	LSht+F5
External free camera at enemy ground units	LCtl+F5
External free camera at player plane	F2
Camera: flyby	F3
Camera: free	F11
Camera: head-unlinked cockpit	Lalt+F1
Camera: combat camera	F4
Camera: track	LCtl+F1
Move free camera forward/backward	S/W
Move free camera left/right	A/D
Move free camera up/down	F/R
Camera zoom	Num - / +
Change veh turret zoom	Mouse wheel
PILOT HEAD CONTROL	
PH: zoom in	Num +

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PH: zoom out	Num -
PH: reset zoom	Num *
PH snap position: forward	Num 8
PH snap position: snap backward-right	Num 3
PH snap position: snap backward	Num 2
PH snap position: snap backward-left	Num 1
PH snap position: snap left	Num 4
PH snap position: snap forward-left	Num 7
PH snap position: snap forward-right	Num 9
PH snap position: snap right	Num 6
PH snap position modifier: additional snaps	Num decimal
PH snap position: center	Num 5
PH snap position modifier: lower snaps	Num+Enter
Pilot Head backward	HOME
Pilot Head down	PgDown
Pilot Head forward	INS
Pilot Head left	DEL
Change PH control method	F9
Pilot Head right	END
Pilot Head up	PgUp
Save head snap position	F10
PH snap position modifier: upper snaps	NUM 0
Bow pilot head vertically	MOUSE Y
Turn pilot head horizontally	MOUSE X
Turn gunner's head horizontally	MOUSE X
Pilot head: zoom	MOUSE WHEEL
Turret,gunsight view: view vertical	LSht+MOUSE Y
Turret,gunsight view: reset vertical view to gunsight	LSht+ NUM 5
Turret,gunsight view: view horizontal	LSht+MOUSE X
Turret,gunsight view: reset horizontal view to gunsight	LSht+NUM 5
PLANE CONTROLS	
Air brakes on/off	Ralt+B
AI autopilot for level flight on/off	LSht+A
Level flight AI autopilot: left turn	LSht+Z
Level flight AI autopilot: right turn	LSht+X
AI autopilot on/off	A
Escape from the aircraft	Lctl+E
Canopy open/close	Rctl+C
Canopy emergency remove	Ralt+C
Cockpit light on/off	L
Flaps Down	F
Flaps up	LSht+F
Gear up/dpwn	G
Landing lights on/off	RSht+L
Nav lights on/off	Rctl+ L
Wheels parking brakes on/off	LSht+ /
Adjustable stabilizer	RSht+ ↑ / RSht+ ↓
Plane control: pitch	↑ / ↓
Pitch trim	Rctl+ ↑ / Rctl+ ↓
Plane control: roll	← / →

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Roll trim	Rctl+ ← / Rctl+ →
Wheel brakes	/
Left wheel brakes	,
Right wheel brakes	.
Plane control: yaw	Z/X
Yaw trim	
Switch to next free plane combat post	Lctl+C
Tail wheel block	LSht+G
ENGINE CONTROLS	
Switch eng superchargers: 1st gear speed / 2nd gear speed	LSht+S
Engine start / stop	E
Automatic Mixtures and superchargers control	LSht+M
Automatic radiators control	LSht+R
Engine 1 superchargers switch: 1st gear speed/ 2nd gear speed	
Engine 1 start/ stop	Rctl+1
Engine 2 superchargers switch: 1st gear speed/ 2nd gear speed	
Engine 2 start /stop	Rctl+2
Engines cowl shutters control	Lalt + - /Lalt + =
Engines Mixture control	Ralt+ - / Ralt + =
Oil radiators shutters control	Rwin + - / Rwin + =
Propellers pitch	RSht + - /RSht + =
Throttle	Minus / =
Water radiators shutter control	Rctl + - / Rctl + =
Engine 1 cowl	
Engine 1 mixture	
Engine 1 oil radiator	
Engine 1 propeller pitch	
Engine 1 throttle	
Engine 1 water radiator shutters	
Engine 2 cowl	
Engine 2 mixture	
Engine 2 oil radiator	
Engine 2 propeller pitch	
Engine 2 throttle	
Engine 2 water radiator shutters	
Switch common control of engines on/off	0
Switch engine 1 control on/off	1
Switch engine 2 control on/off	2
WEAPON CONTROLS	
Gunners: fire at will	Ralt+ 1
Gunners: Attack balloons	Ralt+ 5
Gunners: attack ground targets	Ralt+ 6
Gunners: return fire	Ralt+ 2
Gunners: cease fire	Ralt+ 3
Gunners: cease heavy weapons fire	Ralt+ 4
Gunners: long attack distance	Ralt+ 9
Gunners: normal attack distance	Ralt+ 8
Gunners: short attack distance	Ralt+ 7

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Fire all guns	SPACE
Reload all guns	R
Remove personal weapon/ flare pistol	Lctl+ ~
Red flare	Lctl+1
Green flare	Lctl+2
Yellow flare	Lctl+3
White flare	Lctl+4
Personal Weapon	Lctl+5
Shoot pers. Weapon / Flare pistol	Lctl+SPACE
Bomb bay doors close	Lctl+N
Bomb bay doors open	N
Bomb bay doors toggle	Rctl+N
Bomb sight	V
Turret: nestle to the gunsight	LSht+T
Fire cannons	LAlt+SPACE
Fire machine guns	Ralt+SPACE
Turret: take/leave control	T
Fire turret guns	SPACE
Switch to next firing point in current turret	LSht+C
Reload turret guns	R
Drop bombs	B
Throw bombs mode toggle	LSht+B
FLIGHT LEADER COMMANDS	
Attack nearest target	LAlt + 1
Attack nearest ground	LAlt + 2
Stop actions and follow our mission	LAlt + 3
Do like me	LAlt + 4
Flight formation column	Lctl + 6
Flight formation left edge	Lctl + 7
Flight formation right edge	Lctl + 8
Formation V	Lctl + 9
Hold formation and cover me	LAlt + 5
Accept the leadership	Lalt + 9
Patrol the Area	LAlt+6
Patrol for air enemies	LAlt+7
Patrol for ground enemies	LAlt+8
Return to base	LAlt+0
Hold this position and wait	Lctl+0
PILOT GESTURES	
Hand up	LSht+1
Form left	LSht+2
Form right	LSht+3
V-Formation	LSht+4
OK	LSht+5
Attack	LSht+6