


SERVICE	KEY	By Kappone
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 ingame instrument panel mode	I	
Change ingame map mode	M	
Accelerate time]	
Pause on/off	P	
Decelerate time	[
CAMERA CONTROLS		
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/down	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 aircraft	F8	
Cam padlock: close aircraft	RCtl+F8	
Cam padlock: enemy ground units	RCtl+F7	
External free camera at friendly aircraft	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 aircraft	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 - / +	
PILOT HEAD CONTROL		
PH: zoom in	Num +	
PH: zoom out	Num -	
PH: reset zoom	Num *	

By Kappone

Change veh turret zoom	Mouse wheel	
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: custom	Num decimal	
PH snap position: center	Num 5	
PH snap position modifier: lower	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	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	
Switch veh turret sight position	Lctl+Mouse Wheel	
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	
Eject	Lctl+E	
Canopy open/close	RAlt+C	
Canopy emergency remove	Rctl+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	← / →	

By Kappone

Roll trim	Rctl+ ← / Rctl+ →	
Wheel brakes soviet	/	
Left wheel brakes german	,	
Right wheel brakes german	.	
Plane control: yaw	Z/X	
Yaw trim	Lctl+Z / Lctl+X	
Tail wheel Lock / Unlock	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	
Fire all guns	SPACE	

By Kappone

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	
Switch to next free plane combat post	Lctl+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	