

Il2 Sturmovick Great Battles

Key Commands

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Service

Make a screenshot of the game	SysRq
Game pause on/off	P
Accelerate time in mission]
Decelerate time in mission	[
Enables/disables flight recording	LCtl + R
FPS counter toggle	BackSpace
Show/hide ESC menu	Escape
Lobby	Tab
Show/hide mission briefing	O
Change ingame map mode	M
Show/hide instrument panel, navigation and map markers	I
Aiming help	RCtl + I
Send chat messages to all	Enter
Send chat messages to friendly	RCtl + Enter
Show/hide entire HUD	H
Command menu	Tilde

Camera controls

Reset camera	Numpad 5
Reset external free camera	C
Free camera-slow mode	Numpad 0
Camera zoom	Numpad Subtract / Numpad Add
	Mouse Wheel
Rotate camera up/down	Numpad 8/Numpad 2
	Mouse Y
Rotate camera left/right	Numpad 4/Numpad 6
	Mouse X
Camera local rotation up/down	LSht + Mouse Y
Camera local rotation left/right	LSht + Mouse X
Move free camera forward/backward	S / W
	Mouse Right Button + Mouse Y

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Camera Controls Continued

Move free camera left/right	A / D
	Mouse Right Button + Mouse X
Move free camera up/down	F / R
	Mouse Right Button + Mouse Wheel
Camera: player cockpit	F1
Camera operator: enemy	LCtl + F12
Camera operator: friendly	F12
Camera padlock: friendly aircraft	RSht + F8
Camera padlock: enemy aircraft	F8
Camera padlock: close aircraft	RCtl + F8
Camera padlock: friendly ground units	RSht + F7
Camera padlock: enemy ground units	RCtl + F7
Camera: combat camera	LCtl + F4
External free camera at player plane	F2
External free camera at friendly aircraft	LSht + F2
External free camera at enemy aircraft	LCtl + F2
External free camera at ground units	F5
External free camera at friendly ground units	LSht + F5
External free camera at enemy ground units	LCtl + F5
External free camera at bombs	F6
External free camera at friendly bombs	LSht + F6
External free camera at enemy bombs	LCtl + F6
Camera: flyby	F3
Camera: free	F11
Switch to attached cameras	LAlt + F2
Camera: track	LCtl + F1
Camera: head-unlinked cockpit	LAlt + F1
FreeLook	

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Pilot Head Controls

Pilot head: zoom	LSht + Mouse Wheel
Pilot head: zoom in	Numpad Add
Pilot head: zoom out	Numpad Subtract
Pilot head: reset zoom	Numpad Multiply
Change Veh turret zoom	LSht +Mouse Wheel
Change Vehicle Zoom	LSht +Mouse Wheel
Vr Camera Zoom (hold)	Numpad Add
Bow pilot head vertically	Mouse Y
Turn pilot head horizontally	Mouse X
Turn gunner's head horizontally	Mouse X
Default VR view	
Change pilot head control method:	F9
Centered Snap - Fixed Snap - Additive Snap - Pan View	
Save current corrections in head snap position	F10
Pilot head snap position: center	Numpad 5
Pilot head snap position modifier: upper	Numpad 0
Pilot head snap position modifier: lower	Numpad Enter
Pilot head snap position modifier: custom	Numpad Decimal
Pilot head snap position: forward	Numpad 8
Pilot head snap position: forward-right	Numpad 9
Pilot head snap position: right	Numpad 6
Pilot head snap position: backward – right	Numpad 3
Pilot head snap position: backward	Numpad 2
Pilot head snap position: backward- left	Numpad 1
Pilot Head Snap position: Left	Numpad 4
Pilot Head Snap position: Forward Left	Numpad 7
Switch Veh Turret Sight Position	LCtl + Mouse Wheel
Move Pilot Head Forward	Insert
Move Pilot Head Backwards	Home
Move pilot head left	Delete
Move pilot head right	End
Move pilot head up	Page Up
Move pilot head down	Page Down
Turret, gunsight view: reset vertical view to gunsight	Numpad 5
Turret, gunsight view: view vertical	LSht + Mouse Y

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Pilot Head Controls Continued

Turret, gunsight view: reset horizontal view to gunsight	Numpad 5
Turret, gunsight view: view horizontal	LSht + Mouse X
Head independent view left/right	Mouse X
Head independent view up/down	Mouse Y
Center head independent view horizontally	Numpad 5
Center head independent view vertically	Numpad 5

Plane controls

AI- autopilot on/off	A
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
Plane control: pitch	Cursor Up / Cursor Down RSht + Mouse Y
Plane control: roll	Cursor Left / Cursor Right RSht + Mouse X
Plane control: yaw	Z / X
Plane control: yaw reset	D
Adjustable stabilizer axis	+ Cursor Up/RSht + Cursor Down
Yaw trim left	LCtl + Z
Yaw trim right	LCtl + X
Pitch trim up	RCtl + Cursor Down
Pitch trim down	RCtl + Cursor Up
Roll trim left	RCtl + Cursor Left
Roll trim right	RCtl + Cursor Right
Reset trimmers	LCtl + T
Fw-190 adjustable stabilizer up	RSht + Cursor Down
Fw-190 adjustable stabilizer down	RSht + Cursor Up
Flaps up	LSht + F
Flaps down	F
Airbrakes on/off	RAlt + B

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Plane Controls Continued

Attack siren on/off	LAlt + S
Gear up/down	G
Tail wheel lock/unlock	LSht + G
Wheel brakes	Slash
Left wheel brakes	Comma
Right wheel brakes	Period
Wheels parking brakes on/off	LSht + Slash
Canopy Open/Close	RAlt + C
Window Open /Close	LWin + C
Landing lights on/off	RSht + L
Navigation lights on/off	RCtl + L
Cockpit light on/off	L
Formation Lights on /off	RAlt + L
Altimeter: reference pressure toggle	LAlt + A
Radio Receiver: channel toggle	LAlt + C
Eject	LCtl + E

Plane Engine controls

Automatic mixtures and superchargers control	LSht + M
Automatic radiators control	LSht + R
Automatic RPM limiter	LSht + N
Engage engines start procedure/stop engine	E
Engine Blip Switch	LSht + E
Engines throttle control	Minus / Equals
Engines mixture control	RAlt + Minus / RAlt + Equals
Engine Superchargers mode switch	LSht + S
Engines Turbosupercharger Control	T + Minus / T + Equals
Switch engines boost on/off	LSht + B
Propeller RPM Control	RSht + Minus / RSht + Equals
Switch propellers pitch control mode: manual/auto	RSht + P
Propellers: high pitch	RSht + Equals
Propellers: low pitch	RSht + Minus

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Plane Engine controls Continued

Propellers Feathering On/Off	LCtl + F
Oil Radiators Shutters Control Axis	RWin + Minus / RWin + Equals
He-111,Bf-110 Oil Radiator: Open One Step	RWin + Equals
He-111,Bf-110 Oil Radiator: Close One Step	RWin + Minus
Water Radiators Shutters Control Axis	RCtl + Minus / RCtl + Equals
Switch Water Radiators Control Mode: Manual/Auto	RSht + R
Bf-109/110, Spitfire Water Radiator: Open	RCtl + Equals
Bf-109/110, Spitfire Water Radiator: Close	RCtl + Minus
Spitfire, BF 109/110 Water Radiator Open/ Close	RCtl + Equals / RCtl + Minus
Engines inlet cowl shutters control (I-16,La-5,Ju 52)	
P47 Intercooler, A-20Upper Cowl Flaps	LCtl + Minus / LCtl + Equals
Engines Outlet Cowl Shutters Control	
(A-20, FW 190 A-5, La-5, Ju 88, P-47, P-40)	LAlt + Minus / LAlt + Equals
Fokker D.VIIF Altitude Throttle Control	
Switch common control of engines on/off	0
Switch engine 1 control on/off	1
Switch engine 2 control on/off	2
Switch engine 3 control on/off	3
Engage engine 1 start procedure/stop engine	RCtl + 1
Engine 1 throttle control	
Fokker D.VIIF Altitude Throttle Control	
Engine 1 propeller RPM control	
Engine 1 mixture control	
Engine 1 supercharger mode switch	
Engine 1 boost switch on/off	
Engine 1 propeller pitch control mode switch: manual/auto	
Engine 1 propeller: manual high pitch	
Engine 1 propeller: manual low pitch	
Engine 1 water radiator shutters control	
Engine 1 oil radiator shutters control	
Engine 1 inlet cowl shutters control	
Engine 1 outlet cowl shutters control	

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Plane Engine controls Continued

Engage engine 2 start procedure/stop engine	RCtl + 2
Engine 2 throttle control	
Engine 2 propeller RPM control	
Engine 2 mixture control	
Engine 2 supercharger mode switch	
Engine 2 boost switch on/off	
Engine 2 propeller pitch control mode switch: manual/auto	
Engine 2 propeller: manual high pitch	
Engine 2 propeller: manual low pitch	
Engine 2 water radiator shutters control	
Engine 2 oil radiator shutters control	
Engine 2 outlet cowl shutters control	
Engine 2 inlet cowl shutters control	
Engage engine 3 start procedure/stop engine	RCtl + 3
Engine 3 throttle control	
Engine 3 mixture control	
Engine 3 oil radiator shutters control	
Engine 3 inlet cowl shutters control	
Interconnect Throttle and Prop Pitch Controls	LShT + 1
Interconnect Throttle and Turbo Controls	LShT + 1

Flight Leader Orders

Hold this position and wait	LCtl + 0
Attack nearest air target	LAlt + 1
Attack nearest ground target	LAlt + 2
Return to our mission	LAlt + 3
Do like me (copy my action)	LAlt + 4
Formation column	LCtl + 6
Flight formation left edge	LCtl + 7
Formation right edge	LCtl + 8
Formation V	LCtl + 9

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Flight Leader Orders Continued

Cover me	LAlt + 5
Patrol the area	LAlt + 6
Patrol for air enemies	LAlt + 7
Patrol for ground enemies	LAlt + 8
Return to base	LAlt + 0
Pilot gesture: Look ahead!	LSht + 1
Pilot gesture: Ok!	LSht + 2
Pilot gesture: Destroy!	LSht + 3

Tank Controls

Command Menu	Tilde
Engage Engine Start Procedure / Stop Engine	E
Vehicle Acceleration / Brake	Cursor Down / Cursor Up
Vehicle Turn	Cursor Left / Cursor right
Hatch Open / Close	RAlt + C
Visor Open / Close	LWin + C
External lights On / Off	RSht + L
Compartment light On/ Off	L
Guns: Take / Leave Control	T
Nestle To The Gun Sight	LSht + T
Primary fire	Mouse Left Button
Secondary Fire	Mouse Right Button
Reload Current Gun	LAlt + R
Select Ammunition	RAlt + G
Gunsight Range Adjustment	RAlt + Semicolon / RAlt + Period
Gunsight Horizontal adjustment	RAlt + Comma / RAlt + Slash
Gunsight Reset	RAlt + Apostrophe

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Weapons Controls

Fire all guns	Space
Fire Weapon group 1	Ralt + Space
Fire weapon Group 2	LAlt + Space
Bomb sight	V
Drop bombs mode toggle	LWin + B
Drop bombs delay toggle	LCtl + B
Drop bombs,Containers, Paratroopers, Emit Smoke	B
Launch rockets mode toggle	LWin + R
Launch rockets	R
Jettison Stores	LSht + D
Bomb bay doors toggle	N
Bomb safety switch	LWin + S
Reload all guns	LAlt + R
Remove personal weapon/flare pistol	LCtl + Tilde
Red flare	LCtl + 1
Green flare	LCtl + 2
White flare	LCtl + 3
Personal Gun	LCtl + 4
Shoot personal weapon/flare pistol	LCtl + Space
Switch to a next free plane combat post	LCtl + C
Switch to a next firing point in the current turret	LSht + C
Switch to Pilot Position	RSht + O
Switch to 1st Fireing Point	RSht + 1
Switch to 2nd Fireing Point	RSht + 2
Switch to 3rd Fireing Point	RSht + 3
Switch to 4th Fireing Point	RSht + 4
Switch to 5th Fireing Point	RSht + 5
Switch to 6th Fireing Point	RSht + 6
Switch to 7th Fireing Point	RSht + 7
Switch to 8th Fireing Point	RSht + 8
Switch to 9th Fireing Point	RSht + 9
Turret: take/leave control	T
Turret: nestle to the gunsight	LSht + T
Fire turret guns	Mouse Left Button
Fire Secondary Turret Guns	Mouse Right Button

Weapons Controls Continued

Reload turret guns	LAlt + R
Gunsight Filter Toggle	LAlt + F
Gunsight Position Toggle	RAlt + F
Gunsight Mode Toggle	LAlt + M
Gunsight range adjustment	RAlt + Semicolon/RAlt + Period
Gunsight horizontal adjustment	RAlt + Comma/RAlt + Slash
Gunsight reset	RAlt + Apostrophe
Visor Verticle Adjustment	RSht + Semicolon/ RSht + Period
Visor Horizontal Adjustment	RSht + Comma/ RSht + Slash
Visor Adjustment Reset	RSht + Apostrophe
Select ammunition	RAlt + G
Gunners: Fire at will	RAlt + 1
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: Close engage distance	RAlt + 7
Gunners: Normal engage distance	RAlt + 8
Gunners: Far engage distance	RAlt + 9

Enter

Lctl + 9

0