**KEYBOARD COMMANDS**

### FLIGHT
- Pitch and yaw: 
  - Numpad: 1, 4, 7, 0
  - Numpad: 8, 2, 5, 6
- Pitch and yaw left: Numpad 1, 7
- Pitch and yaw right: Numpad 9, 3
- Roll left, right: Ins, Del
- Double yaw, pitch, roll rates: Shift+key
- Engage autoslide: Caps Lock (hold)
- Autoslide (toggle): 7
- Increase throttle: +
- Decrease throttle: -

### COMBAT
- Select next target: T
- Select next turret on current target: R
- Lock target (toggle): L
- Smart targeting (toggle): Ctrl S
- Switch gun(s): G
- Select full guns: F
- Auto-tracking: Ctrl A
  (toggle; Excalibur only)
- Configure missile array: M
- Change missile type: I
- Select missile (toggle): I
- Select all missiles (full salvo): B
- Fire gun(s): Spacebar
- Fire missile: Enter
- Drop decoy: E

### NAV MAP
- Display map: N
- Change viewpoint: ↑, ↓, ←, →
- Zoom in, out: [ ], [ ]
- Center view: C
- Cycle through targets: T
- Starfield (toggle): S
- Grid (toggle): G
- Background (toggle): B

### VIDEO DISPLAY UNITS
- Cycle through displays: .0 (zero)
- Shields VDU: S
- Communications VDU: C
- Damage VDU / toggle text and icon: D
- Select damage repair system: I
  (in text display)
- Weapon VDU (with cockpit active): W
- Power VDU / change system: P
- Increase current system by 5%: I
- Decrease current system by 5%: L
- Set current system to 100%, others to 0%: Shift I
- Reset all systems to 25%: Shift I
- Lock current system (toggle): Ctrl I
CAMERA VIEWS
Front view; invisible cockpit .......... (F1)
Left, right and rear turret view .......... (F2), (F3), (F4)
Rear turret view in left VDU .......... (Ctrl) F4
Chase camera .......... (F5)
Object camera .......... (F6)
Missile camera .......... (F8)
Victim camera .......... (F9)
Track camera .......... (F10)
Disable flight controls while in camera views .......... (Ctrl) L
Zoom in, out .......... (.) (.)

MOUSE COMMANDS
Flight, cursor control .......... Move mouse
Select current hotspot .......... ()
Fire active gun(s) .......... ()
Fire active missile .......... ()
Increase, decrease throttle .......... (↑), (↓)
Roll left, right .......... (↑), (↓)
Afterburn .......... (.) (double-click and hold)

JOYSTICK COMMANDS (B2 = BUTTON 2)
Flight control .......... Move joystick
Fire active gun(s) .......... Trigger
Fire active missile .......... Trigger + B2
Rotate camera .......... B2 + move joystick
while in camera view
Increase, decrease throttle .......... (↑) B2, (↓) B2
Roll left, right .......... (↑) B2, (↓) B2
Afterburn .......... B2 (double-click and hold)

ON THE CARRIER
Move cursor over person/object to display hotspot actions.
Click left mouse button or press trigger to use objects and buttons.
Cancel / skip scene .......... (Esc)
Cycle through hotspots .......... (Tab), (Shift) Tab, ()
Talk .......... Click on character
Use .......... Click on terminal or door
Select reply .......... Move device up/down, then click
Option screen .......... Click Main Terminal

GAME INTERFACE
Exit game .......... (Alt) X
VGA mode (normal) .......... (Alt) 1
VGA mode (triple buffer*) .......... (Alt) 2
SVGA mode (normal) .......... (Alt) 3
SVGA mode (triple buffer) .......... (Alt) 4
Calibrate joystick .......... (Alt) J
Music (toggle) .......... (Alt) M
Sound (toggle: on carrier) .......... (Ctrl) M
Scene transitions (toggle) .......... (Alt) K
Change music volume .......... (Alt) ↑, (Alt) ↓
Change sound volume .......... (Ctrl) ↑, (Ctrl) ↓
Change gamma correction .......... (Ctrl) ↑, (Ctrl) ↓

*See Install Guide for explanation.