

WING COMMANDER IV

FOR THE PLAYSTATION GAME CONSOLE

CONTROL MAP

LEGEND

◀ D-pad Left	△ Triangle
▶ D-pad Right	⊗ Cross
△ D-pad Up	○ Circle
▽ D-pad Down	□ Square

GENERAL NOTES: This scheme involves heavily the use of a **Shift** key while flying the ships. It is mapped to **R1**. You could go through the Flight, Combat, and Left VDU sections of this scheme and substitute **Shift** for every instance of **R1**. It was written this way to eliminate the need to keep looking up here when you forget which key was the shift key. There is also an ALT key, used sparingly in the Throttle Priority Scheme, and more on the Roll Priority Scheme.

Each key was mapped according to how often it was used, where the player's hand was positioned, and how often tasks and commands overlap in a typical Wing Commander situation. The player can, with this scheme, perform a roll with a slight upward pitch while afterburning, fire his guns, and quickly switch to a rear turret to tractor in an ejected MIP.

It was designed to be intuitive, so that the player could basically sit down and start playing. There are complex and arbitrarily awkward hotkeys, but there are very few that require a leap in logic. The awkward ones are only mapped to seldom-used commands, and are only there to enhance the game, not to make would-be simple tasks impossible, as in WCIII PSX.

Ever try to perform a roll while afterburning?

If so desired, we could create two more schemes with exactly the same flying commands, and only change the FIRE WEAPON, MISSILE, AFTERBURNER, and CHANGE TARGET buttons.

THROTTLE PRIORITY SCHEME

FLIGHT

Turn up, down, right, left . . . ▷, ◁, △, ▽	Autopilot & Release
Roll right, left ⊕	Eject
Accelerate	Pause game/Nav Map(toggle)
Decelerate	Rear turret view (toggle)
Full throttle	Toggle external camera views
Cut speed to zero	Rotate camera ⊕
Apply afterburner ⊗	Cycle forward, reverse
Match speed of target . . or ⊗	through object list △, ⊗

THROTTLE PRIORITY NOTES: In both the Throttle Priority and the Roll Priority Schemes, is an key. The Throttle Priority Scheme makes changing throttle settings simple by only requiring one key at a time, whereas rolling requires a combination. The Roll Priority scheme allows the reverse.

ROLL PRIORITY SCHEME

FLIGHT

Turn up, down, right, left . . ▷, ◁, △, ▽	Autopilot & Release
Roll right, left	Eject
Accelerate ▷	Pause game/Nav Map(toggle)
Decelerate ◁	Rear turret view (toggle)
Full throttle ⊙	Toggle external camera views
Cut speed to zero ⊖	Rotate camera ⊕
Apply afterburner ⊗	Cycle forward, reverse
Match speed of target ⊗	through object list ⊗, △

ROLL PRIORITY NOTES: In the previous set, the key was used with ⊕ for rolling; now it is used for controlling the throttle, allowing players with different flying styles and priorities to use these differences to their advantage. While the flying is entirely different, the combat is identical. This allows players to switch between the schemes they like without learning new hotkeys: all they have to do is enjoy the different flying capabilities.

COMBAT

Fire guns	□	Fire missile	○
Change guns/full guns	[R1] □	Change missile type/full salvo	[R1] ○
Full guns	[R1] [L1] □	Full volley of current missile	[R1] [L1] ○
Select & lock next enemy target	△	Drop decoy	[R1] ×
Select & lock ANY target	[R1] △	Cloak (toggle if available)	[R1] [L1] ×
Select next turret	[L1] △		

COMBAT NOTES: In addition to pressing **[Alt] [Shift] + FIRE** to switch to full guns, it is part of a list of weapons to cycle through. For example, the mission starts with Laser guns selected. Pressing **[Shift] + FIRE** brings up the Mass Driver cannon, and pressing **[Shift] + FIRE** again selects Full Guns, which is a combination of Laser and Mass Driver. If the Leech, Stormfire, or Fusion cannons are available, they appear after Full Guns in the list. So a typical list to cycle through would be in this order:

- Laser (default)
- Mass Driver
- Full Guns (fires both Laser and Mass Driver simultaneously)
- Leech
- Stormfire
- Fusion
- Laser (again)

The PC game separates weapons into Primary and Alternate weapons modes, but it may become too confusing and no longer intuitive to include these options as separate keystrokes. The Full Guns option simply excludes the Alternate weapons, because they have different power draining characteristics. When a Tractor Beam is available, simply switch to a Rear Turret view and cycle through the weapons list until the Tractor Beam is selected, and press Fire to activate it, just like a normal gun.

The same principle applies to missile switching:

- Dumb Fire (default)
- Heat Seek
- Friend or Foe
- Starburst
- Full Salvo (one missile from each hardpoint except Leech)
- Leech
- Dumb Fire (again)

In the missile list, like the weapon list, the Leech is excluded from Full Salvo, since it operates on a different principle from the other, more conventional weapons.

[Alt] [Shift] + FIRE MISSILE readies every missile of the current type for discharge all at once. For example, cycle using **[Shift] + FIRE MISSILE**, and stop on Heat Seek. Pressing **[Alt] [Shift] + FIRE MISSILE** at this point tells the game that every Heat Seeker on the ship will fire when **FIRE MISSILE** is next hit. Hitting **[Alt] [Shift] + FIRE MISSILE** again simply readies one again (it is a toggle).

LEFT VIDEO DISPLAY UNIT (VDU)

Cycle through displays [R1] ▷, ◁
Cycle through options [R1] △, ▽
Select option Release [R1]

LEFT VDU NOTES: The left VDU defaults to shields. When the player holds down the standard [Shift] key ([R1]), ▷ and ◁ cycle through standard VDU states:

First off, let's just say we're making this from the best from WC III 3DO and WC III PSX. Here are the rules: 1) To use the Left VDU, you have to hold [R1] all the time. 2) Releasing [R1] activates the highlighted selection. If there is no selection, then the VDU remains at the topmost level of the current state. For example, releasing [R1] on Cancel in a comm menu brings the VDU back to the list of receivers.

This makes sense, but it's difficult to explain.

These are all top-level VDU states. Pressing [R1] ◁, ▷ cycles through them:

- Shields - by default, shield status is displayed.
- Communications - more information about communications is provided below
- Damage - displaying as text, the damaged systems.
- Power Allocation - the current power mode selected

Communications are a bit complicated. In order to send a message to someone (a wingman for example), follow this order:



1. Go to the communications state. A list of receivers is displayed. The first highlighted option on this list is the Prev/Next arrows, and the second is the player's wingman, followed by anyone else in the area.
2. Press ▽ to highlight the desired receiver. Remember that [R1] is held through the entire process.
3. Press ▷ to access the comm list. At the top is a cancel option, followed by the other choices, (e.g. Break and attack, Form on my wing, etc).
4. Press ▽ to move the cursor over the appropriate option, and release [R1]. This sends the intended message.



If the player releases [R1] while either the cancel option or wingman's name is highlighted, nothing happens, and the VDU goes back to the list of receivers, with none highlighted. Pressing the ◁ at any point brings the VDU back to the previous screen.


For the Damage display, Prev/Next arrows are once again at the top, and the player can press ▽ or △ to access a particular system (e.g. Radar). Releasing [R1] at this point puts priority on Radar, and it will be repaired first.

On Power Allocation, Prev/Next arrows are at the top as usual, and the separate systems are listed below. Select a system by pressing ▽ or △. Change power to that system by pressing ▷ or ◁.

COMMUNICATIONS HOTKEYS

Send "break and attack" message  

Send taunt to enemy target  

COMMUNICATIONS HOTKEYS NOTES: These can change as they are tested. More can be added, and the layout can change. The running theme with communications hotkeys is the  key as a sort of **[Shift]** key, and this theme should be absolutely consistent.


NAV MAP



Display Map/Pause (toggle) 

Zoom in, out , , or , 




Cycle through nav points , 

Go to game options 

Change angle of map view 










NAV MAP NOTES: The game options screen will be accessible from the nav map screen with a simple key press () that is intuitive. Since Nav Map has always been a pause in Wing Commander, there is no need for a separate key to get to game options. With this scheme, we comply with Sony standards for having the  key pause the game, as well as provide in-flight options the player has come to expect from a Wing Commander.



PROGRAMMER OPTIONS

Finger of death for target **L1** **L2** 
 Take screen-shot **L1** **L2** 
 Display frames-per-second **L1** **L2** 

PROGRAMMER'S OPTIONS NOTES: These will be defined more as the game is developed, but the general theme is that **L1** **L2** will be the special case "Programmer shift key".

ON THE CARRIER

Move cursor over person/object and display hotspot actions	
Cycle through hotspots L1	Look at map 
Cycle through hotspots, reverse R1	Cancel/skip scene  , PLAY
Use objects and buttons 	Talk Highlight character, then 
Options  or Use Main Terminal	Select Reply  ,  , then 

ON THE CARRIER NOTES: This layout should be more intuitive than Wing 3. The main difference is the location of the "cycle through hotspots", which can still be mapped to  and  , but will also include **L1** and **R1** for both forward and reverse functionality.