

INPUT (Keys, buttons, etc.) in WING COMMANDER 5

Virtual Keyboard

The idea of a "Virtual Keyboard" is to provide a listing for the game programmers to use in creating the handshake from game input to game output.

In other words, no matter what input device you use, they have to pass a command off to the game. `turn_yaw_left`, or `turn_yaw_right` might be commands that are in the list.

This will be helpful when we are trying to put numbers to these events, and in game tweaking. If a game function is DIGITAL, instead of ANALOG, or is possibly both, it is necessary to nail it down now, in the Virtual Keyboard command list.

Virtual Keyboard Command List

The command list is sorted into eight categories: Spaceflight, Combat, Camera Views, Nav Map, VDUs, On Carrier, and Hotkeys.

Within each category the command is listed with the convention **device_action_command**,

- **device** is a device, system, or sub-category (such as throttle, target, or turn)
- **action** describes what is happening to that device, system, or category (increase, yaw, or set)
- **command** is the specific command given to that system (up, left, or zero).

As with any system, these rules are often broken with respect to **action** or **command**, but the first concern is readability and organization. Some commands require further categorization, some require less, and some need none at all.

None of the commands are repeated. There are certain functions which can be listed in more than one category; when this occurred the command was placed in the most often used or most logical category.

SPACEFLIGHT

throttle_increase (digital)
throttle_increase (analog)
throttle_decrease (digital)
throttle_decrease (analog)
throttle_set_zero
throttle_set_max
throttle_match_target
throttle_afterburn
turn_yaw_right (analog)
turn_yaw_right (digital)
turn_yaw_left (analog)
turn_yaw_left (digital)
turn_pitch_up (analog)
turn_pitch_up (digital)
turn_pitch_down (analog)
turn_pitch_down (digital)
turn_roll_right (digital)
turn_roll_right (analog)
turn_roll_left (digital)
turn_roll_left (analog)
autopilot
pause
eject
map_display
joystick_calibrate

COMBAT

target_object_next
target_object_prev
target_object_nearest_enemy
target_object_nearest_friendly
target_object_reticule
target_lock
target_store (0-9)
target_recall (0-9)
weapon_gun_next
weapon_gun_full
weapon_gun_fire
weapon_missile_next
weapon_missile_next_salvo
weapon_missile_full_salvo
weapon_missile_fire
weapon_autocannon_toggle
weapon_drop_decoy
weapon_drop_mine

CAMERA VIEWS

view_front_cockpit
view_front_hud
view_left
view_right
view_rear
view_vdu_rear_turret
view_chase
view_objectlist
view_objectlist_next
view_objectlist_prev
view_missilecam_toggle
view_victimcam_toggle
view_flight_control_toggle
view_targetcam_toggle
view_vdu_lock_toggle
view_zoom_in
view_zoom_out

NAV MAP

map_center
map_rotate_right
map_rotate_left
map_rotate_up
map_rotate_down
map_move_right
map_move_left
map_move_up
map_move_down
map_zoom_in
map_zoom_out
map_show_grid_toggle
map_show_concircles_toggle
map_show_points_toggle
map_show_objectives_toggle
map_show_friendlys_toggle
map_show_enemies_toggle
map_show_starfield_toggle
map_show_killspots_toggle
point_next
point_prev
point_zoom
point_map_center
vdu_display_next

VDU

vdu_display_prev
vdu_shields
vdu_communications
vdu_damage
vdu_damage_system_next
vdu_damage_system_setactive
vdu_weapon
vdu_power
vdu_power_change_setting (digital)
vdu_power_change_setting (analog)

ON CARRIER

vdu_nav_point
cursor_move_right (digital)
cursor_move_right (analog)
cursor_move_left (digital)
cursor_move_left (analog)
cursor_move_up (digital)
cursor_move_up (analog)
cursor_move_down (digital)
cursor_move_down (analog)
hotspot_next
hotspot_prev
movie_play
movie_skip
movie_choice_select
movie_choice_up
movie_choice_down
hotkey_exit_game
hotkey_option_screen

HOTKEYS

hotkey_comm_break
hotkey_comm_taunt
hotkey_comm_attack
hotkey_comm_ignore
hotkey_power_weapons
hotkey_power_engines
hotkey_power_shields

Game Controls (by Platform/Input Device)

Install (See WC 5 Options.Doc)

Spaceflight Options Screen (See WC 5 Options.Doc)

Interface (past and future) [Need examples - bjc]

Wing 5 PC

Keyboard Configuration Interface

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Video Display Unit**
4. **Joystick/Throttle**
5. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

DEFAULT KEYBOARD LAYOUT

FUNCTION	KEY
SPACEFLIGHT	
Increase Throttle	+
Decrease Throttle	-
Set Throttle to Zero	Backspace
Set Throttle to Max	\
Afterburner	TAB (hold)
Autopilot	A
Pause	CTRL + P
Eject	CTRL + E
Calibrate Joystick	CTRL + C
COMBAT	
Select Target or Next	T
Target Object under Reticule	R
Lock Target (toggle)	L
Switch Gun(s)	G
Select Full Guns	F
Configure Missile Array	M
Fire gun(s)	SPACEBAR
Fire Missile	ENTER
CAMERA VIEWS	
Front view; invisible cockpit	F1
Left, right & 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 in Camera Views	CTRL + L
Zoom in/out] & [
NAV MAP	
Display map	N
Toggle Navpoint	N
Change viewpoint	arrows
Zoom in/out] & [
Center view	C
Cycle through targets	T
Starfield (toggle)	S
Grid (toggle)	G
Background (toggle)	B

FUNCTION	KEY
VDU	
Cycle through displays	0 (zero)
Shields VDU	S
Communications VDU	C
Damage VDU/toggle text & icon	D
Weapon VDU (w/ cockpit active)	W
Power VDU/change system	P
ON CARRIER	
Display Hotspot Actions (move cursor)	Cursor keys, mouse
Use Objects & Buttons	Enter/LMB
Cancel/skip scene	ESCAPE
Cycle through hotspots	TAB/SHIFT+TAB/RMB
Talk	Click on character
Use	Click on terminal/door
Select Reply	Move mouse, cursor keys up/down, then click
Option screen	Click main terminal
KEYBOARD: GAME INTERFACE	
Exit game	CTRL + X
VGA mode (normal)	CTRL + 1
VGA mode (triple buffer)	CTRL + 2
SVGA mode (normal)	CTRL + 3
SVGA mode (triple buffer)	CTRL + 4
Calibrate joystick	CTRL + J
Music (toggle)	CTRL + M
Sound (toggle; on carrier)	CTRL + O
Scene transitions (toggle)	CTRL + K
Change music volume	SHIFT + up/down arrows
Change sound volume	CTRL + up/down arrows
Change gamma correction	CTRL + left/right arrows

[MISSING: ZOOM TARGET CAMERA (fixed - mrm), LOCK VDUs, UNLOCK VDUs, LOCK ALL VDUs - bjc]

Wing 5 Playstation

Input Device Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION D-PAD -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED and it will say "KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?"

[*BEEP IS NOT GOOD ENOUGH. WE WILL NEED TEXT OF SOME SORT - bjc]

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

D-PAD

FUNCTION	WC5-PSX
KEYBOARD: SPACEFLIGHT	
Increase Throttle	R2
Decrease Throttle	L2
Set Throttle to Zero	SHIFT +L2
Set Throttle to Max	SHIFT +R2
Afterburner	S
Autopilot	Select + Release
Pause	Start
Eject	R1+R2+L1+L2+Select+Start
Calibrate Joystick	Not Necessary! nyah (CUT)
KEYBOARD: COMBAT	
Select Target or Next	SHIFT+N
Target Object under Reticule	N
Switch Gun(s)	SHIFT+W
Configure Missile Array	SHIFT+E
Fire gun(s)	W
Fire Missile	E

FUNCTION	WC5-PSX
KEYBOARD: NAV MAP	
Display map	Start
Toggle Navpoint	N
Change viewpoint	D-Pad
Zoom in/out	L2/R2
Center view	N
Cycle through targets	R1, L1
Starfield (toggle)	E
Grid (toggle)	W
Background (toggle)	S
KEYBOARD: VDU	
Cycle through displays	SHIFT+R, L
Shields VDU	Default
Communications VDU	One right, Four left
Damage VDU/toggle text & icon	Two right, Three left
Weapon VDU (w/ cockpit active)	Three right, Two left
Power VDU/change system	Four right, One left
KEYBOARD: CAMERA VIEWS	

Front view; invisible cockpit	F1
Left, right & rear turret view	CUT
Rear turret view in left VDU	L1+L2+R1+R2
Chase Camera	CUT
Object Camera	L1+L2+R1+R2 (second time)
Missile Camera	CUT
Victim Camera	CUT
Track Camera	CUT
Disable flight controls in Camera Views	CUT
Zoom in/out (Object camera only)	N, S

FUNCTION	WC5-PSX
KEYBOARD: ON CARRIER	
Move cursor over person/object to display hotspot actions	D-Pad, Mouse, Joystick
Click left MB or press trigger to use objects & buttons	
Cancel/skip scene	Start, X
Cycle through hotspots	L1, R1
Talk	Cursor over character, S/Trigger/LMB
Use	Cursor over terminal/door, S/Trigger/LMB
Select Reply	Device up/down, then S/Trigger/LMB
Option screen	Start

Analog Joystick Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION ANALOG JOYSTICK -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED.
"KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?"

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

Mouse Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION MOUSE -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

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None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED.
"KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?"

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]