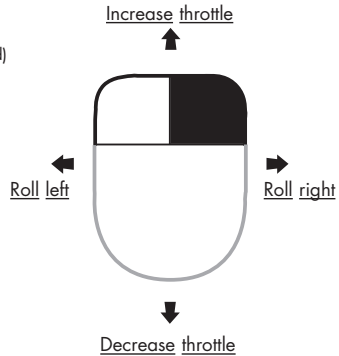
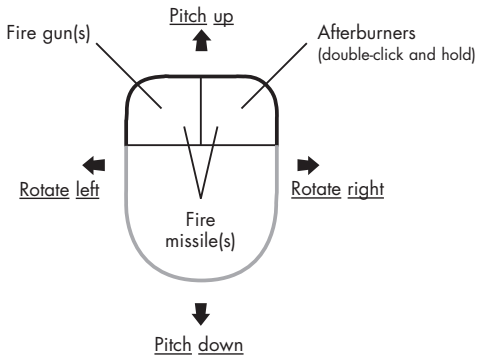


# WING COMMANDER® IV

## REFERENCE CARD

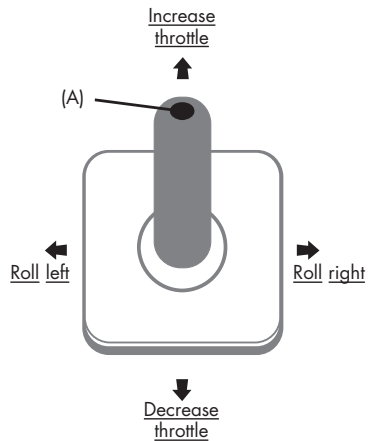
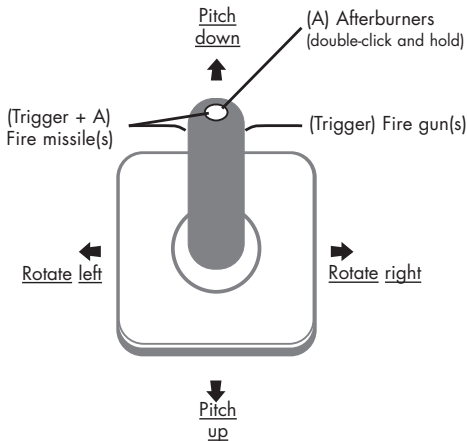
### MOUSE COMMANDS

#### With Right Button Pressed



### JOYSTICK COMMANDS

#### With Button A Pressed



# KEYBOARD COMMANDS

## FLIGHT

Spaceflight options .....	[Alt] O
Pitch and rotate .....	[↑], [↓], [←], [→]
Numpad .....	[8], [2], [4], [6]
Pitch and rotate left .....	Numpad [7], [1]
Pitch and rotate right .....	Numpad [9], [3]
Roll left, right .....	[Ins], [Del] or [Q], [W]
Double rotate, pitch, roll rates ...	[Shift] + key
Engage autoslide .....	[Caps Lock] (hold)
Autoslide (toggle) .....	[.]
Increase throttle .....	[=]
Decrease throttle .....	[_]
Set throttle to zero .....	[Backspace]
Set throttle to max .....	[\]
Afterburn .....	[Tab] (hold)
Afterburn (toggle) .....	[~]

## COMBAT

Select next target .....	[T]
Match speed of current (locked) target ...	[Y]
Lock on closest enemy fighter .....	[U]
Select next turret on current target .....	[R]
Lock target (toggle) .....	[L]
Smart Targeting (toggle) .....	[Ctrl] S
Cycle through gun(s) .....	[G]
Normal guns/special guns (toggle) .....	[H]
Select full guns .....	[F]

## CAMERA VIEWS

Front view .....	[F1]
Left view .....	[F2]
Right view .....	[F3]
Rear (turret) view .....	[F4]
Rear turret view (in Left VDU) .....	[Ctrl] F4
Chase camera .....	[F5]
Object camera (cycle) .....	[F6]
Missile camera view (toggle) .....	[F8]

Autopilot .....	[A]
Jump (Dragon only) .....	[J]
Cloak ship (capable ships only) .....	[Ctrl] C
Eject .....	[Ctrl] E
Calibrate joystick .....	[Alt] C
Pause .....	[Alt] P
Joystick mode .....	[Ctrl] J
Mouse mode .....	[Ctrl] M
Keyboard mode .....	[Ctrl] K
VGA mode (normal) .....	[Alt] 1
VGA mode (triple buffer*) .....	[Alt] 2
SVGA mode (normal) .....	[Alt] 3
SVGA mode (triple buffer) .....	[Alt] 4
Music (toggle) .....	[Alt] M
Sound (toggle) .....	[Alt] S

\*See *Install Guide* for explanation.

Synchronize guns .....	[Ctrl] G
Fire gun(s) .....	[Spacebar]
Auto-tracking (in applicable ships) ...	[Ctrl] A
Select next hardpoint .....	[M]
Change missile type .....	[J]
Select missile (toggle) .....	[I]
Select all missiles (full salvo) .....	[B]
Fire missile(s) .....	[Enter]
Drop decoy .....	[E]

Victim camera (toggle) .....	[F9]
Track camera (lines your ship up with its target) .....	[F10]
Zoom in, out .....	[I], [J]
Rotate view in Object camera [←], [→], [↑], [↓], or joystick + Button A	

## NAV MAP

Display map.....	[N]	Center view.....	[C]
Select next nav point (within map) .....	[N]	Cycle through targets.....	[T]
Select previous nav point .....	[P]	Starfield (toggle).....	[S]
Change viewpoint.....	[↑], [↓], [←], [→] or joystick + Button A	Grid (toggle).....	[G]
Zoom in, out.....	[I], [J]	Background (toggle).....	[B]
		Exit Nav map .....	[Esc]

## VIDEO DISPLAY UNITS (VDU)

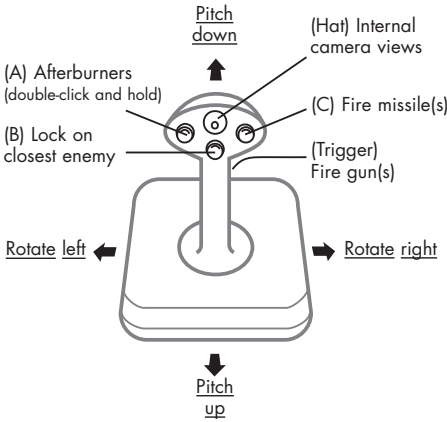
Cycle through Left VDU displays.....	[0] (zero)	Power VDU/change system.....	[P]
Shields VDU.....	[S]	Increase current system by 5%.....	[I]
Communications VDU.....	[C]	Decrease current system by 5%.....	[I]
Damage VDU.....	[D]	Set current system to 100%, others to 0%.....	[Shift] [J]
Select system to repair (in text display) .....	[J]	Reset all systems to 25%.....	[Shift] [I]
Disable video (in left VDU) .....	[Ctrl] [V]	Lock current system (toggle).....	[Ctrl] [J]

## ON THE CARRIER

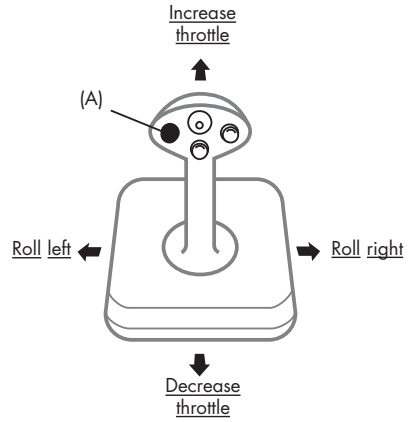
Exit game* .....	[Alt] [X]
Calibrate joystick* .....	[Alt] [C]
Change gamma correction* .....	[Ctrl] [←], [Ctrl] [→]
Use mouse or joystick to move cursor over person/object and display "hotspot" actions.	
Cycle through "hotspots" .....	[Tab], [Shift] [Tab], [J], Joystick Button A
Select reply .....	Move device up/down and left-click (or use trigger) or use [↑], [↓] and [Return]
Click left mouse button, press trigger or press [Enter] to activate "hotspot" action.	
Cancel/skip scene .....	[Esc]
Option screen .....	Select "Activate Main Terminal"

\*Commands also valid during flight.

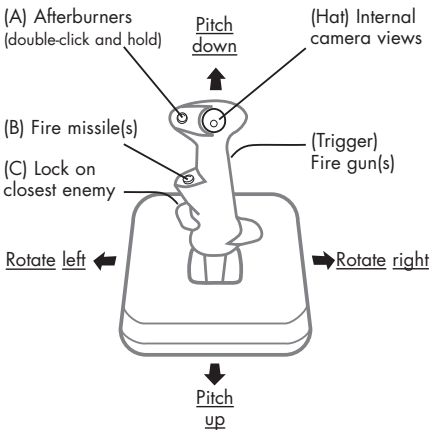
# FLIGHTSTICK PRO



## With Button A Pressed



# THRUSTMASTER



## With Button A Pressed

