WING COMMANDER® III
REFERENCE CARD

http://www.replacementdocs.com

KEYBOARD COMMANDS

FLIGHT

Pitch and yaw . . . . . ↑, ↓, ←, →
Numpad 8, 2, 4, 6
Pitch and yaw left . . . . . Numpad 7, 1
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) . . . . . /
Increase throttle . . . . . +=
Decrease throttle . . . . . -
Set throttle to zero . . . . . Backspace
Set throttle to max . . . . . \
Match speed of target . . . . . Y
Afterburn . . . . . Tab (hold)
Afterburn (toggle) . . . . . ~
Autopilot . . . . . A
Jump (*Excalibur* only) . . . . . J
Pause . . . . . Alt P
Eject . . . . . Ctrl E
Calibrate joystick . . . . . Alt C

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 . . . . .]
Select missile (toggle) . . . . . [
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 . . . . .]
(in text display)
Weapon VDU (with cockpit active) . . W
Power VDU / change system . . . . . P
Increase current system by 5% . . .]
Decrease current system by 5% . . . [
Set current system to 100%,
others to 0% . . . . . Shift]
Reset all systems to 25% . . . . Shift [
Lock current system (toggle) . . Ctrl]

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.

ORIGIN®
We create worlds.®

EA 1008108

An Electronic Arts® Company
P.O. Box 161750 Austin, TX 78716

©Copyright 1994, ORIGIN Systems, Inc. Wing Commander, Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.