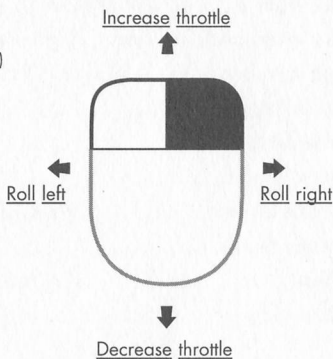
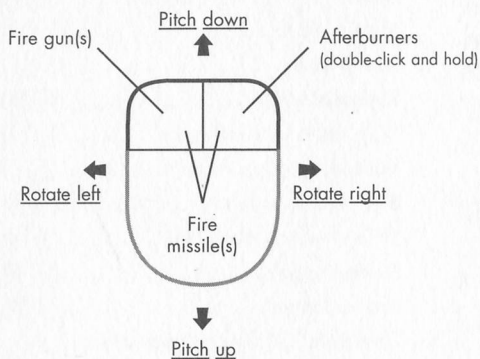


WING COMMANDER® IV

REFERENCE CARD

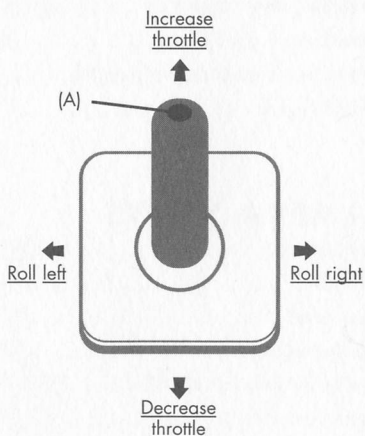
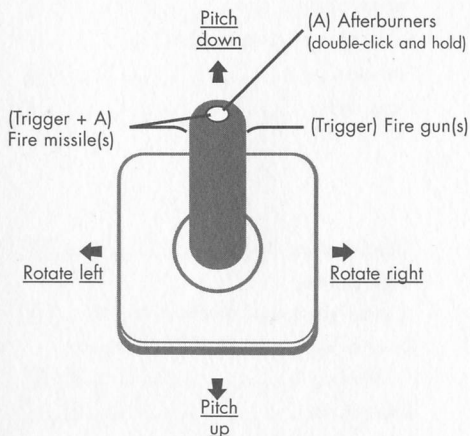
MOUSE COMMANDS

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)	[~]

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.

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]

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

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]

Victim camera (toggle)	[F9]
Track camera (lines your ship up with its target)	[F10]
Disable flight controls while in camera views	[Ctrl] L
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)

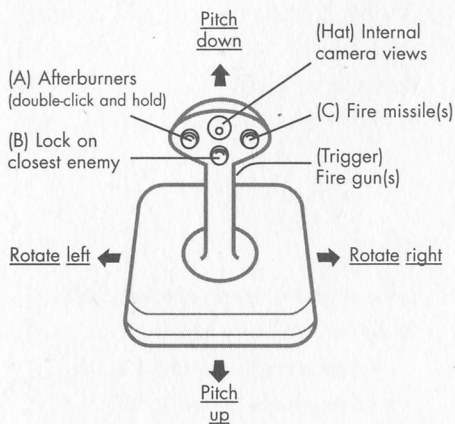
Upper left VDU (toggle)	[Ctrl] [Home]	Select system to repair (in text display)....	[I]
Upper right VDU (toggle).....	[Ctrl] [Page Up]	Power VDU / change system.....	[P]
Lower left VDU (toggle)	[Ctrl] [End]	Increase current system by 5%	[I]
Lower right VDU (toggle).....	[Ctrl] [Page Down]	Decrease current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

ON THE CARRIER

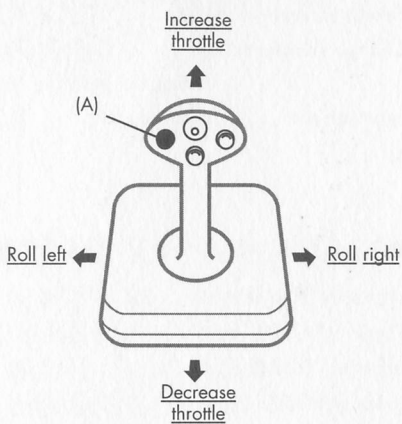
Exit game*	[Alt] [X]
Calibrate joystick*	[Alt] [C]
Change gamma correction*	[Ctrl] [←], [Ctrl] [→]
Use mouse or joystick to move cursor over person/object and display "hotspot" actions.	
Cycle through "hotspots"	[Tab], [Shift] [Tab], [F], Joystick Button A
Select reply	Move device up/down and left-click (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.

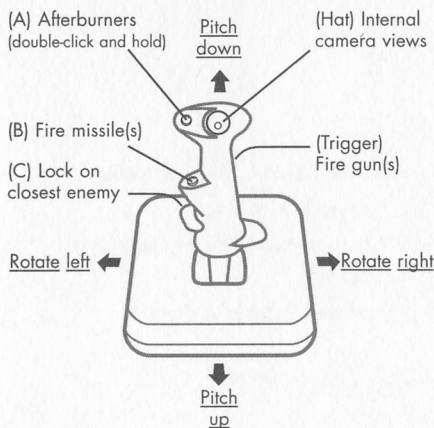
FLIGHTSTICK PRO



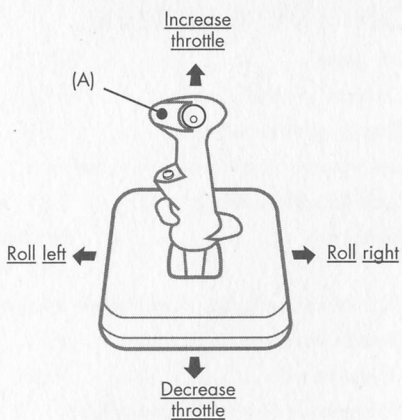
With Button A Pressed



THRUSTMASTER



With Button A Pressed



EA 1009908

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