



QUICK REFERENCE CARD



General Key Commands

F10	Preferences Panel
Alt-R	Realism Panel
B	Display full screen background art in the shell.
Alt-J	Joystick on/off
Alt-S	Sound on/off
Alt-M	Music on/off
Alt-D	Mouse on/off
P	Pause Game
Esc	End Mission (exit menu)
Alt-X	Exit to DOS

Viewpoint Controls

Views using the Mouse

From within the cockpit:

Hold down the **right mouse button**, then move the mouse to look left, right, ahead, and back.



From outside your aircraft:

Hold down the **right mouse button**, then move the mouse to smoothly pan around the aircraft.

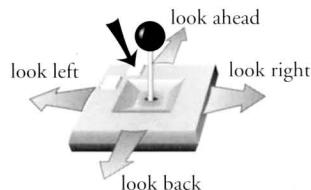
Note: In an external view, hold down both buttons and move forward or back to zoom viewpoint in or out.

Views using the Joystick

From within the cockpit:

Hold down **joystick button 2**, then move the joystick to look left, right, ahead, and back.

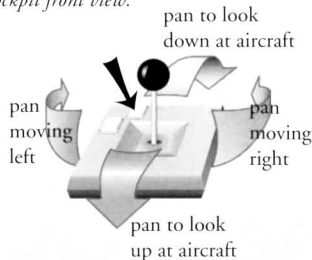
*Note: With the joystick centered, pressing and releasing **button 2** will switch from the cockpit to the outside rear view.*



From outside your aircraft:

Hold down **joystick button 2**, then move the joystick to smoothly pan around the aircraft. To zoom the view in or out, hold down **both buttons**, then move the joystick or mouse forward or back.

*Note: With the joystick centered, pressing and releasing **button 2** will switch to the cockpit front view.*



Views using the Keyboard

Enter Switch between cockpit and external view.

From within the cockpit:

- F1 Look forward
- F2 Look back
- F3 Look left
- F4 Look right
- F5 Look up and forward

From outside your aircraft:

- F1 Front of your aircraft
- F2 Rear of your aircraft
- F3 Left side of your aircraft
- F4 Right side of your aircraft
- F5 Look up from a lower altitude
- F6 Look down from a higher altitude
- [Zoom in the view
-] Pull back the view
- F7 Chase plane view
- F8 Weapon view

Alt-T Create an LBM screen shot

Ctrl-T Create a 640x400 screen shot of the simulation in tall res mode.

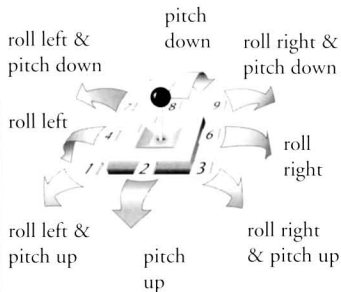
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Flight Stick

You can use a variety of controllers to imitate the plane's flight stick.

Keyboard or Joystick 1



Mouse

When using a mouse, remember that it will re-center automatically after each movement.



ThrustMaster®

Flight Control System Mark I

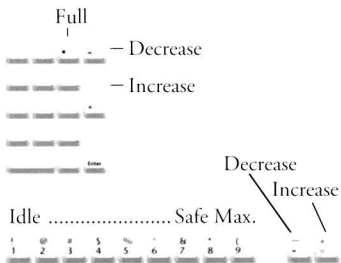
- Button 1** Fire currently selected gun
- Button 2** Change view between cockpit and external
- Button 3** Drop bombs
- Button 4** Change selected guns
- Hat** Change your view within the cockpit; rotate your view outside the cockpit

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Throttle

Keyboard only

Use the keyboard from any view:



Joystick 2

If you use a second joystick, pushing it forward and back will increase and decrease the throttle ranging from idle to full.

Slider on Joystick 1 or Yoke

If you have a joystick or yoke with a throttle slider, you can use it to control your engine speed.

Weapons Control System

- Button 1** Send radio message
- Button 2** Unjam guns
- Button 3** Engage autopilot
- Button 4** View map
- Button 5** Drop external fuel tank
- Button 6** Dive brakes
- Toggle 7a** Flaps
- Toggle 7b** Neutral position
- Toggle 7c** Landing gear

Rudder

Keyboard only

- < Left Rudder
- > Right Rudder

Joystick 2

If you have a second joystick, move the stick left or right to apply left or right rudder. If your stick is self-centering, releasing the stick will re-center the rudder.

Rudder Pedals

Press the left or right rudder pedal. Center the pedals to re-center the rudder.

IMPORTANT: If you are using additional devices, such as a second joystick, you will need to first make configuration selections from the Preferences Panel (F10) for these devices to function properly in the simulation.

CH FlightStick Pro™

- Button 1** Fire currently selected gun
- Button 2** Change view between cockpit and external
- Button 3** Drop bombs
- Button 4** Change selected guns
- Hat** Change your view within the cockpit
- Wheel** Throttle control

CH FlightStick Pro™ is a trademark of CH.

Additional Flight Controls

- B** *Dive Brakes* – Raises or lowers dive brakes (P-38J only).
- W** *Wheel Brakes* – Applies or releases the wheel brakes (on ground).
- D** *Droptanks* – Release the external fuel tank.
- F** *Flaps* – Move flap position to up, halfway or down.
- L** *Landing Gear* – Raise or lower landing gear.
- M** *Flight Map*
- A** *Autopilot* (compress time)
- S** *Send* a radio message
- Ctrl-B** *Bail Out*

Weapons

- Spacebar** Fire the selected guns.
- Controller**
- Button 1** Fire the selected guns.
- Backspace** Release bombs.
- R** Fire a salvo of rockets.
- G** Change the currently selected guns (primary, secondary/external or all).
- U** Unjam Gun – Try to clear jammed guns by repeatedly pressing U.