Quick-Reference Card

PACIFIC FIGHTERS

AIRCRAFT CONTROLS

Elevator Up (Nose Down)	**Up Arrow**
Elevator Down (Nose Up)	**Down Arrow**
Aileron Left (Roll Left)	**Left Arrow**
Aileron Right (Roll Right)	**Right Arrow**
Rudder Left Full (Yaw Left)	**Z**
Rudder Right Full (Yaw Right)	**X**
Level Stabilizer	**User Defined**
Rudder Left	**,**
Rudder Neutral	**/**
Rudder Right	**.**
Elevator Trim Negative	**Ctrl+Down Arrow**
Elevator Trim Neutral	**Shift+Up Arrow**
Elevator Trim Positive	**Ctrl+Up Arrow**
Aileron Trim Left	**Ctrl+Left Arrow**
Aileron Trim Neutral	**Shift+Left Arrow**
Aileron Trim Right	**Ctrl+Right Arrow**
Rudder Trim Left	**Ctrl+Z**
Rudder Trim Neutral	**Shift+Z or Shift+X**
Rudder Trim Right	**Ctrl+X**
Toggle Engine	**I**
Increase Engine Power	**= or NumPad+**
Decrease Engine Power	**- or NumPad -**
Boost (WEP) On/Off	**W**

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Power 0	**1**
Power 10	**User Defined**
Power 20	**2**
Power 30	**3**
Power 40	**4**
Power 50	**5**
Power 60	**6**
Power 70	**7**
Power 80	**8**
Power 90	**9**
Power 100	**0**
Prop. Pitch 0	**Shift+1**
Prop. Pitch 1	**User Defined**
Prop. Pitch 2	**User Defined**
Prop. Pitch 3	**Shift+2**
Prop. Pitch 4	**User Defined**
Prop. Pitch 5	**User Defined**
Prop. Pitch 6	**Shift+3**
Prop. Pitch 7	**User Defined**
Prop. Pitch 8	**User Defined**
Prop. Pitch 9	**Shift+4**
Prop. Pitch 10	**User Defined**
Prop. Pitch Auto	**Shift+0**
Increase Prop. Pitch	**User Defined**
Decrease Prop. Pitch	**User Defined**
Mixture 0	**User Defined**
Mixture 10	**User Defined**
Mixture 20	**User Defined**
Mixture 30	**User Defined**
Mixture 40	**User Defined**
Mixture 50	**User Defined**
Mixture 60	**User Defined**
Mixture 70	**User Defined**
Mixture 80	**User Defined**
Mixture 90	**User Defined**
Mixture 100 (Auto Rich)	**User Defined**
Increase Mixture	**User Defined**

Decrease Mixture	**User Defined**
Magneto Next	**User Defined**
Magneto Prev.	**User Defined**
Supercharger Next Stage	**User Defined**
Supercharger Prev. Stage	**User Defined**
Select All Engines	**User Defined**
Unselect All Engines	**User Defined**
Select Left Engines	**User Defined**
Select Right Engines	**User Defined**
Select Engine #1	**User Defined**
Select Engine #2	**User Defined**
Select Engine #3	**User Defined**
Select Engine #4	**User Defined**
Select Engine #5	**User Defined**
Select Engine #6	**User Defined**
Select Engine #7	**User Defined**
Select Engine #8	**User Defined**
Toggle Selection for All Engines	**User Defined**
Toggle Left Engines	**User Defined**
Toggle Right Engines	**User Defined**
Select/Unselect Engine #1	**User Defined**
Select/Unselect Engine #2	**User Defined**
Select/Unselect Engine #3	**User Defined**
Select/Unselect Engine #4	**User Defined**
Select/Unselect Engine #5	**User Defined**
Select/Unselect Engine #6	**User Defined**
Select/Unselect Engine #7	**User Defined**
Select/Unselect Engine #8	**User Defined**
Fire Extinguisher	**User Defined**
Feather Prop.	**User Defined**
Flaps Up	**F**
Flaps Down	**V**
Gear Up/Down	**G**
Raise Gear Manually	**User Defined**
Lower Gear Manually	**User Defined**

Cowl or Armor Flaps	**R**
Airbrake	**User Defined**
Wheel Brakes	**B**
Lock Tail Wheel	**User Defined**
Jettison Droptanks	**Ctrl+T**
Toggle Wing Fold	**User Defined**
Toggle Arrestor Hook	**User Defined**
Toggle Chocks	**User Defined**
Open/Close Canopy	**User Defined**
Weapon 1	**Joystick Button 1 or Enter**
Weapon 2	**Joystick Button 2 or Backspace**
Weapon 3	**Joystick Button 3 or Space Bar**
Weapon 4	**Joystick Button 4 or Alt+Space Bar**
Weapon 1+2	**User Defined**
Toggle Gun Pods On/Off	**User Defined**

GUNSIGHT/BOMBSIGHT CONTROLS

Toggle Sight Mode (Auto)	**User Defined**
Increase Sight Distance	**User Defined**
Decrease Sight Distance	**User Defined**
Adjust Sight Control to Right	**User Defined**
Adjust Sight Control to Left	**User Defined**
Increase Sight Altitude	**User Defined**
Decrease Sight Altitude	**User Defined**
Increase Sight Velocity	**User Defined**
Decrease Sight Velocity	**User Defined**

GUNNER CONTROLS

Fire	**Left Mouse Button**
Turret Aiming Control*	**Mouse Movement**

* User cannot define these controls.

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PACIFIC FIGHTERS

VIEWS

Pilot or Gunner Position	**C**
Jump to Cockpit #1 (Pilot)	**User Defined**
Jump to Cockpit #2	**User Defined**
Jump to Cockpit #3	**User Defined**
Jump to Cockpit #4	**User Defined**
Jump to Cockpit #5	**User Defined**
Jump to Cockpit #6	**User Defined**
Jump to Cockpit #7	**User Defined**
Jump to Cockpit #8	**User Defined**
Jump to Cockpit #9	**User Defined**
Jump to Cockpit #10	**User Defined**
Rotate View*	**Mouse Movement**
Zoom In* (External)	**Left Mouse Button+Mouse Up**
Zoom Out* (External)	**Left Mouse Button+Mouse Down**
Wide View	**PageDown**
FOV 85	**User Defined**
FOV 80	**User Defined**
FOV 75	**User Defined**
Normal View	**End**
FOV 65	**User Defined**
FOV 60	**User Defined**
FOV 55	**User Defined**
FOV 50	**User Defined**
FOV 45	**User Defined**
FOV 40	**User Defined**
FOV 35	**User Defined**
Gunsight View	**Delete**

Toggle FOV	**User Defined**
Increase FOV	**User Defined**
Decrease FOV	**User Defined**
Cockpit View	**F1**
No Cockpit View	**Ctrl+F1**
External View	**F2**
Next Friendly	**View Shift+F2**
Next Enemy	**View Ctrl+F2**
Flyby View	**F3**
Padlock Enemy	**F4**
Padlock Friendly	**Shift+F4**
Padlock Enemy Ground	**F5**
Padlock Friendly Ground	**Shift+F5**
Padlock Next	**U**
Padlock Previous	**Y**
Instant View Forward with Padlock	**NumPad Insert**
External Padlock, Enemy Air	**F6**
External Padlock, Friendly Air	**Shift+F6**
External Padlock, Closest Enemy Air	**Alt+F6**
External Padlock, Enemy Ground	**F7**
External Padlock, Friendly Ground	**Shift+F7**
External Padlock, Closest Enemy Ground	**Alt+F7**
Chase View	**F8**
Next Friendly Chase View	**Shift+F8**
Next Enemy Chase View	**Ctrl+F8**
Toggle Gunsight	**Shift+F1**

SNAP VIEW

Toggle Snap/Pan View	**F9**
Look Forward	**NumPad 8**
Look Front Up	**User Defined**
Look Front Down	**User Defined**
Look Front Left	**NumPad 7**
Look Front Right	**NumPad 9**

Look Front Up Left	**User Defined**
Look Front Up Right	**User Defined**
Look Front Down Left	**User Defined**
Look Front Down Right	**User Defined**
Look Back Left	**NumPad 1**
Look Back Right	**NumPad 3**
Look Back Up Left	**User Defined**
Look Back Up Right	**User Defined**
Look Back Down Left	**User Defined**
Look Back Down Right	**User Defined**
Look Up	**NumPad 5**
Look Up Left	**User Defined**
Look Up Right	**User Defined**
Look Down	**NumPad 2**
Look Down Left	**User Defined**
Look Down Right	**User Defined**
Look Left	**NumPad 4**
Look Right	**NumPad 6**

PAN VIEW

Center View	**NumPad 5**
Pan View Up	**NumPad 8**
Pan View Down	**NumPad 2**
Pan View Left	**NumPad 4**
Pan View Right	**NumPad 6**
Pan View Up Left	**NumPad 7**
Pan View Up Right	**NumPad 9**
Pan View Down Left	**NumPad 1**
Pan View Down Right	**NumPad 3**

COMMS

Toggle Comms	**Tab**

MISCELLANEOUS CONTROLS

Toggle Autopilot	**A**
Toggle Level Autopilot	**User Defined**
Bail Out	**Ctrl+E**
Toggle Reticle Dimmer (German Planes)	**Ctrl+D**
Cockpit Lights	**Ctrl+L**
Toggle Nav. Lights	**User Defined**
Toggle Landing Light	**User Defined**
Toggle Wingtip Smoke	**T**
Toggle Map	**M**
Chat	**`**
Online Rating	**S**
Toggle Speed Bar	**User Defined**
Toggle Icon Types	**User Defined**
Toggle Mirrors Show/Mode	**User Defined**
Quick Start/Save Track	**User Defined**
Radio Mute Key	**User Defined**
Radio Channels Switch	**User Defined**

TIME COMPRESSION

Accelerate Time x2/x4/x8	**]**
Normal Time	**'**
Decelerate Time x2/x4	**[**
Pause Game	**P, Pause**

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