

KEYBOARD COMMANDS:

KEYBOARD ARROWS	Pan map
(-) (KEYPAD)	Decrease time compression
(+) (KEYPAD)	Increase time compression
(*) (KEYPAD)	Cycle display for datablocks (ALL, SELECTED UNIT, OFF)
(/) (KEYPAD)	Cycle display for datalinks (ALL, SELECTED UNIT, OFF)
3 (KEYPAD)	drops contact
7 (KEYPAD) or HOME	Cycle display for targeting vectors (ALL, SELECTED UNIT, OFF)
9 (KEYPAD)	Switch between unit and group view
[Drop passive sonobuoy
]	Drop active sonobuoy
C	Clone selected unit
D	Detach selected units from group
G	Group selected units
H	Mark selected contact as hostile
M	Teleport selected unit
O	Launches OOB Display
R	Rename unit or group
T	Unit Tracking. UI centers on selected unit and follows it
U	Unassign selected units from mission
X	Zoom out, raise camera altitude
Z	Zoom in, lower camera altitude
(ESC)	Abort or leave special modes
(CTRL)-D:	Distance measuring tool
SPACEBAR and BACKSPACE	Cycle through your units
END	Cycle display for illumination vectors (ALL, SELECTED UNIT, OFF)
ENTER (KEYPAD)	Set time compression to 1:1
(CTRL) + right click	insert reference point or draw square of four ref. points
SHIFT + F1	Attack targets (MANUAL)
(CTRL) + F1	Attack targets (BEARING ONLY)
F1	Attack targets (AUTOMATIC)
F2	Set speed, altitude or depth for selected unit or group
F3	Set course for selected unit or group
F4	Formation editor
F5	Magazines
F6	Air Ops
F7	Docking Ops
F8	Weapons
F9	Sensor control window
F12	Pause/start game
Note: For KEYPAD commands, NumLock must be off!	