STRIKE COMMANDER® REFERENCE CARD

KEYBOARD FLIGHT CONTROLS

WEAPONS

- ['] Drop **flare**
- [;] Drop **chaff**
- [G] **Dogfight** mode ("Guns")
- [T] Select **next** farther **target**
- [Shift][T] Select next closer target
- [Ctrl][T] Select no target
- [Y] **Track** selected target (from cockpit only)
- [Spacebar] **Fire** selected weapon
- [W] Select next **weapon**
- [Q] Select previous weapon
- [Alt][W] Show loadout (memory permitting)
- [Ctrl][W] **Jettison selected** weapon
- [Shift][W] **Jettison all** air-to-ground weapons

NAVIGATION AND MANEUVERING

- [1] - [5] **Military** (normal) engine power in 20% increments
- [6] - [0] **Afterburner** power in 20% increments
- [+] Step up engine power
- [-] Step down engine power
- [~] Engine shutoff
- [←][↑] [→][↓] Flight control (pitch and roll)
- [5] (Keypad) Center control stick (keypad flight only)
- [<] Left rudder (also [,])
- [>] Right rudder (also [.])
- [B] **Brakes** on/off (toggle; air or wheel brakes depending on location)
- [F] **Flaps** up / down (toggle)
- [L] **Landing gear** up /down (toggle)
- [A] **Autopilot** to waypoint, auto-takeoff, or auto-landing
- [N] Navigation map
- [S] Calibrated / True airspeed (toggle)
- [Ctrl][E] **Eject**

MULTI-FUNCTION DISPLAYS

- [C] Communication systems
- [D] Damage control and fuel
- [F8] Gun camera MFD
- [R] Radar (mode depends on selected weapon)
- [K] AA radar **single target** track
- [[ ], [ ]] Zoom in, out (radar)

CAMERA VIEWS

- [←][↑] [→][↓] Pan around cockpit (if enabled at option screens)
- [F1] Cockpit camera (front view)
- [F2] Chase camera
- [F3] [F4] [F5] Left, right and back cockpit cameras
- [F6] External camera (cycles through air targets)
- [Ctrl][F6] View ground targets (cycles through ground targets)
- [F7] Player to target / target to player (toggle)
- [F8] Gun camera (MFD)
- [F9] Victim camera
- [F10] Weapon camera
- [[ ], [ ]] Zoom in, out

OTHER FLIGHT CONTROLS

THRUSTMASTER WEAPON CONTROL SYSTEM

Main unit .....Throttle control
Switch 1.....Flare
Switch 2.....Chaff
Switch 3.....Target select
Switch 4.....Weapon select
Switch 5.....Flaps
Switch 6.....Brakes
Switch 7a.....AA/AG Radar
Switch 7b .....(no function)
Switch 7c.....Dogfight toggle

THRUSTMASTER FLIGHT CONTROL SYSTEM

Main joystick ....Flight control
Top joystick.....Pan around cockpit (if enabled at option screens)
Trigger.....Fire selected weapon
Top button.....Select weapon (if no WCS) *or* Return to cockpit view
Mid button.....Nav Map
Low button .....Autopilot

JOYSTICK CONTROL

Joystick.....Flight control
Button 1.....Fire selected weapon
Button 2.....Pan around cockpit (move joystick while button is pressed)

MOUSE CONTROL

Mouse.....Pan around cockpit (if joystick enabled) *or* Flight control (if no joystick active)
Left button.....Fire selected weapon
Right button.....Pan around cockpit

GAME INTERFACE

Alt J — Recalibrate joystick
Alt M — Music on / off (toggle)
Alt O — Game options (detail level, difficulty, etc)
Alt P — Pause
Alt S — Sound on / off (toggle)
Alt X — Exit to DOS without saving
Shift Tab — Time compression: 1x, 2x, 4x (sustained)
Tab — Time burst 6x (lasts while Tab is held)
← ↑ → ↓ — Rotate objects in Object Viewer

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P.O. Box 161750 • Austin, TX 78716