WEAPONS

- Drop flare
- Drop chaff
- Dogfight mode ("Guns")
- Select next farther target
- Select next closer target
- Select no target
- Track selected target (from cockpit only)

Fire selected weapon
Select next weapon
Select previous weapon
Show loadout (memory permitting)
Jettison selected weapon
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)
  (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)

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
J  Zoom in, out (radar)

CAMERA VIEWS

Pan around cockpit
(if enabled at option screens)
Cockpit camera (front view)
Chase camera
Left, right and back cockpit cameras
External camera (cycles through air targets)

View ground targets (cycles through ground targets)
Player to target / target to player (toggle)
Gun camera (MFD)
Victim camera
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
Alt P Pause
Alt S Sound on / off (toggle)
Alt X Exit to DOS without saving
Shift Tab Time compression:
Tab 1x, 2x, 4x (sustained)
Tab Time burst 6x
(+ +) lasts while [Tab] is held
(+ +) Rotate objects in Object Viewer

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