

# STRIKE COMMANDER® REFERENCE CARD

## KEYBOARD FLIGHT CONTROLS

### WEAPONS

- |            |  |            |   |
|------------|--|------------|---|
| [.]        | Drop flare   | [Spacebar] | Fire selected weapon                          |
| ;          | Drop chaff   | [W]        | Select next <b>w</b> apon                     |
| [G]        | <b>D</b> ogfight mode ("Guns")                       | [Q]        | Select previous weapon                        |
| [T]        | Select <b>n</b> ext farther <b>t</b> arget           | [Alt][W]   | Show loadout<br>(memory permitting)           |
| [Shift][T] | Select next closer target                            | [Ctrl][W]  | <b>J</b> ettison selected weapon              |
| [Ctrl][T]  | Select no target                                     | [Shift][W] | <b>J</b> ettison all air-to-ground<br>weapons |
| [Y]        | <b>T</b> rack selected target<br>(from cockpit only) |            |   |

### NAVIGATION AND MANEUVERING

- |           |   |           |   |
|-----------|---|-----------|---|
| [1] - [5] | <b>M</b> ilitary (normal) engine power<br>in 20% increments | [B]       | <b>B</b> rakes on/off<br>(toggle; air or wheel brakes<br>depending on location) |
| [6] - [0] | <b>A</b> fterburner power in 20%<br>increments              | [F]       | <b>F</b> laps up / down (toggle)  |
| [+]       | Step up engine power  | [L]       | <b>L</b> anding gear up /down (toggle)  |
| [-]       | Step down engine power                                      | [A]       | <b>A</b> utopilot to waypoint,<br>auto-takeoff, or auto-landing                 |
| [~]       | Engine shutoff  | [N]       | <b>N</b> avigation map  |
| [←][↑]    | Flight control (pitch and roll)                             | [S]       | <b>S</b> calibrated /<br>True airspeed (toggle)                                 |
| [→][↓]    |   | [Ctrl][E] | <b>E</b> ject   |
| [5]       | (Keypad) Center control stick<br>(keypad flight only)       |           |   |
| [<]       | Left rudder (also [.)])                                     |           |   |
| [>]       | Right rudder (also [.)])                                    |           |   |

### MULTI-FUNCTION DISPLAYS

- |      |                         |         |  |
|------|-------------------------|---------|--|
| [C]  | Communication systems   | [R]     | Radar (mode depends on<br>selected weapon)           |
| [D]  | Damage control and fuel | [K]     | <b>A</b> A radar <b>s</b> ingle <b>t</b> arget track |
| [F8] | Gun camera MFD          | [I],[J] | Zoom in, out (radar)                                 |

### CAMERA VIEWS

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

# OTHER FLIGHT CONTROLS

## THRUSTMASTER WEAPON CONTROL SYSTEM

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

## 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) <i>or</i> 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) <i>or</i> Flight control (if no joystick active)
Left button .....Fire selected weapon
Right button .....Pan around cockpit

# GAME INTERFACE

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

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