

KEYBOARD COMMANDS

JANES: WWII FIGHTERS DEMO

The keyboard command map is organized as follows:

- Function Keys (F1-F12):**
 - F1: Forward view
 - F2: Back view
 - F3: Left view
 - F4: Right view
 - F5: Chase view
 - F6: Player → wingman view
 - F7: Player → tgt view / Target → plr view
 - F8: Weapon view
 - F9: Fly-by view (One-shot fly-by, Perm fly-by)
 - F10: External view
 - F11: Swap windows
 - F12: 2nd window / 2nd win pos
- Navigation and Utility:**
 - ESC: End mission
 - PRINT SCREEN, SCROLL, PAUSE: Screen shot, scroll, pause
 - INSERT, HOME, PAGE UP, DELETE, END, PAGE DOWN: Navigation keys
- Main Keyboard Area:**
 - 1-5: No thrust, 25% thrust, 50% thrust, 75% thrust, Full thrust
 - 6: Methanol
 - 7: -5% thrust
 - 8: +5% thrust
 - 9: Pause
 - 0: View zoom out
 - [-]: View zoom in
 - [=]: Cockpit
 - TAB: Fire gun
 - Q: Obj labels / Screen text
 - W: 1st instrument / Pop-ups on
 - E: 2nd instrument / Pop-ups off
 - R: 3rd instrument / Memorize PU
 - T: Primary gun
 - Y: 2nd weapon
 - U: Next target in mode / Prev target
 - I: Air tgt (enemy) / Air tgt (friend)
 - O: Veh tgt(enemy) / Veh tgt(friend)
 - P: Obj tgt(enemy) / Obj tgt(friend)
 - []: Head tracking
 - ENTER: Deselect tgt / Central target
 - SHIFT: Flaps retract
 - Z: Brakes / Bailout
 - X: Air entity / Grd veh entity / Grd obj entity
 - C: Air entity (2nd) / Grd veh (2nd) / Grd obj (2nd)
 - V: Rudder left
 - B: Rudder right
 - N: Seat left
 - M: Seat right
 - ?, /: Fire weapon
- Right Side (Numeric Keypad and Arrows):**
 - NUM LOCK: Snap view toggle
 - 7: Forward left view
 - 8: Forward view
 - 9: Forward right view
 - 4: Left view
 - 5: Up view
 - 6: Right view
 - 1: Back left view
 - 2: Back view
 - 3: Back right view
 - 0: Instrument view
 - DEL: DEL
 - ENTER: ENTER
 - Arrows: Pitch up/down, Pan left/right, Seat forward/back