STRIKE COMMANDER
REFERENCE CARD

KEYBOARD FLIGHT CONTROLS

WEAPONS

(",)	Drop flare	(Spacebar)	Fire selected weapon
(;)	Drop chaff	(W)	Select next weapon
(G)	Dogfight mode ("Guns)	(Q)	Select previous weapon
(T)	Select next farther target	(Alt)(W)	Show loadout
(Shift)(T)	Select next closer target		(memory permitting)
(Ctrl)(T)	Select no target	(Shift)(W)	Jettison selected weapon
(Y)	Track selected target (from cockpit only)	(Ctrl)(W)	Jettison all air-to-ground weapons

NAVIGATION AND MANEUVERING

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

MULTI - FUNCTION DISPLAYS

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

CAMERA VIEWS

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

OTHER FLIGHT CONTROLS

THRUSTMASTER WEAPON CONTROL SYSTEM

Main unit	**Thorttle 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) *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)(X)	Exit to DOS without saving
(ALT) (M)	Music on / of (toggle)	(Shift)(Tab)	Time compression 1x, 2x, 4x (sustained)
(ALT) (O)	Game options (detail level, difficulty, etc)	(shift)(Tab)	Time burst fix (last while (Tab) is held)
(ALT) (P)	Pause		
(ALT) (S)	Sound on / off (toggle)	(←) () (→) (↓)	Routate objects in Object Viewer