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**▼ COMBAT MODES**

- [2] ..... Toggle to set Beyond Visual Range (BVR/DVB) submodes
- [3] ..... Select Close Air Combat – Vertical Scan (CAC/BVB – VS) submode
- [4] ..... Select Close Air Combat – Bore (CAC/BVB – BORE/STR) submode
- [5] ..... Select Close Air Combat – Helmet-Mounted Target Designator (CAC/BVB – HMTD/SHLEM) mode
- [6] ..... Select Longitudinal Missile Aiming (LNGT/FIO) mode
- [7] ..... Select Air-to-ground (GND/ZEMLYA) mode
- [~] ..... Cycle through targets on MFD in AWACS and Ground Attack Modes
- [Tab] ..... Place designated contact in Track While Scan from BVR Scan Submode
- [Ctrl] - [Tab] ..... Remove tracked contact from Track While Scan
- [Tab] ..... Lock tracked target to Attack Mode
- [Tab] ..... Lock/unlock target to Attack Mode in CAC submodes
- [Ctrl] - [H] ..... Cycle through Heads Up Display (HUD) intensities

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**▼ WEAPONS**

- [D] ..... Cycle through weapons selection
- [C] ..... Toggle cannon
- [Q] ..... Dispense chaff & flare
- [Shift] - [Q] ..... Continuously dispense chaff & flares (Note: until supply is exhausted)
- [Spacebar] ..... Fire current weapon
- [Ctrl] + [W] ..... Jettison weapons in pairs while airborne, reloads weapons while on the ground

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**▼ WINGMAN COMMANDS**

- [End] ..... Dispatch wingman on mission & allow him to return to base afterwards
- [Delete] ..... Dispatch wingman on mission. On mission completion, join up
- [Home] ..... Join up in formation
- [Ins] ..... Toggle tight formation or loose formation
- [I] ..... Attack my target
- [J] ..... Cover my six o'clock (rear) position

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**▼ COCKPIT VIEW CONTROL**

- Keypad [1] ..... Move head down and left
- Keypad [2] ..... Move head down
- Keypad [3] ..... Move head down and right
- Keypad [4] ..... Move head left
- Keypad [5] ..... Front View
- Keypad [6] ..... Move head right
- Keypad [7] ..... Move head up and left
- Keypad [8] ..... Move head up
- Keypad [9] ..... Move head up and right
- Keypad [Delete] ..... Toggle Padlock View (Note: Must be in Cockpit View and in visual range of contact)
- [M] ..... Move head to view right mirror
- [N] ..... Move head to view left mirror

*continues...*