*i*M1A2 ABRAMS(

America's Main Battle Tank

Quick Reference Card

Mouse

Left clicking on a control in one of the views will affect the selected control.

To adjust the view for a given position, move the pointer into the viewport and hold the left button down. The cursor shape will change to indicate the affect the mouse has on the view.

The right mouse button is used in the map view to cancel input for waypoint setting and support unit orders.

Joystick

Button #1	Corresponds to	ENIEK	<u> </u>
Button #2	Corresponds to	SPACE	
Button #3	Corresponds to	BKSP	
Pull Back	Corresponds to	((except in Driver's position)
Push Forward	Corresponds to	((except in Driver's position)
Pull Left	Corresponds to	(
Pull Right	Corresponds to	(
Hat Left	Corresponds to	<	
Hat Right	Corresponds to	>	
Hat Up	Corresponds to	/	

General

- F1 Assume TC Unbuttoned Position
- F2 Assume TC Buttoned Position
- F3 Assume Gunner's Position
- F4 Assume Driver's Position
- F5 Face all to TC Unbuttoned (Periscope)
- F6 Face all to TC Buttoned (CITV)
- F7 Face all to Gunner (Turret)
 - Face all to Driver (Hull)

```
F8
SHIFT
          F5
               Face turret to TC Unbuttoned (Periscope)
SHIFT
         F6
               Face turret to TC Buttoned (CITV)
SHIFT
         F8
               Face turret to Driver (Hull)
CTRL
         F5
               Face hull to TC Unbuttoned (Periscope)
CTRL
         F6
               Face hull to TC Buttoned (CITV)
CTRL
          F8
               Face hull to Gunner (Turret)
          F9
                           Map View
                or
         F10
               External Viewpoint
         F11
               Home (Starting) Tank
         F12
               *Configuration
SHIFT
                           Switch to Tank 1 to 4
         TAB
               Switch to Next Unit
SHIFT
         TAB
               Switch to Previous Unit
SHIFT
          (
                        (
                             or
                                    (
                                         Fast Movement
```

Tank Commander (Buttoned)

SPACE ID Target in CITV **ENTER** Designate Target to Gunner **BKSP** CITV 3X vs. 10X toggle (**Elevate CITV** (Depress CITV (CITV Left (CITV Right 0 CITV Re-center (sets elevation to zero) < Periscope Left > Periscope Right CITV Thermal Mode Toggle Y CITV Polarity Mode Toggle C *CITV Scan

*CITV Scan Rate (Fast vs. Slow)

S

- ^G *Fire One Smoke Grenade Salvo
- Z On-screen MFD Map Zoom In
- X On-screen MFD Map Zoom Out
- On-screen MFD Map Page
- ² On-screen MFD Driver's Page
- ³ On-screen MFD Gunner's Page
- ⁴ On-screen MFD Vehicle Status Page

Tank Commander (Unbuttoned)

SPACE Close Hatch

ENTER Fire HMG

Binoculars (1X vs. 7X)

- (Elevate HMG
- (Depress HMG
- (HMG Left
- (HMG Right
- ⁰ HMG Re-center (sets elevation to 0)
- < Glance Left
- > Glance Right
- / Glance Up
- ^G *Fire One Smoke Grenade Salvo

Gunner

SPACE Laze Target in Reticle

ENTER Fire COAX/Main Gun

BKSP 3X vs. 10X Toggle

- C Select COAX Gun
- S Select Sabot round
- H Select HEAT round
- F Select STAFF round
- T Select MPAT round
 - Elevate Gunner Sight

```
Depress Gunner Sight
                 Gunner Sight Left
            (
                 Gunner Sight Right
            0
                 Gunner Sight Re-center (sets elevation to 0)
            R
                 Thermal Mode Toggle
            Y
                 Polarity Mode Toggle
            В
                 * Battlesight vs. Standard Mode Toggle
            L
                 Laser Air vs. Ground Mode Toggle
            N
                 Manual Range Mode
        ENTER
                 Ends manual input, sends value to computer
         BKSP
                 Clears manual input
           ESC
                 Aborts manual input
            1
                 to
                                   Manual input
Driver
        SPACE
                            Throttle Off
                 or
        ENTER
                 Brake
         BKSP
                 * Reverse/Forward Gearshift
            (
                 or
                            Throttle Faster
            (
                            Throttle Slower
                 or
            (
                 Steer Left
            (
                 Steer Right
                 Glance Left
                 Glance Right
            1
                            Set Throttle
                 to
            Ι
                       R
                            Image Intensifier Toggle
            Е
                 Engine On/Off
            G
                 *Smoke generator On/Off
Map View
                            Exit Map (returns to last view)
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* = indicates not yet implemented

or

ENTER **ESC** (Scroll Map Up Scroll Map Down Scroll Map Left Scroll Map Right Z or Zoom Map In Zoom Map Out or Η Home (Starting) Unit G Amber Grid vs. Color Map Mode T Tags On/Off W Waypoint Show/Edit I *Intelligence C *Call for Support

External View

D

(Move Viewpoint Up

*Orders Display

- Move Viewpoint Down
- Move Viewpoint Left
- Move Viewpoint Right
- ¹ View from Rear (Chase)
- View from Front
- 3 View from Left
- 4 View from Right
- ⁵ View From High Rear
- ⁶ View from High Front
- View from High Left
- 8 View from High Right
- or Z Move viewpoint closer
- or X Move viewpoint further

Miscellaneous

	ALT	Display Taskbar		
CTRL	X	Quit		
CTRL	P	Pause Simulation		
CTRL	N	Network Chat Send (in Network mode)		
CTRL	J	Re-center Joystick		
CTRL	Н	Help		
CTRL	K	Capture Screen Image		
ALT	A	or A Ammunition Menu		
ALT	O	or Orders Menu		
ALT	P	or P Platoon Menu		
ALT	V	Views Menu		
ALT	U	Units Menu		
ALT	S	System Menu		
CTRL	+	Time Acceleration Toggle (1x, 2x, 4x, 8x, or 16x)		
CTRL	-	Time Acceleration Off (1x)		