F/A-18 HORNET 3.0

Øverlay v2 (Mac Extended Keyboard)

Aircraft

G Gear	**shift** **S** Refuel / Rearm
F Flaps	**shift** **F** Fuel Load
H Arrestor Hook	**shift** **D** Fuel Dump
D Damage Display	**E** Engine Display

HUD Options

⌘ **A**	HUD Altitude
⌘ **B**	Brightness +
⌘ **C**	HUD Clutter Reject
⌘ **H**	HUD Hide

Navigation

A Autopilot	**M** Moving Map
T TACAN Toggle	**N** Nav Data Display
L ILS Toggle	**W** Waypoint Select
	shift **A** Autopilot Mode Cycle

P Pause

esc Reset Mission *(Training & Network Only)*

shift **esc** Exit Mission

shift **E** Eject

Wingman Commands
(SHIFT for Wingman #2)

——— Engagement ———

Help Me	Engage / Protect	Resume Mission	Go Home

——— Attack Formations ———

Bracket Left	Bracket Right	Split High	Split Low

Views

Tail #1	Tail #2	Wingman External	Padlock Wingman	Left Stores	Centerline	Right Stores	Left Wing	Fuselage	Right Wi
Cockpit	Panel	External	SA / Padlock	Target	Ground	Weapon Ext.	Weapon Eye	Move Camera In	Move Cam Out

Radar Range Decrease *(SHIFT to Increase)*

This Keyboard Øverlay is not intended to be a substitute for the manual. It is designed to be a quick reference to the controls and their locations on the keyboard. The software has many options that can best be learned by reading the instructions provided by the developer. Buy the program.

Construction Instructions:
Trim the edge of one sheet. Overlap onto the second sheet and tape together.

Laminate the Øverlay to increase durability.
Clear, self-adhesive, vinyl shelf lining material will work as a substitute.

Cut out the grey sections using an X-Acto or other sharp hobby knife.
Check the fit on your keyboard and trim if necessary.
The overlay shouldn't restrict the movement of any keys.

Storage:
The best way I've found to store my Øverlays is to make a folder.
Cut two pieces of stiff cardboard. Mat board works well and comes in colors.
Space them approximately 2mm apart and tape them together at the bottom edge with duct tape or heavy packing tape to form a hinge. Put tape on both sides of the hinge to completely cover the adhesive of the tape.
Separate the overlays with sheets of paper. Index tabs are a nice touch.
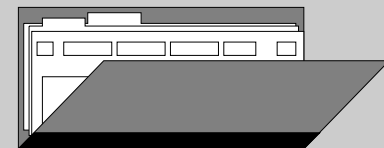Use a heavy binder clip to keep the folder closed.

Wheel Brake / Speed Brake *(Launch from Catapult)*

R	AA / AG Cycle	**shift** **R** ACM Toggle
shift **R**		
Q	Sub-mode Cycle	**shift** **Q** AACQ Toggle
B	Standby	**⌘** **R** Silent Mode
tab	Range	
I	IFF	

AA
VS —SST
RWS —SST
TWS —AACQ

AG
GMTI
SEA
MAP
EXP1

Target Select

shift **←**-**↓**-**↑**-**→** TDC Slew

shift **** Target Designate / Cycle

shift **** Undesignate / TDC Stow

Scan Volume

Z Decrease Azimuth   **X** Decrease Elevation
SHIFT to Increase

Weapons / Stores

S	Stores Display	U	HARM Display	O	E-O Weapon Select
I	AA Weapon Select			**⌘** **←**-**↓**-**↑**-**→**	Slew
1	AG Weapon Select			**⌘** **-**-**=**	Zoom Out / In
J	Jettison Select	;	Chaff		
C	ECM	"	Flare		
		shift **1**	CCIP / Auto	**⌘** ****	Target Cycle

⌘ **J** Calibrate Joystick

Flight Controls

Keypad

Nose Down

8

Roll Left   **8**   Roll Right

4 **5** **6**

Nose Up

Mouse

Nose Down

Roll Left   Roll Right

Nose Up   Fire Cannon

⌘ **I** Hide Instruments

⌘ **U** Unlock Replay Views

Radio Contact

shift **G**	Ground Control
shift **C**	Approach Control
shift **T**	Control Tower
shift **L**	Landing Signal Officer
shift **O**	Flight Operations
shift **'**	Net Radio Message

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Standard Formations

Echelon	Trail	Combat Spread	Lead

| | Optical Zoom Out | Optical Zoom In | **+** **shift** |
| nera | Down | **Throttle** Up | Afterburners (AB1 - AB6) |

Time   **⌘** **E** Earlier Time   **⌘** **N** Night Time
⌘ **L** Later Time   **⌘** **F** Fast Time

Target Cycle / Clear | Weapon AA | Weapon AG | Afterburner

Target Cycle

Printing Size Check

1"

Designate/ Release

others might like to give it a try.
mail.

ways to improve my Øverlays.

.00 plus $2.00 shipping to:

F/A-18 Hornet 3.0 is by:
Graphic Simulations Corp.
15400 Knoll Trail, #104
Dallas, Texas 75248
USA
www.graphsim.com

View Modifiers
Use in combination for diagonal views

Up

Left   Right

Back

< > Rudder   **/ Rudder Center**

(AB1 - AB6)

THROTTLE

Down

Up

Designate / Release

Joystick Settings

Hat Switch

8 1 2
7   3
6 5 4

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Thumb High _____
Trigger _____
Thumb Low _____
Pinkey _____

Chaff   Flare