

# Falcon 4.0 Demo Keyboard Chart

<b>Esc</b> Exit sim	<b>F1</b> Cycle radar A-A modes	<b>F2</b> Cycle radar A-G modes	<b>F3</b> Decrease radar range Decrease radar gain	<b>F4</b> Increase radar range Increase radar gain	<b>F5</b> Tilt radar antenna down	<b>F6</b> Center radar antenna	<b>F7</b> Tilt radar antenna up	<b>F8</b> Cycle radar submodes Change radar bar scans	<b>F9</b> GM FOV	<b>F10</b>	<b>F11</b> Decrease HSD range	<b>F12</b> Increase HSD range	<b>Print Scrn SysRq</b> Screen shot	<b>Scroll Lock</b>	<b>Pause Break</b>						
<b>~</b> No cockpit view	<b>! 1</b> Front cockpit	<b>@ 2</b> Virtual cockpit	<b># 3</b> Padlock view	<b>\$ 4</b> Extended FOV	<b>% 5</b> Chase view	<b>^ 6</b> External view	<b>&amp; 7</b>	<b>* 8</b>	<b>( 9</b>	<b>) 0</b>	<b>- =</b> Decrease thrust	<b>+ =</b> Increase thrust Full afterburner	<b>Backspace</b> Cycle A-G weapons								
<b>Tab</b>	<b>Q</b> AWACS command	<b>W</b> Wheel brakes	<b>E</b> Eject	<b>R</b>	<b>T</b>	<b>Y</b> Toggle narrow FOV	<b>U</b> Lower left cockpit	<b>I</b> Lower cockpit	<b>O</b> Lower right cockpit	<b>P</b> Pause	<b>{ [</b> Cycle left MFD Display upper left MFD Display lower left MFD	<b>} ]</b> Cycle right MFD Display upper right MFD Display lower right MFD	<b>\ /</b> Fire control computer submodes Fire control computer master modes	<b>Insert</b> 10 o'clock view	<b>Home</b> 50/50 view HUD view	<b>Page Up</b> 2 o'clock view					
<b>Caps Lock</b>	<b>A</b> Autopilot	<b>S</b> Tanker command	<b>D</b> Cancel missile mode	<b>F</b>	<b>G</b> Gear	<b>H</b> Toggle pitch ladder Toggle HUD scales Change HUD color	<b>J</b> Jettison selected weapon	<b>K</b>	<b>L</b> Toggle labels	<b>;</b> ;	<b>' "</b> Toggle SMS page	<b>Enter</b> Cycle A-A weapons	<b>Delete</b> 9 o'clock view	<b>End</b> 4 o'clock view 8 o'clock view	<b>Page Down</b> 3 o'clock view	<b>Num Lock</b>	<b>/</b>	<b>*</b>	<b>-</b> Track previous plane		
<b>Shift</b>	<b>Z</b> Flares	<b>X</b> Chaff	<b>C</b> Toggle Dogfight mode	<b>V</b> Toggle MRM mode	<b>B</b> Toggle speed brakes Open speed brakes Close speed brakes	<b>N</b> Set previous steepoint	<b>M</b> Set next steepoint	<b>&lt;</b> , Lock previous target	<b>&gt;</b> . Lock next target	<b>? /</b> Lock target on nose	<b>Shift</b>	<b>↑</b> Move cursor up	<b>7</b> Zoom out	<b>8</b> Pan view up	<b>9</b>	<b>+</b> Track next plane					
<b>Ctrl</b>	<b>Alt</b>	<b>Fire weapon</b>										<b>Alt</b>	<b>Ctrl</b>	<b>4</b> Pan view left	<b>5</b>	<b>6</b> Pan view right	<b>↓</b> Move cursor down	<b>1</b> Zoom in	<b>2</b> Pan view down	<b>3</b> Glance backward	<b>Enter</b> Glance forward
												<b>←</b> Move cursor left	<b>0</b> Designate target	<b>→</b> Move cursor right	<b>↩</b> Radar return to search						

 Radar keys

 View keys