

AIRCRAFT CONTROLS:

NOTE: WHEN YOU FLY TRAINING MISSIONS ONLY THE RUDDER, THRUST, JOYSTICK INPUTS, EQUALS KEY, AND ALS ARE ACTIVE.

+ - INCREASES THRUST OR ENGAGES AFTERBURN

- - DECREASES THRUST

£ - FULL THRUST (AFTERBURN}

< - LEFT RUDDER

> - RIGHT RUDDER

C= - DISPLAYS MAP

P - PAUSE/UNPAUSE GAME

1 - REQUESTS PERMISSION TO FIRE

2 - REQUESTS VECTOR HOME

3 - WARNS AWAY ENEMY AIRCRAFT

4 - REQUESTS RANGE TO TARGET

F1 - ACTIVATES AIM-54 PHOENIX

F3 - ACTIVATES AIM-120 AMRAAM

F5 - ACTIVATES AIM-9 SIDEWINDER

F7 - ACTIVATES MG1A1 VULCAN CANNON

C - DROPS CHAFF DECOY

F - DROPS FLARE DECOY

E - EJECTS PILOT

H - TOGGLES HUD DISPLAY

= - LINES TOMCAT UP WITH RUNWAY WHEN FACING THE RUNWAY OR CARRIER.

CURSOR LEFT/RIGHT:

-CHANGES TID RANGE: 6/12/25/50/100 NAUTICAL MILES

CURSOR UP/DOWN:

-CHANGES TID MODE: SEARCH/ACM/LAUNCH

SPACEBAR:

-SELECTS NEXT TARGET FOR TID

RETURN:

-ACTIVATES AUTOMATIC LANDING SYSTEM (ALS) WHEN EUEN WITH THE HORIZON.