



P R E S E N T S

A-10 TANK KILLER

Version 1.5

QUICK REFERENCE CARD

View Commands

While in the heat of battle, it's always important to remain aware of the situation around you. Learning to quickly switch between different viewpoints will greatly increase your chances for survival.

Preset Views

Cockpit

F1 Look Forward
F2 Look Left
F3 Look Right

External

F4 Front View
F5 Left Side View
F6 Right Side View
F7 Rear View
F8 Victim View
F9 Engagement View

Floating Camera Views

Along with preset side and external views, A-10 Tank Killer Version 1.5 also allows you to activate a *floating camera* that will enable you to move the viewpoint around and away from your aircraft.

IMPORTANT: With the activation of the floating camera, ONLY the Backspace key (not Enter) will fire the selected weapon.

Weapons Control

Joystick #1

Button #1 = Fire Avenger Cannon
Button #2 = Fire Selected Weapon

Joystick #2

Button #1 = Chaff Release
Button #2 = Flare Release

Keyboard

SPACEBAR = Fire Avenger Cannon

BACKSPACE = Fire Selected Weapon

ENTER = Fire Selected Weapon or control Floating Camera View

IMPORTANT!

When the Floating Camera is ON, firing the **Selected Weapon** is possible **ONLY** with the **BACKSPACE** key. See page 18 of manual for details on Floating Camera.



Mouse controls for weapon firing are identical to those of the joystick.

Joystick #1 **Mouse**
Button #1 = Left Button
Button #2 = Right Button

Weapons Select

H Maverick

L Durandal

C Release Chaff

J LGB

; Sidewinder

[] Weapons Cycle

K Rockeye

F Release Flare

Tab Target Cycle

Additional Controls

G Landing gear up/down

P Pauses game

M Bring up strategic map

S Bring up status screen

D Display message log

Q Quit mission requestor

F10 Display control menu

Esc Quit mission requestor

Alt M Music on/off

Alt S Sound effects on/off

Alt J Joystick(s) on/off

Alt C Calibrate joystick(s)

Alt D Mouse on/off

Alt Q Quit to DOS

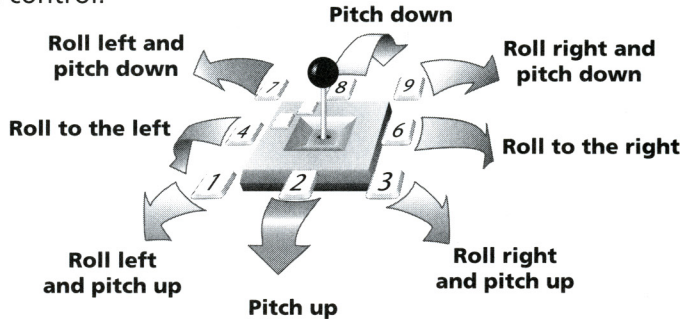
Flight Controls

Movement

You use the control surfaces and the throttle to maneuver the A-10. The control surfaces include the ailerons, the elevators, the rudder and the throttle. A-10 Tank Killer Version 1.5 supports an optional second joystick as detailed in the following sections. From the Control menu, you may select which peripherals you have attached. You may select: keyboard, joystick and mouse control.

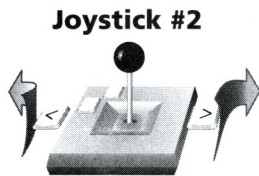


The mouse is self-centering and will automatically recenter itself after each movement command.



Rudder

The rudder can be controlled from either the keyboard or second joystick.



Joystick #2

Keyboard



left rudder



right rudder

Throttle

The throttle can only be controlled from the keyboard.



no throttle to full throttle

Decrease & Increase

Use **Alt - V** on the keyboard or the Control menu (**F10**) to toggle the Floating Camera on/off.

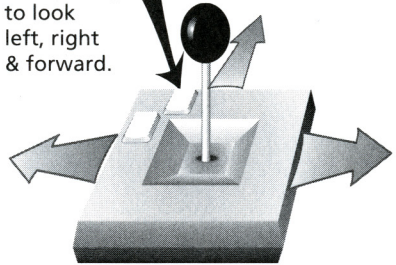
Controlling the Floating Camera with the joystick

Once the floating camera has been switched on, you may control the current view without touching the keyboard.

From Within the Cockpit

Holding down **button #2** and moving the joystick forward will switch to Look Forward (**F1**), to the left will switch to Look Left (**F2**), etc. Pressing and releasing **button #2** with the joystick centered will switch from the cockpit to the outside rear view.

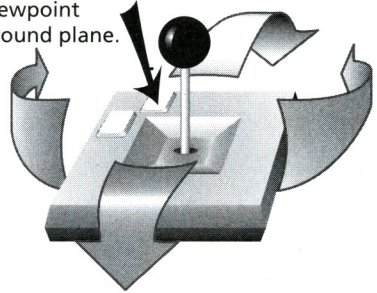
Press & hold button #2 while in the cockpit to look left, right & forward.



From Outside the Aircraft

Holding down **button #2** while moving the joystick will pan the view smoothly around the aircraft: moving the joystick to the left will pan the view clockwise around your aircraft, moving the joystick forward will pan the view up around the aircraft, etc. Holding down both buttons while moving the joystick forward/backwards will move the camera closer to or away from the aircraft. Pressing and releasing **button #2** with no joystick movement will switch to the front cockpit view.

Press & hold button #2 while outside to move viewpoint around plane.



Controlling the Floating Camera From the Keyboard

The previously described commands may be duplicated without a joystick. The keypad will function like the joystick, the **Space Bar** will function like **button #1**, the **Enter** key will function like **button #2**.



Mouse controls for view commands are identical to those of the joystick.

Joystick #1	Mouse
Button #1 =	Left Button
Button #2 =	Right Button