







KEYBOARD COMMANDS REFERENCE CARD

Flight Unlimited II of

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FLIGHT & MECHANICAL CONTROL HOT KEYS

FLIGHT CONTROLS

k - Pitch Up
i - Pitch Down
j - Roll Left
l - Roll Right
- Left Rudder
- Right Rudder
F - Flaps Down
qF - Flaps Up
KEYPAD f - Left Brake
KEYPAD m - Right Brake
B - Parking Brakes

ENGINE CONTROLS

KEYPAD + - Throttle Up
KEYPAD - - Throttle Down

q + KEYPAD + - Increase Prop Speed
q + KEYPAD - - Decrease Prop Speed
v + KEYPAD + - Increase Mixture
v + KEYPAD - - Decrease Mixture

- Toggle Carburettor Heat (Trainer)

- Start Engine

GE - Select Engine (Baron)

TRIM CONTROLS

[- Nose Trim Up q. - Right Rudder Trim | - Nose Trim Down q, - Left Rudder Trim | - Centre Nose Trim q/ - Centre Rudder Trim

BACKSPACE - Auto Trim

MISCELLANEOUS IN-FLIGHT CONTROLS

G - Landing Gear aM - Toggle Video Resolution G - Navigation Lights VP - Pause Flight

- PCL System

CHEATS

e - Miracle Up r - Miracle Down

CAMERA VIEW SYSTEM HOT KEYS

JOYSTICK VIEWING CONTROLS

2 BUTTON JOYSTICK

Trigger (Button 1) - Pan the camera view by holding down the button and moving the joystick.

Button 2 - Zoom the camera view in/out by holding down the button and moving the joystick.

4 BUTTON WITH HAT (Thrustmaster, CH Flightstick)

4 BUTTON WITH HAT AND THROTTLE (CH Flightstick Pro, MS Sidewinder/Sidewinder Pro)

Hat - (See Internal and External Panning below)

Trigger (Button 1) - Pan the camera view by holding down the button and moving the joystick.

Button 2 - Zoom the camera view in/out by holding down the button and moving the joystick.

INTERNAL AND EXTERNAL PANNING

KEYPAD 4 or JOYSTICK Hat Left
KEYPAD 6 or JOYSTICK Hat Right
KEYPAD 8 or JOYSTICK Hat Up
KEYPAD 2 or JOYSTICK Hat Down
KEYPAD 7
KEYPAD 9
KEYPAD 5

- Look Pan Right
- Look Forward/Pan Up
- Look Back/Pan Down
- Glance Left
- Glance Right
- Snap to Centre

INTERNAL COCKPIT VIEWS

- Full Screen View
- VFR Internal View
- IFR Internal View
- Virtual Cockpit View

EVRAD

KEYPAD n ENTER - Full Screen/VFR/IFR/Virtual Cockpit View Toggle

VIRTUAL COCKPIT PADLOCK VIEWS

P - Target AI Plane

- Target Ground Object- Target Communicator

- Target Me

T - Target Tower

VIRTUAL PASSENGER VIEWS

qP - Teleport me to that aircraft - Teleport me to that object

qO - Teleport me to that object qC - Teleport to that last radio call

q| - Teleport me back to my own aircraft aT - Teleport to that Control Tower

EXTERNAL MOVABLE VIEWS

- Movable External $\,$ $\,$ $\,$ - Rotating Camera View

a - Inverse Tactical a¶ - Above View c - Chase Plane Lag View - Taxi Camera

EXTERNAL FIXED VIEWS

a - Fly-Past Camera

o - Drop Camera

_ - Fixed External Camera

MISCELLANEOUS VIEW CONTROLS

- Tape Strip Indicator a - Taxiway Path

z - Zoom View In

χ - Zoom View Out

NAV / COMMUNICATION SYSTEM HOT KEYS

SPACEBAR - Enable COM Radio Menu Interface

1 - 9

righter Price Select a Default Menu Option or Transmit Option or Repeat Message

M - Toggle On/Off In-Flight Map

- Menu Selection Options

aF - Cycle COM Radio Frequencies

aG - Mayday!

S - Satellite View (In-Flight Map)

FLIGHT PLANNER HOT KEYS

O - Flight Options m - Delete Turning Point
A - Airspace Information Overlay aN - Clear Flight Plan

V - VOR Frequencies
Or Points of Interest
Z - Zoom In Map

AN - Clear Flight Plan
AS - Save Flight Plan
AL - Load Flight Plan
AD - Delete Flight Plan

- Zoom Out Map aF - Fly

- Toolbar Buttons On/Off - Exit Map

N - Notepad On/Off