

WING COMMANDER® III

REFERENCE CARD

KEYBOARD COMMANDS

FLIGHT

Pitch and yaw	. [↑, ↓, ←, →]
	Numpad [8, 2, 4, 6]
Pitch and yaw left	.Numpad [7, 1]
Pitch and yaw right	.Numpad [9, 3]
Roll left, right	. [Ins, Del]
Double yaw, pitch, roll rates	. [Shift]+key
Engage autoslide	. [Caps Lock] (hold)
Autoslide (toggle)	. [/]
Increase throttle	. [+]
Decrease throttle	. [-]

Set throttle to zero	. [Backspace]
Set throttle to max	. [\]
Match speed of target	. [Y]
Afterburn	. [Tab] (hold)
Afterburn (toggle)	. [~]
Autopilot	. [A]
Jump (<i>Excalibur</i> only)	. [J]
Pause	. [Alt P]
Eject	. [Ctrl E]
Calibrate joystick	. [Alt C]

COMBAT

Select next target	. [T]
Select next turret on current target	. [R]
Lock target (toggle)	. [L]
Smart targeting (toggle)	. [Ctrl S]
Switch gun(s)	. [G]
Select full guns	. [F]
Auto-tracking	. [Ctrl A]
(toggle; <i>Excalibur</i> only)	

Configure missile array	. [M]
Change missile type	. [I]
Select missile (toggle)	. [I]
Select all missiles (full salvo)	. [B]
Fire gun(s)	. [Spacebar]
Fire missile	. [Enter]
Drop decoy	. [E]

NAV MAP

Display map	. [N]
Change viewpoint	. [↑, ↓, ←, →]
Zoom in, out	. [I, J]
Center view	. [C]

Cycle through targets	. [T]
Starfield (toggle)	. [S]
Grid (toggle)	. [G]
Background (toggle)	. [B]

VIDEO DISPLAY UNITS

Cycle through displays	. [0] (zero)
Shields VDU	. [S]
Communications VDU	. [C]
Damage VDU / toggle text and icon	. [D]
Select damage repair system	. [I]
(in text display)	
Weapon VDU (with cockpit active)	. [W]

Power VDU / change system	. [P]
Increase current system by 5%	. [I]
Decrease current system by 5%	. [I]
Set current system to 100%, others to 0%	. [Shift I]
Reset all systems to 25%	. [Shift I]
Lock current system (toggle)	. [Ctrl I]

CAMERA VIEWS

Front view; invisible cockpit **[F1]**
 Left, right and rear turret
 view **[F2]**, **[F3]**, **[F4]**
 Rear turret view in left VDU **[Ctrl]****[F4]**
 Chase camera **[F5]**
 Object camera **[F6]**

Missile camera **[F8]**
 Victim camera **[F9]**
 Track camera **[F10]**
 Disable flight controls while in
 camera views **[Ctrl]** **[L]**
 Zoom in, out **[I]**, **[J]**

MOUSE COMMANDS

Flight, cursor control Move mouse
 Select current hotspot
 Fire active gun(s)
 Fire active missile

Increase, decrease throttle . . . ,
 Roll left, right ,
 Afterburn (double-click and hold)

JOYSTICK COMMANDS (B2 = BUTTON 2)

Flight control Move joystick
 Fire active gun(s) Trigger
 Fire active missile Trigger + B2
 Rotate camera B2 + move joystick
 while in camera view

Increase, decrease throttle . . B2, B2
 Roll left, right B2, B2
 Afterburn B2 (double-click and hold)

ON THE CARRIER

Move cursor over person/object to display
 hotspot actions.
 Click left mouse button or press trigger to
 use objects and buttons.
 Cancel / skip scene **[Esc]**
 Cycle through hotspots . . **[Tab]**, **[Shift]****[Tab]**,

Talk Click on character
 Use Click on terminal or door
 Select reply Move device up/down,
 then click
 Option screen Click Main Terminal

GAME INTERFACE

Exit game **[Alt]** **[X]**
 VGA mode (normal) **[Alt]** **[1]**
 VGA mode (triple buffer*) **[Alt]** **[2]**
 SVGA mode (normal) **[Alt]** **[3]**
 SVGA mode (triple buffer) **[Alt]** **[4]**
 Calibrate joystick **[Alt]** **[J]**

Music (toggle) **[Alt]** **[M]**
 Sound (toggle: on carrier) **[Ctrl]** **[M]**
 Scene transitions (toggle) **[Alt]** **[K]**
 Change music volume **[Alt]** , **[Alt]**
 Change sound volume . . . **[Ctrl]** , **[Ctrl]**
 Change gamma correction **[Ctrl]** , **[Ctrl]**

*See **Install Guide** for explanation.