

Demo input

WebGL

| Command | Keyboard | Modifiers |
|---|---|---|
| View to aircraft, missiles, ground, ships | Friendly: 5, 6, 7, 8 Enemy: 9, 0, -, = | [shift]: reverse order [shift]: reverse order |
| Cockpit view | 1 | arrow keys to rotate |
| Look-at view | 2 | arrow keys to rotate mouse scroll for distance |
| Fly-by view | 3 | |
| Chase view | 4 | [none]: look forward [shift]: look to velocity direction |

WebGL & Non-WebGL

| Command | Keyboard | Modifiers |
|-------------------------|------------------------------------|---------------------------------|
| Reset | Escape | |
| Time faster/slower | Page-up, Page-down | |
| Time reset, pause | Home, Pause | |
| Time of day | [right shift] & left, right arrows | |
| Wheel brake | B | |
| Throttle | [,] | |
| Pitch | W, S | [left shift]: slow quarter turn |
| Roll | A, D | [left shift]: slow quarter turn |
| Yaw & wheel steering | Q, E | [left shift]: slow quarter turn |
| Flaps | F | |
| Forward/vertical thrust | X, C | |
| Shoot primary/secondary | Space, / | |
| Target enemy/friendly | T, Y | [shift]: reverse order |
| Switch weapon | <, > | |

Non-WebGL

| Command | Keyboard | Modifiers |
|---|--|---|
| Exit game | [shift] and escape | |
| View to aircraft, missiles, ground, ships | Friendly: F5, F6, F7, F8 Enemy: F9, F10, F11, F12 | [shift]: reverse order [shift]: reverse order |
| View cockpit | F1 | arrow keys to rotate |
| View around object | F2 | arrow keys to rotate mouse scroll for distance |
| View fly-by | F3 | |
| View from behind | F4 | Normal: look-forward [shift]: look to velocity direction |