

ESC END MS/TRK Cam rotation	F1 COCKPIT Head mvmnt HUD only	F2 EXTERNAL A/C labels	F3 FLY-BY Fly-by jump	F4 REAR VIEW Chase view	F5 AIR COMBAT A2G Combat	F6 WEAPONS Missile label Chase Wpn	F7 GRND OBJ	F8 TARGET	F9 SHIP Ship Labels LSO view	F10 MAP Object labels	F11 TOWER/TRN SAVE VIEW	F12 STATIC OBJ Trains/cars Civilian obj
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PRNT SCR SCRN SHOT	SCRL LK NEAR AIR Nearest grnd Center grnd Center air	PAUSE BRK
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(Additional Below)

Modified for U.S. 1.1FC by -Third-

8 WAY/PTGT AP OVERRIDE	1 NAV MODE ATT HOLD	2 BVR MODE ALT + ROLL HOLD	3 VERT MODE AP MODE LEVEL/PANIC	4 BORE MODE BARO ALT HOLD	5 HMTD MODE RAD ALT HOLD	6 LONG MODE ROOTS FOLLOW	7 ATG MODE	8 GRID MODE	9 End rec sub Start rec sub DIS . AUTO P	0 End mic rec Start mic rec Rec on/off crs	+ MFD ZOOM + ALT BARO + Rdr azimuth + TGT SIZE +	- MFD ZOOM - ALT BARO - Rdr azimuth - TGT SIZE -	BACKSPACE FROM/TO OBJECT Track edit Replace mode Frame rate Track edit Insert mode
TAB LOCK TARGET Unlock target	Q CHAFF/FLR Cont Chf/Fir Take ctrl	W WHEEL BRK Jettison/Rel Launch O/R	E ECM/JAM IR JAMMER Eject (E*3) Easy landing	R FUEL BOOM RWR mode Dump/refuel Jettison tanks	T SMOKE Reset trim Awacs tanker	Y EXT INFO Coord units	U CARRIER T/O	I RADAR Easy radar Center radar Radar Mode PRF / PPS	O EOS/LAS/MD LASER TOGGLE LL TV POD	P DRG CHUTE Power on/off Fold wings Spin recover	W/M ATTACK W/M MIS R/J W/M RTS	J/W/M COVER W/M GO LOOSE/TIGHT	BACKSLASH RADIO COMMAND
CAPS LOCK	A AUTOPILOT Sim spd norm Sim spd + Sim spd -	S PAUSE Sound on/off Speed ret	D WEAPONS Detail lvl - Detail lvl +	F FLAPS Flaps landing Flaps up	G GEAR UP/DN GEAR UP ARREST HOOK	H ALT STABTN Hud color Awacs Home	J AUTO SPD Camera jiggle	K KOBRA	L C/P LIGHTS ELEC POWER O/B lights Gear lights	7 DSGTR UP SCANZONE UP TRIM DOWN	MIS GOALS MD SCORE	RETURN RELEASE WEAPON RECOVER	
Shift NORM MS SPD Norm c/p keyb Fast c/p keyb Slow c/p keyb	Z RUDD LEFT Trim lft rudd Step mode	X RUDD RIGHT Trim rgt rudd	C CANNON Rate of fire Canopy Flight clock	V RIPPLE + Ripple - Salvo mode Immortality	B AIRBRAKE Airbrake out Airbrake in	N LEFT MIRR Reset warn	M RIGHT MIRR Chat window Team chat	< DSGTR LEFT Scan zn left Trim left RWR VOL -	> DSGTR DN Scan zone dn Trim up RWR VOL +	7 DSGTR RGT Scan zone rgt Trim right	Shift NORMAL MOUSE SPEED Fast cockpit mouse Slow cockpit mouse		
Ctrl	Windows	ALT LEFT ENGINE	SPACE FIRE SELECTED WEAPON Release mode Ripple qty / GUNPOD SELECTOR SU25/SU25T Master arm	ALT	Windows	APPS	Ctrl						

INSERT CHAFF Prev air target Include all	HOME View friendly ENG START	PAGE UP THROTTLE + Rev obj sw
DELETE FLARE Prev ground View all Exclude crnt	END R. ENG . STOP View enemy L. ENG . STOP ENG STOP	PAGE DOWN THROTTLE - Fw obj switch
UP NOSE DOWN	DOWN NOSE UP	RIGHT BANK RIGHT

NUM LOCK DSBL PADLK Next air target Next ground	/ ZOOM OUT Zoom out max Camera back	* ZOOM IN Zoom in max Camera fwd	- THROTTLE - Right eng. - Left eng. -
7/HOME UP LEFT Fast Step Pan step	8 UP Fast Step Pan step	9/PAGE UP UP RIGHT Fast Step Pan step	+ THROTTLE + Right eng. + Weapons rel Left eng. -
4 LEFT Fast Step Pan step	5 RST VW/CAM Return Cam Center head Cntr pan stp	6 RIGHT Fast Step Pan step	
1/END DN LEFT Fast Step Pan step	2 DN Fast Step Pan step	3/PAGE DN DN RIGHT Fast Step Pan step	ENTER DEF ZOOM
0/INS INSTRUMENT VIEW Instrument view snap Save camera position (0-9)	/DEL PADLOCK All msl padlk Terrain padlk Threat msl pl		



- 1 П - airborne radar
- 2 3 - long range radar > 100 km
- 3 X - mid range radar 20-100 km
- 4 H - short range radar < 10 km
- 5 F - early warning system
- 6 C - AWACS

- 29 Airborne Radars: All airborne radars carry the ^ character above the emitter type, including AWACS and fighter radars.
- 13 Ground-Based Radars: Icons for all ground-based radars, including SAM and AAA sites, appear within a box.
- 6 Early Warning Radars: The EW icon appears on the screen indicating the bearing to the radar emitter. The scope displays EW regardless of the emitter type (1L13 or 55G6 Russian EWR stations).
- SM Ship-Based Radars: Radar emitters mounted on ships appear with a bracket beneath the emitter type.
- 54 Active Missiles: Icons for radar-guided missiles with onboard emitters appear within a diamond.

SU25 Weapons control panel  
HPC: Rockets  
YP: Missiles (either AG or AA)  
B: Bombs  
BNY: Cannon

- CTRL/+ US-Aircraft Azimuth +  
RS-Aircraft Target Size + LARGE  
(Gunpod Selected) Gunpod + LARGE
- ALT/+ RS-Aircraft Target Size + SMALL  
(Gunpod Selected) Gunpod + SMALL
- CTRL/- US-Aircraft Azimuth -  
RS-Aircraft Target Size - LARGE  
(Gunpod Selected) Gunpod - LARGE
- ALT/- RS-Aircraft Target Size - SMALL  
(Gunpod Selected) Gunpod - SMALL

AIRCRAFT	RWR	25
MIG-23ML	23	
MIG-29	29	
MIG-29K	29	
MIG-31	31	
SU-27	27	
SU-30	30	
SU-33	33	
F-4E	F4	
F-14A	14	
F-15C	15	
F-16C	16	
F/A-18C	18	
A-50	50	
E-2C	E2	
E-3A	E3	
ACTIVE MISSILE	RWR	9
R-33 (AA-9)	9	
R-77 (AA-12)	12	
AIM-54	54	
AIM-120	AM	

SHIP RADAR	RWR	8
SA-6	6	
SA-8	8	
SA-3	3	
SA-15	15	
2S6	S6	
SEA SPARROW	SS	
SA-10	10	
STANDARD MISSILE	SM	
GROUND RADAR	RWR	10
SA-10	10	
SA-10 CLAM SHELL	CS	
SA-10 BIG BIRD	BB	
SA-12	12	
SA-12 BILL BOARD	BD	
SA-11 SNOW DRIFT	SD	
SA-11	11	
SA-6	6	
SA-8	8	
SA-13	13	
DOG EAR	DE	

GROUND RADAR	RWR	10
SA-15	15	
2S6	S6	
ZSU-34-4	23	
ROLAND	RO	
GIRAFFE	GR	
PATRIOT	P	
GEPARD	GP	
I-HAWK PAR	HA	
I-HAWK HPI	HA	
M-163	VU	
ZU-23	AA	