

IL★2 STURMOVİK

BATTLE OF STALINGRAD

DEFAULT KEYBOARD COMMANDS

GAME KEYS:

Menu = Escape
 Scoreboard / Lobby = Tab
 Mission Briefing / Big Map = O
 Screenshot = Print Screen
 Skip Cutscene = Spacebar
 Simple Gauges = I
 Flight Map = M
 Accelerate Time =]
 Decelerate Time = [
 Pause Game = P
 Chat To All = Enter
 Chat To Friendly = RCNTRL+Enter
 Record Flight = LCNTRL+R
 HUD On/Off = H

VIEW CONTROLS:

Center = Numpad 5
 Forward = Numpad 8
 Backward = Numpad 2
 Left = Numpad 4
 Right = Numpad 6
 Forward-Left = Numpad 7
 Forward-Right = Numpad 9
 Backward-Left = Numpad 1
 Backward-Right = Numpad 3

PILOT HAND SIGNALS:

Hand Signal Go Up = LSHFT+1
 Hand Signal Form Left = LSHFT+2
 Hand Signal Form Right = LSHFT+3

ENGINE OPERATION:

Select All Engines = O
 Select Engine #1 = 1
 Select Engine #2 = 2
 Engine Start/Stop = E
 Auto Radiators Oil/Water/Cowl = LSHFT+R
 Auto Mixtures/Prop Pitch/RPM = LSHFT+M
 Decrease Throttle = Minus
 Increase Throttle = Equals
 Decrease Prop Pitch = RSHTF+Minus
 Increase Prop Pitch = RSHFT+Equals
 Decrease Mixture = RALT+Minus
 Increase Mixture = RALT+Equals
 Close Water Radiator = RCNTRL+Minus
 Open Water Radiator = RCNTRL+Equals
 Close Oil Radiator = RWIN+Minus
 Open Oil Radiator = RWIN+Equals
 Close Cowl Flaps = LALT+Minus
 Open Cowl Flaps = LALT+Equals
 Feather Prop = LCNTRL+F
 Supercharger 1st-2nd = LSHFT+S
 Engine Boost = LSHFT+B

PLANE CONTROLS:

Wheel Chocks/Parking Brake = LSHFT+Slash
 Wheel Brakes = Slash
 Left Wheel Brake = Comma
 Right Wheel Brake = Period
 Tailwheel Lock = LSHFT+G
 Landing Gear = G
 Flaps Down = F
 Flaps Up = LSHFT+F
 Canopy Open/Close = RALT+C
 Air Brakes = RALT+B
 Siren = LALT+S
 Gunsight Filter Up/Down = LALT+fF
 Cockpit Lights = L
 Landing Lights = RSHTF+L
 Navigation Lights = RCNTRL+L
 Autopilot = A
 Level Autopilot = LSHFT+A
 Autopilot Left Turn = LSHFT+Z
 Autopilot Right Turn = LSHFT+X
 Bail out/Eject = LCNTRL+E

WEAPON CONTROLS:

Fire All Guns = Spacebar
 Reload All Guns = LALT+R
 Fire Cannons = LALT+Spacebar
 Fire Machineguns = RALT+Spacebar
 Bomb Mode Toggle = V
 Bomb Mode Toggle = LCNTRL+B
 Bomb Doors Open/Close = N
 Bomb Safety Toggle = LWIN+S
 Drop Bomb(s) = B
 Rocket Mode Toggle = LWIN+R
 Launch Rocket(s) = R

TRIM CONTROLS:

Adjust Horizontal Stabilizer Up = RSHTF+Up
 Adjust Horizontal Stabilizer Down = RSHTF+Down
 Rudder Trim Left = LCNTRL+X
 Rudder Trim Right = LCNTRL+X
 Elevator Trim Up = RCNTRL+Down
 Elevator Trim Down = RCNTRL+Up
 Aileron Trim Left = RCNTRL+Left
 Aileron Trim Right = RCNTRL+Right
 Reset Trims = LCNTRL+T

CAMERAS:

Cockpit View = F1
 External View = F2
 Flyby View = F3
 Chase View = F4
 Ground Object View = F5
 Weapon View = F6
 Padlock Enemy Ground Object = F7
 Padlock Enemy Aircraft = F8
 Toggle View Mode = F9
 Save View = F10
 Free Camera = F11
 Friendly Camera = F12
 External View Friendly = LSHFT+F2
 External View Enemy = LCNTRL+F2
 Ground Object View Friendly = LSHFT+F5
 Ground Object View Enemy = LCNTRL+F5
 Weapon View Friendly = LSHFT+F6
 Weapon View Enemy = LCNTRL+F6
 Padlock Friendly Ground Object = RSHTF+F7
 Padlock Dangerous Enemy Aircraft = RSHTF+F8
 Padlock Friendly Aircraft = RCNTRL+F8

HEAD MOVEMENT:

Move Head Forward = Insert
 Move Head Backward = Home
 Move Head Left = Delete
 Move Head Right = End
 Move Head Up = Page Up
 Move Head Down = Page Down

GUNNER COMMANDS:

Gunner: Fire At Will = RALT+1
 Gunner: Return Fire = RALT+2
 Gunner: Cease Fire = RALT+3
 Gunner: Cease Heavy Weapons Fire = RALT+4
 Gunner: Attack Balloons = RALT+5
 Gunner: Attack Ground Targets = RALT+6
 Gunner: Short Attack Range = RALT+7
 Gunner: Normal Attack Range = RALT+8
 Gunner: Long Attack Range = RALT+9

GUNNER TURRET CONTROLS:

Switch Combat Post = LCNTRL+C
 Take Turret/Gun = T
 Switch Firing Point = LSHFT+C
 Nestle To Turret Gunsight = LSHFT+T
 Reload Turret/Gun = LALT+R

WINGMAN COMMANDS:

Command: Attack Nearest Aircraft = LALT+1
 Command: Attack Nearest Ground Target = LALT+2
 Command: Rejoin Formation And Follow Mission = LALT+3
 Command: Do Like Me = LALT+4
 Command: Cover Me = LALT+5
 Command: Patrol Area = LALT+6
 Command: Patrol For Aircraft = LALT+7
 Command: Patrol For Ground targets = LALT+8
 Command: Accept Leadership = LALT+9
 Command: Return To Base = LALT+0
 Command: Trail Formation = LCNTRL+6
 Command: Echelon Left Formation = LCNTRL+7
 Command: Echelon Right Formation = LNTRL+8
 Command: V Formation = LCNTRL+9
 Command: Hold Position = LCNTRL+0

FLARE GUN CONTROLS:

Holster Flare Gun = LCNTRL+Grave
 Red Flare = LCNTRL+1
 Green Flare = LCNTRL+2
 White Flare = LCNTRL+3
 Shoot Flare Gun = Spacebar

Menu ESCAPE	Cockpit View F1	External View External View Friendly External View Enemy F2	Flyby View F3	Chase View F4	Ground Object View Ground Object View Friendly Ground Object View Enemy F5	Weapon View Weapon View Friendly Weapon View Enemy F6	Padlock Enemy Ground Object Padlock Friendly Ground Object F7	Padlock Enemy Air Padlock Dangerous Aircraft Padlock Friendly Aircraft F8	Toggle View Mode F9	Save View F10	Free Camera F11	Friendly Camera Enemy Camera F12	
Hostile Flare gun ~	Select Engine #1 Hand Signal Go Up Red Flare Gunner: Fire At Will Command: Attack Nearest air !	Select Engine #2 Hand Signal Form Left Green Flare Gunner: Return Fire Command: Attack Nearest Ground @	Hand Signal form right White Flare Gunner: Cease Fire Command: Follow Mission #	Gunner: Cease Heavy Weapons Fire Command: Do Like Me \$	Gunner: Attack Balloons Command: Hold Formation %	Command: Trail Formation Gunner: Attack Ground Targets Command: Patrol Area ^	Command: Echelon Left Formation Gunner: Short attack range Command: Patrol For Aircraft &	Command: Echelon Right Formation Gunner: Normal Attack Range Command: Patrol For Targets *	Command: V Formation Gunner: Long Attack Range Command: Accept Leadership (Select All Engines Command: Hold Position Command: Return To Base)	Decrease Throttle Decrease Prop Pitch Decrease Mixture Close Water Radiator Close Oil Radiator Close Cowl Flaps -	Increase Throttle Increase Prop Pitch Increase Mixture Open Water Radiator Open Oil Radiator Open Cowl Flaps +	BACKSPACE
Scoreboard / Lobby TAB	Q	W	E	R	T	Y	U	I	O	P	Decelerate Time {	Accelerate Time }	
CAPS LOCK	Autopilot Level Autopilot A	Supercharger 1st / 2nd Gear Siren Bomb Safety On/Off S	D	F	G	H	J	K	L	:	;	ENTER	
LEFT SHIFT	Autopilot Turn Left Yaw Trim Left Z	Autopilot Turn Right Yaw Trim Right X	C	V	B	N	M	,	.	?	/	RIGHT SHIFT	
LEFT CONTROL	LEFT WINDOWS	LEFT ALT	Skip Cutscene Fire All Guns Fire Cannons Fire Machine Guns Shoot Personal Weapon / Flare Gun				SPACEBAR	RIGHT ALT	RIGHT WINDOWS	RIGHT CONTROL			

Screenshot PRINT SCREEN	SCROLL LOCK	PAUSE BREAK
Move Head Forward INSERT	Move Head Backward HOME	Move Head Up PAGE UP
Move Head Left DELETE	Move Head Right END	Move Head Down PAGE DOWN
NUM LOCK	/	*
View Forward-Left 7	View Forward 8	View Forward-Right 9
View Left 4	View Center 5	View Right 6
View Backward-Left 1	View Backward 2	View Backward-Right 3
View Modifier Up 0	.	View Modifier Additional ENTER