

EECH KEYMAP 3.1

View Keys



Forward view 640 x 480 res Cockpit graph HUD size F1	Instrument view HUD view (Hokum) Glass cockpit External HUD F2	Left MFD view - Screen res - Cockpit detail FOV increase F3	Right MFD view + Screen res + Cockpit detail FOV decrease F4
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Main Cockpit Views

Player's gunship < Side > Side View all F5	Player's target < Category > Category View wingmen F6	Player's weapon/Free cam (F9) < Type > Type View players (online) F7	Player's padlock < Object > Object View available gunships F8
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Select Object To View

Chase / Free Reset position Sat View F8 Lock/unlock CC: flip 90° F9	Fly-by Drop camera Static camera Weapon cam F10	Action Cinematic cam Crew camera F11	Object menu Object text Inset target F12
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Select Camera



Padlock target Ground radar: Left MFD Right MFD 1	Padlock wingman Air radar: Left MFD Right MFD 2	Padlock air threat TADS/EOS: Left MFD Right MFD 3	Padlock ground threat TSD: Left MFD Right MFD 4	Padlock incoming ASE/TWD: Left MFD Right MFD 5	Padlock waypoint Weapon: Left MFD Right MFD 6	FOV near A-G-Weapon System: Left MFD Right MFD 7	FOV norm A-A-Weapon Engine: Left MFD Right MFD 8	FOV wide Scout-Weapon Flight: Left MFD Right MFD 9	Unpadlock Glas/Gaphic pit Mission: Left MFD Right MFD 0	- Collective Time accel. (single player) View range =	+ Collective Time accel. (single player) View range =	> Weapon < Weapon Weapons safe Turret gun ←
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Display radio message menu Repeat radio message COM Tab	+ Collective Quit mission / campaign Q	> Waypoint (group leader) < Waypoint (group leader) W	+ TSD / ASE range - TSD / ASE range EJECT (Hokum)	Rotor engage/dis-Autorotation Rearm, refuel & repair (cheat) Blurred rotors R	Trim Clear trim T	Wiper Intermittent wipe Y	Fly external view gunship U	IR jammer In-flight intelligence messages I	Engage bob-up HUD transition (Comanche/Hokum) Disengage bob-up O	Pause (single player) P	> Left MFD < Left MFD MFD on/off Side MFD on/off (Comanche) [> Right MFD < Right MFD MFD on/off Side MFD on/off (Comanche)]	Toggle cockpit / menus MENU MAP
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- Collective Attack my target	+ Salvo size - Salvo size	TSD declutter... TSD underlays... (Apache) TSD shader... TSD colour... D	Flare Fire extinguisher F	Autopilot Raise / lower gear A	Hover hold Stable hover hold Altitude hold H	Radar jammer - Altitude hold J	HUD colour HUD bg shade HUD on / off K	Helofire LOBL/LOAL (Comanche) Toggle High LOD L	COM1 on HOTAS TS2 ;	Wideview Wide Edit: then NP 1-9 #	Enter
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Shift	Tail rotor left -Fine trim -Fine trim Quicksave Z	Tail rotor right -Fine trim -Fine trim Exit game X	Chaff Auto-counter-measures Canopy (complex models) C	Navigation lights Toggle View-1 / FW (Hokum) V	Wheel brakes View-2 / FW (Hokum) B	PNVS (Comanche) NVG (Hokum) PNVS (1,2,3) Brightness View-3 / FW (Hokum) N	Acknowledge Master Caution M	Throttle up Throttle down Throttle idle Engine start Zoom out [Sat] (external view) <	Throttle up Throttle down Throttle idle Engine start Zoom in [Sat] (external view) >	APU Start/stop APU ?	Shift
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Ctrl	Alt
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Fire weapon		Engine Control Keys	
eff_range.....max_range	eff_range.....max_range
Gatling Gun 20 mm1600m	Cannon Pods GSh-23L 23mm (soft)2000m
Chain Gun M230 30mm (havy HE)1200m	Turret Gun 2A42 30mm (havy HE)2000m
AIM-92 Stinger (A-A) IR5000m	Igla-V IR (A-A)5200m
Helfires AGM-114L (A-G) (LOAL 1500-8000m)8000m	AT-6 Spiral R (ATGM)6000m
Helfires II AGM-114K (A-A/A-G) L (LOAL 1000-8000m)8000m	AT-9 Ataka R (ATGM)8000m
Hydra 70 M255 HE Rockets (AG) (soft)2000m7000m	AT-16 Vikhr L (ATGM)8000m
Hydra 70 M261 MPSM Rockets (AG) (havy)2000m7000m	S-5 Rockets (A-G)1200m3000m
		S-8 Rockets (A-G) (light)2000m4000m
		S-13 Rockets (A-G) (havy)2000m4000m

Alt	Ctrl
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on/off = middle mouse button	T mouse =
mouse = FLIR panning	S mouse =
l-mouse = lock / unlock	D mouse =
r-mouse = next target	
wheel = zoom	

Mouse controlled

Screenshot TrackIR/Center
 on HOTAS
 Print Screen Scrol Pause

- + = Increase
- = Decrease
- > = Select Next
- < = Select Previous

RADAR SYMBOLS

Target Categories	LOS	No LOS
Wheeled vehicle	●	○
Tracked vehicle	■	□
Air defence unit	▲	△
Aircraft	◆	◇
Helicopter	✈	✈
Ship	⚓	⚓
Structure	■	□

Realistic Avionics (Optional)

Select Target Acquisition System

Radar

Ground radar Insert	Air radar Home	HIDSS/IHADSS (Comanche/Apache) HMS (Hokum/Havoc) Page Up
FLIR Switch off Free-Look / Mouse Pan Delete	DTV (Comanche/Apache) LLLTV (Hokum/Havoc) EO switch End	Periscope (Hokum) DVO (Apache) Page Down

TADS (Comanche) EOS (Hokum)
 TADS (Apache) EOS (Havoc)

Target Acquisition System Controls

Num Lock	RADAR Single / continuous sweep	LASER	- Range ● ■ - Zoom ▲ ■ - Zoom GR Trgt (Longbow) - EO zoom - View range
Display allied aircraft (air radar)	+ Scan size Pan up	+ Target priority (ground radar)	+ Range ● ■ + Zoom ▲ ■ + Zoom GR Trgt (Longbow) + EO zoom + View range
Scan left Pan left	Scan centre Pan centre	Scan right Pan right	
Auto-target	- Scan size Pan down	- Target priority (ground radar)	Lock / unlock target Padlock / unpadlock target (add/remove)
> Target ● ▲ ■ < Target ● ▲ ■	Target-Outside-Filter Target-Outside-Filter	> PFZ □ □ □ < PFZ □ □ □ deselect delete Del	Enter

- ☒ Not Radar (manual laser/radar=1 (ini))
- Radar
- ▲ TADS (Comanche/Apache) / EOS (Hokum/Havoc)
- HIDSS (Comanche) IHADSS (Apache) / HMS (Hokum / Havoc)
- Shift + key for maximum effect
- Alt + key for minimum effect

Cyclic/View Panning/Scroll Map

Cyclic / Fine trim Forward view Pan up [Sat]	Cyclic / Fine trim Look left Pan left [Sat]	Cyclic / Fine trim Instrument view Pan down [Sat]	Cyclic / Fine trim Look right Pan right [Sat]
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☒ = GND panning
 ● = Add PFZ
 ■ = Add NFZ

- pan fixed cockpit single
- pan virtual cockpit / external