

## Harrier Jump Jet Keys

+	Throttle up
SHIFT +	Maximum throttle
-	Throttle down
SHIFT -	Minimum throttle
[	Increase nooze angle (against 98°, slightly forwards)
]	Decrease nooze angle (against 0°, backwards)
SHIFT [	Nooze angle to 98°
SHIFT ]	Nooze angle to 0°
[ (tap once)	Nooze angle to 55° when Harrier on ground
Cur. up (8)	Joystick up
Cur. down (2)	Joystick down
5	Centre all controls (only in simple flight model)
Cur. right (6)	Roll right
Cur. left (4)	Roll left
A	Autopilot
B	Brakes
G	Gear up/down
W	(next) Waypoint
SHIFT W	(previous) Waypoint
ALT E	Eject
ALT J	Jettison
ALT F	Dump fuel
0	Auto hover (only in simple flight model)
<	Left rudder
>	Right rudder
TAB	HUD mode select (VSTOL, NAV and
H	HUD on/off
Y	Left MFD up cycle through
SHIFT Y	Left MFD down cycle through
X	Right MFD up cycle through
SHIFT X	Right MFD down cycle through
6/S	Alter tactical compass scale 1x-16x
SHIFT 6/S	16x-1x
7	Moving map MFD waypoints on/off
8	Tactical compass course bar on/off
9	Mission briefing reminder
BACKSPACE	Target acquire
SHIFT BACKSPACE	Designate waypoint as target
ALT L	Break lock on target
M	Attack/scan mode select
SPACE	Fire/release (salvo of) selected weapon(s)
RETURN	Weapon select
1,2,3,4	Appropriate weapons in salvo
N	NVG on/off

D	Auto defence on/off
E	ECM on/off
F	Flare eject
C	Chaff eject

(Cockpit views)

F1	Left back
F2	Left side
F3	Forward
F4	Right side
F5	Right back
F6	Up head back

(Tactical views)

F7	Tactical camera view
SHIFT F7	Inverse tactical camera view
F8	Free flying camera view
F9	Slot view
F10	Weapon view
F11	Zoom in
F12	Zoom out

(Free flying camera view)

/ (keypad)	Up cycle through objects
*	Down cycle through objects
PG UP	Over
PG DOWN	Under
INS	Left
DEL	Right
-	Zoom out
+	Zoom in
ESC	Menu bar and game pause on/off
ALT A	Accelerate time
ALT B	Hide game on/off
ALT G	Ground shading on/off
ALT H	HUD colour cycle
L	Last HUD message
ALT Q	Quit to DOS
ALT S	Sound on/off
ALT R	Resupply weapons (training only)
ALT T	Convert to training mission