

WING COMMANDER® III

REFERENCE CARD

<http://www.replacementdocs.com>

KEYBOARD COMMANDS

FLIGHT

Pitch and yaw **[↑, ↓, ←, →]**
Numpad **[8, 2, 4, 6]**
Pitch and yaw left Numpad **[7, 1]**
Pitch and yaw right Numpad **[9, 3]**
Roll left, right **[Ins, Del]**
Double yaw, pitch, roll rates . . **[Shift]+key**
Engage autoslide **[Caps Lock]** (hold)
Autoslide (toggle) **[/]**
Increase throttle **[=]**
Decrease throttle **[-]**

Set throttle to zero **[Backspace]**
Set throttle to max **[\]**
Match speed of target **[Y]**
Afterburn **[Tab]** (hold)
Afterburn (toggle) **[~]**
Autopilot **[A]**
Jump (*Excalibur* only) **[J]**
Pause **[Alt P]**
Eject **[Ctrl E]**
Calibrate joystick **[Alt C]**

COMBAT

Select next target **[T]**
Select next turret on current target . . **[R]**
Lock target (toggle) **[L]**
Smart targeting (toggle) **[Ctrl S]**
Switch gun(s) **[G]**
Select full guns **[F]**
Auto-tracking **[Ctrl A]**
(toggle; *Excalibur* only)

Configure missile array **[M]**
Change missile type **[I]**
Select missile (toggle) **[I]**
Select all missiles (full salvo) **[B]**
Fire gun(s) **[Spacebar]**
Fire missile **[Enter]**
Drop decoy **[E]**

NAV MAP

Display map **[N]**
Change viewpoint **[↑, ↓, ←, →]**
Zoom in, out **[I, J]**
Center view **[C]**

Cycle through targets **[T]**
Starfield (toggle) **[S]**
Grid (toggle) **[G]**
Background (toggle) **[B]**

VIDEO DISPLAY UNITS

Cycle through displays **[0]** (zero)
Shields VDU **[S]**
Communications VDU **[C]**
Damage VDU / toggle text and icon . **[D]**
Select damage repair system **[I]**
(in text display)
Weapon VDU (with cockpit active) . . **[W]**

Power VDU / change system **[P]**
Increase current system by 5% . . . **[I]**
Decrease current system by 5% . . . **[I]**
Set current system to 100%,
others to 0% **[Shift I]**
Reset all systems to 25% . . . **[Shift I]**
Lock current system (toggle) . . **[Ctrl I]**

CAMERA VIEWS

Front view; invisible cockpit [F1]
 Left, right and rear turret
 view [F2], [F3], [F4]
 Rear turret view in left VDU . . . [Ctrl] [F4]
 Chase camera [F5]
 Object camera [F6]

Missile camera [F8]
 Victim camera [F9]
 Track camera [F10]
 Disable flight controls while in
 camera views [Ctrl] [L]
 Zoom in, out [I], [J]

MOUSE COMMANDS

Flight, cursor control Move mouse
 Select current hotspot
 Fire active gun(s)
 Fire active missile

Increase, decrease throttle . . . [↑], [↓]
 Roll left, right [←], [→]
 Afterburn (double-click and hold)

JOYSTICK COMMANDS (B2 = BUTTON 2)

Flight control Move joystick
 Fire active gun(s) Trigger
 Fire active missile Trigger + B2
 Rotate camera B2 + move joystick
 while in camera view

Increase, decrease throttle . . [↑] B2, [↓] B2
 Roll left, right [←] B2, [→] B2
 Afterburn B2 (double-click and hold)

ON THE CARRIER

Move cursor over person/object to display
 hotspot actions.
 Click left mouse button or press trigger to
 use objects and buttons.
 Cancel / skip scene [Esc]
 Cycle through hotspots . . [Tab], [Shift] [Tab],

Talk Click on character
 Use Click on terminal or door
 Select reply Move device up/down,
 then click
 Option screen Click Main Terminal

GAME INTERFACE

Exit game [Alt] [X]
 VGA mode (normal) [Alt] [1]
 VGA mode (triple buffer*) [Alt] [2]
 SVGA mode (normal) [Alt] [3]
 SVGA mode (triple buffer) [Alt] [4]
 Calibrate joystick [Alt] [J]

Music (toggle) [Alt] [M]
 Sound (toggle: on carrier) [Ctrl] [M]
 Scene transitions (toggle) [Alt] [K]
 Change music volume [Alt] [↑], [Alt] [↓]
 Change sound volume . . . [Ctrl] [↑], [Ctrl] [↓]
 Change gamma correction [Ctrl] [←], [Ctrl] [→]

*See **Install Guide** for explanation.


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