



# Lock On: Modern Air Combat cheat sheet

## Program control

Esc	End mission/track
Ctrl + Q	Take control in the track
Shift + Backspace	Track edit Replace mode (disable Old editing commands)
Alt + Backspace	Track edit Insert mode (don't disable Old editing commands)
Ctrl + S	Toggle Sound On or Off
Ctrl + 0	Begin recording microphone sound in the track
Shift + 0	End recording microphone sound in the track
Alt + 0	Record On or Off the place of cursor in the track
Ctrl + 9	Begin recording subtitle in the track
Shift + 9	End recording subtitle in the track
Ctrl + A	Accelerate simulation speed
Alt + A	Decelerate simulation speed
Shift + A	Reset normal simulation speed
S	Toggle Pause/Resume Launch model time at the mission start.
Alt + J	Jump into selected AI plane cockpit or leave current plane cockpit.
Ctrl + Backspace	Show frame rate
Print Screen	Upload screen shots to ScreenShots folder, numbering them with 0, 1, 2
`	Show mission goals window during mission
`	Show scores window during multiplayer mission
Ctrl + M	Toggle chat window for communication with all gamers during multiplayer
Alt + M	Toggle chat window for communication with my side during multiplayer
Shift + Enter	Recover human plane in the multiplayer games.

## Flight control

Down arrow	Nose up
Up arrow	Nose down
Left arrow	Bank left
Right arrow	Bank right
Ctrl + .	Trim up
Ctrl + ;	Trim down
Ctrl + ,	Trim left
Ctrl + /	Trim right
Ctrl + T	Reset trimmers
Z	Rudder left (in flight), left turn (taxi)
X	Rudder right (in flight), right turn (taxi)
Ctrl + Z	Trim left rudder
Ctrl + X	Trim right rudder
A	Toggle auto-pilot. If the autopilot is on then the plane tries to fly along the route in the NAV mode or to take the horizontal position in combat modes
H	Toggle altitude stabilization mode
J	Toggle auto-throttle
Shift + N	Reset Current Audible Warning
Alt + V	Toggle Immortality mode for own plane (doesn't work in network and in protected missions)
K	Execute "Pugachev's Cobra"
U	Setting your plane to the takeoff site on the carrier
Alt + P	Automatic spin recovery (press to recover from spin state)
Alt + S	Speed retention toggle
Alt + E	Easy landings toggle

## Throttle control

Page Up	Engine Start - Increase Throttle in increments
Page Down	Decrease Throttle in increments - Engine Stop
Num +	Increase Throttle smoothly

Num -	Decrease Throttle smoothly
Alt	Use with Alt to control left engine only
Shift	Use with Shift to control right engine only

## Mechanical systems control

B	Toggle airbrake
Shift + B	Airbrake out
Ctrl + B	Airbrake in
Ctrl + E then E then E	Eject (Press E three times holding Ctrl down)
E	Toggle active jamming (requires ECM pods in loadout)
F	Toggle flaps up down
Shift + F	Flaps down to the landing position
Ctrl + F	Flaps up
G	Toggle landing gear up down
Ctrl + G	Toggle arrestor hook down/up (Note: Su-33 only)
Ctrl + C	Canopy open/close
P	Release drogue chute
Ctrl + P	Toggle folding wings (Note: Su-33 only)
Ctrl + R	Dump fuel (in flight) or refuel (ground) (Note: Hold key)
Alt + R	Jettison fuel tanks
W	Wheel brakes (ground) (Note: Hold key)
T	Toggle wingtip smoke
R	Toggle refueling boom
Ctrl + H	HUD color selection
L	Cockpit illumination
Ctrl + L	Toggle on-board lights
Alt + L	Toggle gear light Near/Far Off

## Navigation

~	Select next waypoint or airfield
1	Navigation (NAV) modes
Alt + C	Reset flight clock

## Combat modes

2	Toggle to set Beyond Visual Range (BVR/DVB) mode
3	Select Close Air Combat - Vertical Sean - VS) mode
4	Select Close Air Combat -Bore (CACBVB - BORE STR) mode
5	Select Close Air Combat — Helmet-Mounted Target Designator (CAC/BVB HMTD SHLEM) mode
6	Select Longitudinal Missile Aiming (LNGT/FIO) mode
7	Select Air-to-ground (GM) ZEMLYA) mode
8	Select Grid (SETKA) mode
~	Cycle through targets (Cycle through targets on MFD in AWACS and Ground Attack Modes)
Tab	Lock selected target or target point (turn on tracked target)
Ctrl + Tab	Turn off tracked target
Shift + R	Change the RWR/SPO mode. For US R WR three modes in cycle: all threats, lock threats, launch threats. For RF SPO two modes in cycle: all threats, lock threats

## Weapons

D	Cycle through weapons selection
C	Toggle cannon
Q	Dispense chaff & flare (one chaff and two flares)
Shift + Q	Continuously dispense chaff & flares (until supply is exhausted)
Insert	Dispense chaffs only
Del	Dispense flares only (in pair)
Space	Fire weapon (for RF aircrafts) and fire gun (for US aircrafts)
Enter	Release weapon (for US aircrafts only)

Alt + W	Launch permission override (for RF aircrafts)
Ctrl + W	Jettison weapons (in pairs) while airborne, reloads weapons while on the ground
Ctrl + V	Toggle salvo mode on or off
Shift + C	Change rate of fire for the gun of A-10
V	Increase the ripple interval for A-10
Shift + V	Decrease the ripple interval for A-10
Ctrl + Space	Change the ripple quantity for A-10
Alt + Space	Switch the master arm for A-10
Shift + Space	Change the release mode for A-10

## Radar & Electro-optical systems

I	Toggle radar on/off
Shift + I	Easy radar mode toggle
Alt + I	Change radar mode RWS TWS for F-15 radar
O	Toggle Electro-Optical System (EOS) on/off for Su-27 33 and MiG-29
O	Toggle laser target designator on/off for Su-25
O	Toggle CCRP bombing mode on/off for A-10
Ctrl + I	Reset to center all sensor
-	Multi-Functional Display (MED) zoom in
+	Multi-Functional Display zoom out
Ctrl ++	Increase radar antenna azimuth limit for F-15 radar
Ctrl + -	Decrease radar antenna azimuth limit for F-15 radar

## Auto lock on

Scroll Lock	Lock on to nearest enemy air target
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Alt + Scroll Lock Lock on to enemy air target nearest the center of the player's View

Shift + Insert Lock on to previous enemy air target

Shift + Num Lock Lock on to next enemy air target

Shift + Scroll Lock Lock on to nearest enemy ground target

Ctrl + Scroll Lock Lock on to enemy ground target nearest the center of the player's View

Shift + Del Lock on to previous enemy ground target

Ctrl + Num Lock Lock on to next enemy ground target

## Air combat modes

Shift + ; Move radar EOS scan zone UP

Shift + , Move radar EOS scan zone LEFT

Shift + . Move radar EOS scan zone DOWN

Shift + / Move radar EOS scan zone RIGHT

; Move HUD target designator Box DOWN (BVR only)

, Move HUD target designator Box LEFT (BVR only)

. Move HUD target designator Box UP (BVR only)

/ Move HUD target designator Box RIGHT (BVR only)

## Ground modes

Shift + ; Move radar TV seeker scan zone UP

Shift + , Move radar TV seeker scan zone LEFT

Shift + . Move radar TV seeker scan zone DOWN

Shift + / Move radar TV seeker scan zone RIGHT

## Radio commands

\	Communication menu
Shift + [	Dispatch wingman on mission. When mission completion, join up (Complete mission and rejoin)
Ctrl + [	Dispatch wingman on mission. When mission completion, return to base (Complete mission and RTB)
Shift + ]	Toggle tight formation or loose formation (Toggle formation)
Alt + ]	Rejoin formation
[	Attack my target
]	Cover my six o'clock (Cover me)
Alt + H	Radio request to AWACS for bearing and distance to the home airfield
Alt + T	Radio request to AWACS for bearing and distance to the tanker

## View selection

F1	Cockpit View
Ctrl + F1	Natural Head Movement View
Alt + F1	HUD only View
F2	External View --- All Aircraft & Parachutist
Shift + F2	Aircraft labels toggle
F3	Fly-By View
Ctrl + F3	Fly-By Jump View (saving current camera position)
F4	Rear View
Ctrl + F4	Chase View
F5	Air Combat View

(Cycles through locked enemy planes around the current plane from nearest to farthest. Looks at the enemy plane from the current plane and shows enemy data in the info string. Refreshes locking at every switch.) Air to Ground Combat View (Cycles through looked enemy vehicles ships around the current plane from nearest to farthest. Looks at the enemy vehicle ship from the current plane and shows enemy data in the info string. Refreshes looking at every switch.)

Ctrl + F5	Air to Ground Combat View
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(Cycles through looked enemy vehicles ships around the current plane from nearest to farthest. Looks at the enemy vehicle ship from the current plane and shows enemy data in the info string. Refreshes looking at every switch.)

F6	Weapons View
Ctrl + F6	Chase Weapon View ("Weapon To Target" View)
Shift + F6	Launched missiles labels toggle
F7	Active Ground Objects View
F8	Target View
F9	Ship View
Alt + F9	Landing Signal Officer (LSO) View
Shift + F9	Ships and ground units labels toggle
F10	Theater View
Shift + F10	Object labels toggle
F11	Tower & Terrain View
Ctrl + F11	Switches to Tower & Terrain View saving current View position (freezing camera position). When switching from Theater View (F10) the current F11 camera position comes from the F10 camera position, but it's altitude does not exceed 20km.
F12	Static Objects View
Ctrl + F12	Civilian transport
Shift + F12	Trains cars toggle for Ctrl-F12 View

## View modifiers

Ctrl + Home	Places external views to Friendly only
Ctrl + End	Places external views to Enemy only
Ctrl + Del	Places external views to All
numDel	Toggle Padlock View (Note: for F1, F2, F6, F7, F8, F9, Alt-F9 LSO View & F11 Tower View only)
Ctrl + NumDel	Toggle Terrain Point Padlock View (Note: for F2, F6, F7, F8,

	F9 Views only)
Backspace	Toggle "From object/To Object" camera direction mode (Note: for F2, F6, F 7, F8, F9, F12 Views only)
Alt + Del	Exclude current Object from the View switching
Alt + Insert	Include all excluded objects to the View switching
Ctrl + Page Up	Reverse objects switching direction
Ctrl + Page Down	Forward objects switching direction
Ctrl + Num +	Switch to Weapons Release and Track View for F1 Cockpit, F2 External, F4 Chase, F7 Active Ground Targets, and F9 Ship Views. Switches to ANY weapon now, not to bombs&missiles only!
Alt + Num *	Starts moving camera forward (F11 Tower & Terrain View only)
Alt + Num /	Starts moving camera backward (F11 Tower & Terrain View only)
Alt + Num 5	Stops moving camera (F11 Tower & Terrain View)
Shift + Num 5	Returns to Tower & Terrain View starting point
Y	External View Information Display Cycle Toggle
Alt + Y	Earth Coordinates Units Toggle (Degrees/Meters)
Alt + Backspace	Insert video edit mode toggle (replace mode is on by default)
Shift + Backspace	Replace video edit mode toggle (default)
Shift + J	External camera jiggle toggle
Shift + Esc	Toggle local/object camera rotation mode for F2, F4, F6, F7, F8, F9, and F12

## Cockpit view control

Num 1	Move head down and left
Num 2	Move head down
Num 3	Move head down and right

Num 4	Move head left
Num 5	Centers camera
Num 6	Move head right
Num 7	Move head up and left
Num 8	Move head up
Num 9	Move head up and right
Shift + [Num 1 - 9]	Move head quickly
Ctrl + [Num 1 - 9]	Move head with pan steps around pan base
Ctrl + Num 5	Center head to pan base
Alt + [Num 1 - 9]	Move pan steps base
Alt + Num 5	Center pan steps base
Alt + Z	Pan steps mode toggle (to return or not to return camera tacitly)
numDel	Enable change target padlock View
Num Lock	Disable padlock View
Shift + numDel	All missile padlock toggle
Alt + numDel	Threat missile padlock toggle
M or N	Move head to View right mirror
Num *	Zoom in (narrow View angle). With Shift Zoom in to limit
Num /	Zoom out (enlarge View angle). With Shift Zoom out to limit
Num Enter	Set default zoom (default View angle).
Num 0	Jump to cockpit panel snap View and back (Note: Hold down then release). Hold down Key Pad 0 and press Key Pad 1-9 to jump around different instruments with close-up view.
Ctrl + Num 0	Cockpit panel snap View mode toggle. Don't hold down. Then press Key Pad 1-9 to jump around different instruments with close-up view. Press Ctrl - Key Pad 0 once more to return to normal mode
Alt + Num 0	Save current camera position for the last cockpit snap view, corresponding to Key Pad 0 - 9. May be different for different planes! If the user runs the

mission then all new custom camera snap positions will be saved in the Config/View SnapViews.lua file. If the user records the track then all new custom camera snap positions will be saved in the track file and then will always be used for that track in future. Note: saving snap views feature is disabled by default. To enable it set parameter DisableSnapViewsSaving false in the Config/View/Cockpit.lua file. You may always force using default snap views by parameter UseDefaultSnapViews true.

Ctrl + Right Shift	Fast cockpit mouse speed
Alt + Right Shift	Slow cockpit mouse speed
Left Shift + Right Shift	Normal cockpit mouse speed
Ctrl + Left Shift	Fast cockpit keyboard speed
Alt + Left Shift	Slow cockpit keyboard speed
Right Shift + Left Shift	Normal cockpit keyboard speed

## External view control

Num 1	Rotate viewpoint down and left
Num 2	Rotate viewpoint down
Num 3	Rotate viewpoint down and right
Num 4	Rotate viewpoint left
Num 5	Centers View (stops F1 I viewpoint moving)
Ctrl + Num 5	Returns to starting point (F11 Tower & Terrain View only)
Num 6	Rotate viewpoint right
Num 7	Rotate viewpoint up and left
Num 8	Rotate viewpoint up
Num 9	Rotate viewpoint up and right
Num *	Move viewpoint forward
Num /	Move viewpoint back
Ctrl + Num *	Zoom in (narrow View angle)
Ctrl + Num /	Zoom out (enlarge View angle)
Ctrl + Num Enter	Set default zoom (default View

	angle)
Shift + [A - Z]	(all view keys) Moves viewpoints at a faster rate (Note: Hold down Shift and View key)
Ctrl + [Num 1 - 9]	Moves camera instead of rotate it

## Mission editor

File:

Ctrl + N	Create new mission file
Ctrl + O	Open mission file
Alt + M	Merge mission file
Ctrl + S	Save mission file
Ctrl + Shift + S	Save As mission file
Alt + X	Exit Mission Editor and return to Main Menu

Edit:

Del	Delete selected Object
Ctrl + Shift + C	Classify mission
Ctrl + Shift + D	Declassify mission

View:

Ctrl + H	Hide selected Object
Ctrl + A	Actual size View (Crimean view)
Ctrl + +	Zoom in
Ctrl + -	Zoom out

Flight:

Ctrl + B	Display Briefing
Ctrl + D	Display Debriefing
Ctrl + F	Start mission
Ctrl + R	Record track file
Ctrl + P	Play track
Ctrl + E	Video edit
Ctrl + L	Network Play

Customize:

Ctrl + Shift + F	Failures
Ctrl + Shift + W	Weather
Ctrl + Shift + E	Encyclopedia
Ctrl + Shift + O	Options
Alt + Z	Remove all objects from Victory Condition of mission or campaign stage

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