

DOT - ENGAGEMENT

YELLOW

AMBER

BLACK

Search Radar

Acquisition Radar

Engaged

SHORT - JAMMING VECTORS

YELLOW

AMBER

RED

Search Radar

Acquisition Radar

Tracking Radar

LONG - LINES

GREEN

BLUE

RED

BROWN

DARK BLUE

Camera Line

Formation Line

Target Line

Track Line

Data Link

LETTERS - ACTIONS

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C

Entity in Delta mode

Entity has attached entities

Entity movement frozen

Entity being navigation-jammed

Entity invulnerable

Entity being sensor-jammed

Entity is landing

Airborne entity is on the ground

Entity is assigned to a 9-Line

Entity is assigned to a 5-Line

Entity has not 'pushed yet'

External entity

Entity has concealment

OUTLINE - WEP POSTURE

CLEAR

AMBER

RED

YELLOW

Weapons Hold

Weapons Tight

Weapons Free

Suppression

VECTOR - MANEUVER STATE

BLACK

WHITE

RED

PINK

ORANGE

CYAN

GREEN

YELLOW

Following waypoints

Delta mode

Moving to target

Running Away

Taking Cover

Rallying to point

Random walk

Joystick Controlled

DATA & VISUALIZATIONS

ALT

ALT

ALT

ALT

CTRL

ALT

+

+

+

+

T

W

E

M

Display Range Rings /

Data Links / Masks / Impacts

Planned Altitude or Speed

Instant Altitude or Speed

Ground Level

True North

Magnetic North

Planned Heading

Instant Heading

ALT

+

Move Triangles

CTRL

+

T

Display Platform Control Tapes

MISSION & ENTITY CONTROL

F5

F6

CTRL

CTRL

CTRL

ALT

CTRL

CTRL

ALT

ALT

ALT

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Start Mission

Stop Mission

Rally to (Ground) / Loiter (Air)

Enter Loiter

Display Platform Control Tapes

Open Entity Control Window

Data Link Settings on Selected

Resurrect All

Dispense Chaff on Selected

Dispense Flare on Selected

Dispense Chaff & Flare on Selected

MISSION EDITING - GROUP - MAP TOOLS

CTRL

CTRL

SHIFT

CTRL

ALT

CTRL

ALT

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CTRL

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Properties

Display Name & Summary Data

Move Object

Group Select

Delete Selected

Delete Unselected

Store Group

Recall Group

Toggle Zoom Tool

Reverse Waypoints

Cycle Coordinate Format

Toggle Platform Roof Clamping

Reload Pathfinding Grid

Save Mission

CAMERA MOVEMENT

Pan Camera

Forward

Left

Right

Up

Down

Back

Fast Move

Slow Move

SETTINGS & CAPTURE

Esc

F1

F2

TAB

ALT

CTRL

CTRL

SHIFT

Main Menu

Help

Audio On / Off

On Screen Interface

Full Screen / Window

Freeze Entity Motion

Screen Capture

Video Capture

XR

CTRL

CTRL

CTRL

F1

F2

F3

Toggle Screen / XR Mode

Toggle 1:1 / Tabletop Scale

Cycle MR / VR Modes

SCALE

+

-

ALT

CTRL

Adjust Model Scale

Adjust Waypoint Scale

Adjust HUD Scale

CAMERA APPEARANCE

SPECTRUM & POLARITY

Z

X

SHIFT

SHIFT

Primary Camera Spectrum

Primary Camera Polarity

Sensor Camera Spectrum

Sensor Camera Polarity

IR GAIN

*

*

CTRL

ALT

CTRL

PgUp

PgUp

End

PgDn

PgDn

IR Manual Bottom Limit Up / Down

IR Manual Top Limit Up / Down

IR Auto Temperature Range

VISUALIZATIONS & OVERLAYS

ABC

LABELS

TRAILS

COMPASS

POSITION

WAYPOINTS

L

T

C

V

Y

Labels Markers / On / Off

Trails On / Off

Compass On / Off

Camera Position On / Off

Waypoints: On / Off

SHIFT

SHIFT

SHIFT

SHIFT

SHIFT

L

T

C

V

Y

Cycle Labels Team

Cycle Trails Team

Mag / True Heading

m / ft Altitude

Waypoint Label Mode

CTRL

CTRL

CTRL

CTRL

CTRL

L

T

C

V

Y

Cycle Labels Filter

Cycle Trails Filter

Mils / Degrees Heading

Cycle Coordinate Format

Cycle Waypoint Entity

ALT

ALT

ALT

ALT

L

C

V

Cycle Compact / Full Labels

Mission Clock: On / Off

amsl / agl Altitude

OTHER

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MACE Beams On / Off

Entity Outlines On / Off

Designators On / Off

Control Zones On / Off

Threat Domes On / Off

WEZs On / Off

Airspace On / Off

HUD On / Off

support@bssim.com
www.bssim.com/resource/
www.youtube.com/@BattlespaceSims/

CAMERA VIEWS

SPACEBAR

Attach to Ownship

OWNSHIP ATTACHED VIEWS

1

2

3

4

5

6

7

8

9

0

I

J

1st Person

Trail

Trail Fixed Horizon

Orbit

North Up

Heading Up

Target

Equipment

Sensor

Picture in Picture

Munition Camera

Cycle Through Saved Viewpoints