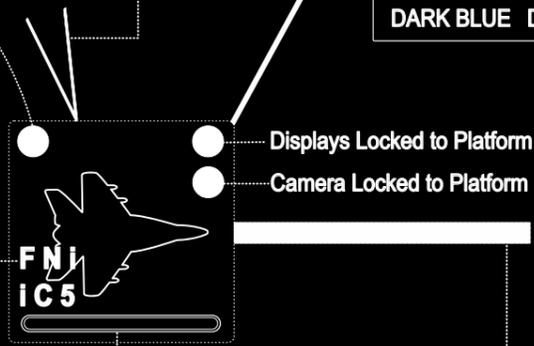


**DOT - ENGAGEMENT**  
**YELLOW** Search Radar  
**AMBER** Acquisition Radar  
**BLACK** Engaged

**SHORT - JAMMING VECTORS**  
**YELLOW** Search Radar  
**AMBER** Acquisition Radar  
**RED** Tracking Radar

**LONG - LINES**  
**GREEN** Camera Line  
**BLUE** Formation Line  
**RED** Target Line  
**BROWN** Track Line  
**DARK BLUE** Data Link

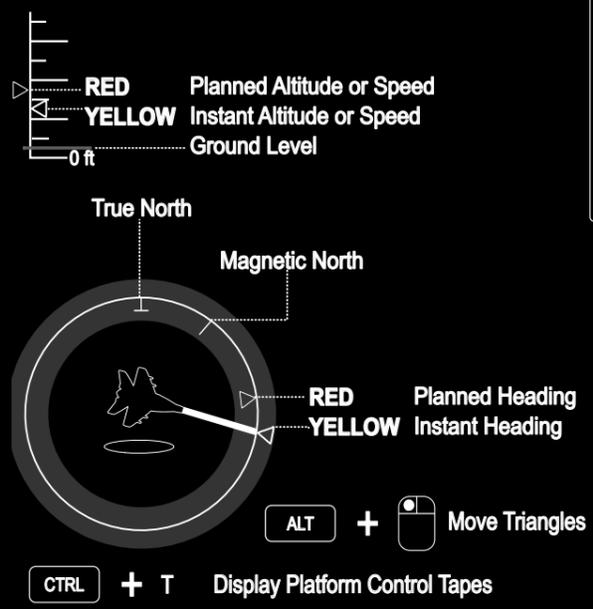


**LETTERS - ACTIONS**  
**A** Entity in Delta mode  
**A** Entity has attached entities  
**F** Entity movement frozen  
**N** Entity being navigation-jammed  
**i** Entity invulnerable  
**J** Entity being sensor-jammed  
**L** Entity is landing  
**G** Airborne entity is on the ground  
**9** Entity is assigned to a 9-Line  
**5** Entity is assigned to a 5-Line  
**0** Entity has not 'pushed yet'  
**X** External entity  
**C** Entity has concealment

**OUTLINE - WEP POSTURE**  
**CLEAR** Weapons Hold  
**AMBER** Weapons Tight  
**RED** Weapons Free  
**YELLOW** Suppression

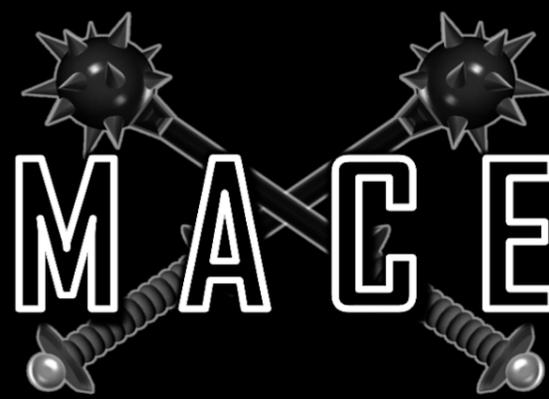
**VECTOR - MANEUVER STATE**  
**BLACK** Following waypoints  
**WHITE** Delta mode  
**RED** Moving to target  
**PINK** Running Away  
**ORANGE** Taking Cover  
**CYAN** Rallying to point  
**GREEN** Random walk  
**YELLOW** Joystick Controlled

**DATA & VISUALIZATIONS**  
**ALT + T** Toggle Tracks display  
**ALT + W** Toggle WEZ display  
**ALT + E** Open Event Log  
**ALT + M** Open Message Window  
**CTRL + ALT** Display Range Rings / Data Links / Masks / Impacts



**MISSION & ENTITY CONTROL**  
**F5** Start Mission  
**F6** Stop Mission  
**CTRL +** Rally to (Ground) / Loiter (Air)  
**CTRL + L** Enter Loiter  
**CTRL + T** Display Platform Control Tapes  
**ALT + H / S / L** Open Entity Control Window  
**CTRL + D** Data Link Settings on Selected  
**CTRL + R** Resurrect All  
**ALT + C** Dispense Chaff on Selected  
**ALT + F** Dispense Flare on Selected  
**ALT + B** Dispense Chaff & Flare on Selected

**MISSION EDITING - GROUP - MAP TOOLS**  
**CTRL +** Properties  
**CTRL +** Display Name & Summary Data  
**CTRL +** Move Object  
**SHIFT +** Group Select  
**CTRL + Del** Delete Selected  
**ALT + Del** Delete Unselected  
**CTRL + 1 to 9** Store Group  
**ALT + 1 to 9** Recall Group  
**CTRL + Z** Toggle Zoom Tool  
**CTRL + W** Reverse Waypoints  
**CTRL + F** Cycle Coordinate Format  
**CTRL + K** Toggle Platform Roof Clamping  
**CTRL + G** Reload Pathfinding Grid  
**CTRL + S** Save Mission



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

**CAMERA MOVEMENT**  
 Forward: W  
 Left: A  
 Right: D  
 Back: S  
 XR Left: Q  
 XR Right: E  
 Up: R  
 Down: F  
 Pan Camera: Mouse  
 Movement Speed: SHIFT (Fast Move), CTRL (Slow Move)

**SETTINGS & CAPTURE**  
**Esc** Main Menu  
**F1** Help  
**F2** Audio On / Off  
**TAB** On Screen Interface  
**ALT + ENTER** Full Screen / Window  
**CTRL + Pause** Freeze Entity Motion  
**CTRL + Home** Screen Capture  
**SHIFT + Home** Video Capture

**XR**  
**CTRL + F1** Toggle Screen / XR Mode  
**CTRL + F2** Toggle 1:1 / Tabletop Scale  
**CTRL + F3** Cycle MR / VR Modes

**SCALE**  
**+** **-** Adjust Model Scale  
**ALT +** **-** Adjust Waypoint Scale  
**CTRL +** **-** Adjust HUD Scale



**VISUALIZATIONS & OVERLAYS**  
**ABC** LABELS **L** Labels Markers / On / Off **SHIFT + L** Cycle Labels Team **CTRL + L** Cycle Labels Filter **ALT + L** Cycle Compact / Full Labels  
**TRAILS** **T** Trails On / Off **SHIFT + T** Cycle Trails Team **CTRL + T** Cycle Trails Filter  
**COMPASS** **C** Compass On / Off **SHIFT + C** Mag / True Heading **CTRL + C** Mils / Degrees Heading **ALT + C** Mission Clock: On / Off  
**POSITION** **V** Camera Position On / Off **SHIFT + V** m / ft Altitude **CTRL + V** Cycle Coordinate Format **ALT + V** amsl / agl Altitude  
**WAYPOINTS** **Y** Waypoints: On / Off **SHIFT + Y** Waypoint Label Mode **CTRL + Y** Cycle Waypoint Entity  
**H** HUD On / Off **B** MACE Beams On / Off **G** Designators On / Off **M** Threat Domes On / Off **K** Shapes On/Off  
**N** WEZs On / Off **O** Entity Outlines On / Off **CTRL + G** View Frustum On / Off **U** Control Zones On / Off **CTRL + K** Airspace On/Off

**CAMERA APPEARANCE**  
**SPECTRUM & POLARITY**  
**Z** Primary Camera Spectrum  
**X** Primary Camera Polarity  
**SHIFT + Z** Sensor Camera Spectrum  
**SHIFT + X** Sensor Camera Polarity  
**IR GAIN**  
**CTRL + PgUp / PgDn** IR Manual Bottom Limit Up / Down  
**ALT + PgUp / PgDn** IR Manual Top Limit Up / Down  
**CTRL + End** IR Auto Temperature Range

**CAMERA VIEWS**  
**SPACEBAR** Attach to Ownship  
**OWNSHIP ATTACHED VIEWS**  
**1** 1st Person  
**2** Trail  
**3** Trail Fixed Horizon  
**4** Orbit  
**5** North Up  
**6** Heading Up  
**7** Target  
**8** Equipment  
**9** Sensor  
**0** Picture in Picture  
**I** Munition Camera  
**J** Cycle Through Saved Viewpoints