

# Demo input

## Input defaults

Command	Keyboard
Reset, exit game	Escape [shift]
View to aircraft	F5 [shift] (reverse order)
View to missile	F6 [shift] (reverse order)
View to other	F8 [shift] (reverse order)
View cockpit	F1, arrow keys to rotate
View around object	F2, arrow keys to rotate, mouse scroll for distance
View fly-by	F3
View from behind	F4 (look-forward) [shift] (look to velocity direction)
Time faster/slower	Page-up, Page-down
Time reset, pause	Home, Pause
Time of day	+, -
Toggle joystick input	J
Wheel brake	B
Throttle	[, ]
Pitch	W, S
Roll	A, D
Yaw	Q, E
Flaps	F
Forward/Vertical	X, C
Shoot primary/secondary	Space, /
Target enemy/friendly	T, Y [shift] (reverse order)
Switch weapon	<, >

The joystick switch enables/disables for only some keyboard controls. The joystick steering axes are always active so using the keyboard for other controls is recommended.

There are currently no examples of secondary weapons in the demo scene.