

SUBWAR 2050

SUBMARINE CONTROL GUIDE FOR IBM PC COMPATIBLES

Primary Controls

☐ L Single plane maneuver mode on/off

Keyboard Controls

Pitch down
 Pitch up
 Roll/yaw left
 Roll/yaw right

Joystick Controls

Joystick forward	Pitch down
Joystick backward	Pitch up
Joystick left	Roll/yaw left
Joystick right	Roll/yaw right
Fire button 1	Fire selected weapon
Fire button 2	Select weapon

Mouse Controls

Mouse forward	Pitch down
Mouse backward	Pitch up
Mouse left	Roll/yaw left
Mouse right	Roll/yaw right
Left Mouse Button	Fire selected weapon
Right Mouse Button	Select weapon

Engine Controls

<input type="button" value="+"/>	Increase throttle
<input type="button" value="-"/>	Decrease throttle
<input type="button" value="Shift"/> <input type="button" value="+"/>	Set throttle to maximum power
<input type="button" value="J"/>	Set throttle to 2/3 power
<input type="button" value="I"/>	Set throttle to 1/3 power
<input type="button" value="Shift"/> <input type="button" value="-"/>	Set throttle to minimum power

Ballast Tank Controls

[8]	Flood ballast tanks
[9]	Flood/blow ballast tanks to current depth
[0]	Blow ballast tanks

Sonar Systems

[S]	Sonar mode - passive/active
[Enter]	Target next sonar contact

Weapon Systems

[Backspace]	Select weapon
[Spacebar]	Fire selected weapon
[D]	Release decoy

Cockpit Displays

[H]	Head-Up Display on/off
[M]	Navigation Display mode - waypoint/map
[W]	Display last waypoint

Full-Screen Cockpit Displays

[1]	Mission Map
[2]	Damage Status
[3]	Wingman Orders
[4]	Object Viewer
[5]	View Mission Orders

Views

Cockpit Views

[F1]	Cockpit view
[F2] or [V]	Full screen 3-D view
[<]	Look left
[/]	Look right
[>]	Re-center cockpit view
[;]	Move viewpoint up/down

External Views

[F3]	Flypast view
[F4]	Chase view
[F5]	Weapon view
[F6]	Tactical view
[F7]	Inverse tactical view
[F8]	Current contact view

Game Controls

[P]	Pause game
[Shift] [A]	Accelerated time on/off
[Shift] [Q]	Quit/end game
[Shift] [E]	Activate ejection capsule
[Esc]	Display in-game options screen
[R]	Toggle terrain detail between wire-frame, plain or textured
[A]	Auto Pilot