

Reference Card: F/A-18E Super Hornet

Normal time	Internal Cockpit view	Virtual Cockpit view	HUD only view	Head-lock view on/off	Quick check Six Left	Quick check Six Right	F18 external view	Pylon view	Target view	Spectator view	Cinematic view on / off	Drone view next	Print Screen	Scroll Lock	Pause	When afterburner on 100% military Burner nozz. incremental dec. Nozzles full closed (burner off)	When afterburner on 100% military Burner nozz. incremental inc. Nozzles full open
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12					
~	1	2	3	4	5	6	7	8	9	0	When afterburner off Engine RPM incremental dec.	When afterburner off Engine RPM incremental inc.	Master Arm switch	Primary Action	Cycle to next display	Air-to-Air Master mode	
Time acceleration cycle	Toggle Wingman / AWACS menu	Wheel brakes	Cycle air to air targets	Radar, turn knob right	Transmit reconnaiss. data	Engage left engine	Engage right engine	TDC Up	TDC Left	TDC Right	Cycle left DDI mode forwards	Cycle right DDI mode forwards	Cycle through weapons 'forwards'	Insert	Home	Page up	Num Lock
Tab	Q	W	E	R	T	Y	U	I	O	P	[]		Delete	NAV mode	Air-to-Ground Master mode	+
	Autopilot current mode engage/disengage	Speedbrake configuration	Undesignate target	Flare	Landing gear	Arrestor hook	Wide Acquisition	TDC Down	Request landing permission	Waypoint next	Waypoint previous						*
Caps Lock	A	S	D	F	G	H	J	K	L	;	'	\	Enter				-
Shift		Rudder and Nose-wheel steer left	Rudder and Nose-wheel steer right	Chaff	Vertical Acquisition	Boresight	Night vision goggles	Master caution acknowledge	Camera zoom out	Camera zoom in	Auto Acquisition			Pitch down Camera pan up			7
Ctrl		Alt												↑			8
														↓			9
														←			←
														↓			5
														→			6
														↑			4
														←			1
														↓			2
														→			3
														←			0
														↓			.
														→			↩

Carrier Operations

Ctrl-C	Auto catapult Setup
Shift-C	Extend launch bar (on Cat)
Shift-C	Signal to fire Cat (w / launch bar extended)

SUPER HORNET Controls

← ↓ → ↑	Pitch and roll
Z X	Rudder & Nose-wheel steering left, right
Y U	Engage LEFT / RIGHT engine
Ctrl-Y Ctrl-U	Shut down LEFT / RIGHT engines (if Idle)
Shift-Y	Fire extinguisher engine channel left
Shift-U	Fire extinguisher engine channel right
Shift-T	Fire extinguisher APU
Shift-E	Fire extinguisher release
When afterburner on:	
+ -	Engine RPM incremental inc., dec.
Ctrl-"+" Ctrl-"-"	Nozzles full open
6	60% military power
7	70% military power
8	80% military power
9	90% military power
0	100% military power
S	Speedbrake configuration
W	Wheelbrakes
Spacebar	Gun / missile trigger

Cockpit Controls Equivalent

Ctrl-T	Power up Auxiliary Power Unit
Ctrl-F Shift-F	Flaps (Cycle switch up / down)
H	Arrestor hook
G	Landing gear
Ctrl-J	Emergency jettison
Shift-J	Internal fuel jettison
R Ctrl-R	Radar (turn knob right / left)

Ctrl-I Shift-I	FLIR (cycle switch up / down)
Ctrl-L Shift-L	LDT (cycle switch up / down)
Ctrl-1	Communications channels 1 cycle
Ctrl-2	Communications channels 2 cycle
Backspace	Master Arm switch
Page up	Air-to-Air Master mode
Page down	Air-to-Ground Master mode
End	NAV mode
Ctrl-H	HUD symbology reject
Shift-H	HUD mode altitude toggle

"Convenience Controls"

Enter	Cycle through weapons "forwards"
Ctrl-Enter	Cycle through weapons "backwards"
Ctrl-E	Eject
M	Master Caution acknowledge
Ctrl-M	Threat warning tones toggle on/off
[Ctrl-[Cycle left DDI mode forwards / backwards
] Ctrl-]	Cycle right DDI mode forwards / backwards
Shift-[Toggle cockpit displays day/night
Shift-]	Cycle present DDI combinations
N	Night vision goggles
T	Transmit reconnaissance data
;	Waypoint next
'	Waypoint previous
D	Undesignate Target
Ctrl-D	Cycle briefed targets
E	Cycle Air-to-Air targets

Autopilot

A	Autopilot current mode engage / disengage
Ctrl-A	Auto-throttle engage / disengage

Viewing Modes

1 2 3 4	Internal Cockpit snap left / up / right / down
5	Reset internal view
Alt - < ↓ → ↑	Camera panning left / up / right / down
< >	Camera zoom in / out
F1	Internal Cockpit view
F2	Virtual Cockpit view
F3	HUD only view
Ctrl-F3	DDI's on/off in HUD only view
F4	Head-lock view on/off (Operates on both 2D and Virtual Cockpit)
Ctrl-F4	Headlock, next target
F5	Quick check Six left
Ctrl-F5	Check Six Sticky left
Shift-F5	Check Left
F6	Quick check Six right
Ctrl-F6	Check Six Sticky right
Shift-F6	Check Right
F7	F18 external view
Ctrl-F7	F18 chase cam
F8	Pylon view
Ctrl-F8	Weapon release view
Shift-F8	Weapon in flight view
F9	Target view
Ctrl-F9	Target lock view
F10	Spectator view
Ctrl-F10	Remote view
F11	Cinematic view on/off
F12	Drone view, next
Ctrl-F12	Drone view, previous

Game Controls

Ctrl-P	Pause
Tab	Time acceleration cycle
Esc	Normal time
Ctrl-Q	Quit

Hotas Emulation

ACM radar modes	
Available only in A/A master Mode	
B	Boresight
J	Wide Acquisition
V	Vertical Acquisition
/	Auto Acquisition
TDC assignment	
Home	Cycle to next display
	TDC
I	Up
K	Down
O	Left
P	Right
Insert	Primary Action
Delete	Secondary Action
Weapon fire/launch/release	
Spacebar	Gun/missile trigger
Miscellaneous actions	
C	Chaff
F	Flare
D	Undesignate target
Ctrl-D	Cycle briefed targets
E	Cycle Air-to-Air targets
S	Speedbrake configuration

Comms

L	Request landing permission
Alt-L	Cancel landing permission
Q	Toggle Wingman / AWACS menu
Shift-M	Multiplayer Chat