

Dynamix
PART OF THE SIERRA FAMILY

P R E S E N T S

A-10 TANK KILLER

Version 1.5

QUICK REFERENCE CARD

View Commands

While in the heat of battle, it's always important to remain aware of the situation around you. Learning to quickly switch between different viewpoints will greatly increase your chances for survival.

Preset Views

Cockpit		External	
F1	Look Forward	F4	Front View
F2	Look Left	F5	Left Side View
F3	Look Right	F6	Right Side View
		F7	Rear View
		F8	Victim View
		F9	Engagement View

Floating Camera Views

Along with preset side and external views, A-10 Tank Killer Version 1.5 also allows you to activate a *floating camera* that will enable you to move the viewpoint around and away from your aircraft.

IMPORTANT: With the activation of the floating camera, ONLY the Backspace key (not Enter) will fire the selected weapon.

Use **Alt - V** on the keyboard or the Control menu (**F10**) to toggle the Floating Camera on/off.

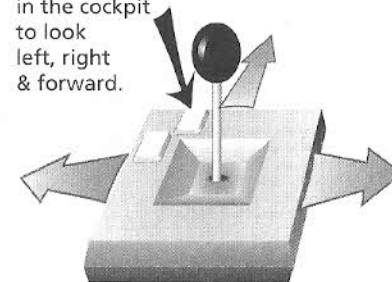
Controlling the Floating Camera with the joystick

Once the floating camera has been switched on, you may control the current view without touching the keyboard.

From Within the Cockpit

Holding down **button #2** and moving the joystick forward will switch to Look Forward (**F1**), to the left will switch to Look Left (**F2**), etc. Pressing and releasing **button #2** with the joystick centered will switch from the cockpit to the outside rear view.

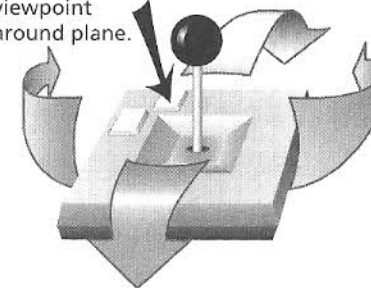
Press & hold button #2 while in the cockpit to look left, right & forward.



From Outside the Aircraft

Holding down **button #2** while moving the joystick will pan the view smoothly around the aircraft: moving the joystick to the left will pan the view clockwise around your aircraft, moving the joystick forward will pan the view up around the aircraft, etc. Holding down both buttons while moving the joystick forward/backwards will move the camera closer to or away from the aircraft. Pressing and releasing **button #2** with no joystick movement will switch to the front cockpit view.

Press & hold button #2 while outside to move viewpoint around plane.



Mouse controls for view commands are identical to those of the joystick.

Joystick #1	Mouse
Button #1 =	Left Button
Button #2 =	Right Button

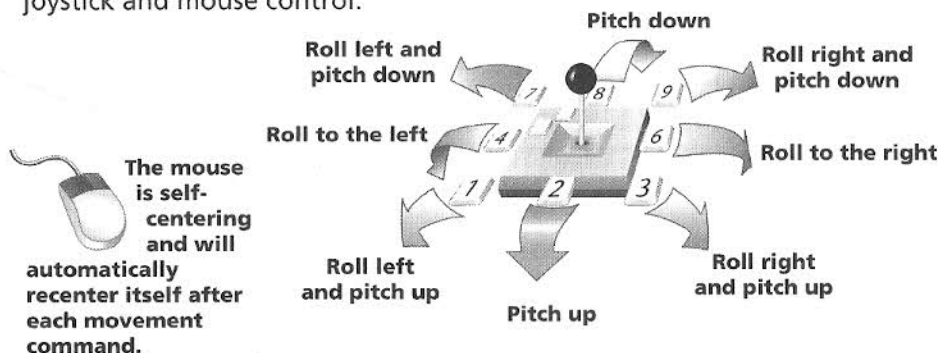
Controlling the Floating Camera From the Keyboard

The previously described commands may be duplicated without a joystick. The keypad will function like the joystick, the **Space Bar** will function like **button #1**, the **Enter** key will function like **button #2**.

Flight Controls

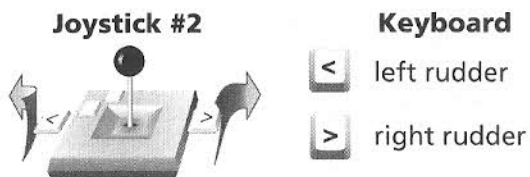
Movement

You use the control surfaces and the throttle to maneuver the A-10. The control surfaces include the ailerons, the elevators, the rudder and the throttle. A-10 Tank Killer Version 1.5 supports an optional second joystick as detailed in the following sections. From the Control menu, you may select which peripherals you have attached. You may select: keyboard, joystick and mouse control.



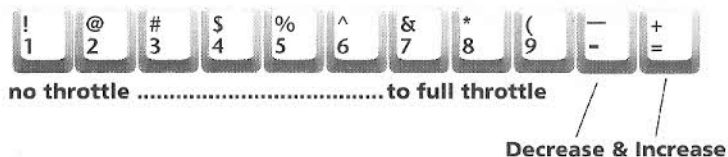
Rudder

The rudder can be controlled from either the keyboard or second joystick.



Throttle

The throttle can only be controlled from the keyboard.



Weapons Control

Joystick #1

Button #1 = Fire Avenger Cannon
Button #2 = Fire Selected Weapon

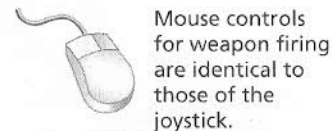
Joystick #2

Button #1 = Chaff Release
Button #2 = Flare Release

Keyboard

SPACEBAR = Fire Avenger Cannon
BACKSPACE = Fire Selected Weapon
ENTER = Fire Selected Weapon or control Floating Camera View

IMPORTANT!
When the Floating Camera is ON, firing the **Selected Weapon** is possible **ONLY** with the **BACKSPACE** key. See page 18 of manual for details on Floating Camera.



Joystick #1 **Mouse**
Button #1 = Left Button
Button #2 = Right Button

Weapons Select		
H Maverick	L Durandal	C Release Chaff
J LGB	; Sidewinder	[] Weapons Cycle
K Rockeye	F Release Flare	Tab Target Cycle

Additional Controls

G Landing gear up/down	Esc Quit mission requestor
P Pauses game	Alt M Music on/off
M Bring up strategic map	Alt S Sound effects on/off
S Bring up status screen	Alt J Joystick(s) on/off
D Display message log	Alt C Calibrate joystick(s)
Q Quit mission requestor	Alt D Mouse on/off
F10 Display control menu	Alt Q Quit to DOS