



## 22. HOT KEYS

### CIC Screen

C	Configuration Display
S	Scenario Display
T	Tactical Reference Display
E	Exit

### Scenario Display

R	Red Side
G	Green Side
A	AI Opponent
T	Two-player option
M	E-Mail Option
1,2,3	AI Level
N,H	AI Aggression Level
C	Start Game
Esc	Return to CIC
W	WEAX

### Tactical Reference Display

A	Air Units
S	Surface Units
U	Sub Units

### Operations Display

S	Strategic Display
T	Tactical Display
M	Air Missions Display
V	Victory Points Display
E	Execute
A	Attack button toggle
N	Next active unit
P	Previous active unit
R	Tactical Reference Display
D	Deep mode toggle
I	AI toggle
Arrows	Scroll map
C	Center map on selected unit
Alt-G	Hexgrid toggle
Alt-F	Sound FX toggle
Alt-M	Music toggle
Alt-A	Animation toggle
Alt-S	Save
Alt-Q	Quit

### Configuration Console

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N	Next Item
P	Previous Item
Esc	Exit

## Strategic Display

A	Air Units toggle
S	Surface Units toggle
U	Sub Units toggle
W	Weather toggle
M	Air Missions toggle
Esc	Exit

## Tactical Display

F	Form Group
D	Disband Group
Esc	Exit

## Air Missions Display

Esc	Exit
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## Phase Selection

A	Air Units
S	Surface Units
U	Sub Units
P	Pass

Q	Set IRQ number
A	Set soundcard address
F	Sound FX toggle
M	Music toggle
Esc	Exit

## Combat Display

Ctrl-P	Subtract one primary SSM
Alt-P	Add one primary SSM
Ctrl-S	Subtract one Secondary SSM
Alt-S	Add one Secondary SSM
Ctrl-T	Subtract one torpedo
Alt-T	Add one torpedo
Ctrl-C	Subtract one cruise missile
Alt-C	Add one cruise missile
G	Guns toggle
A	ASW toggle
B	Bomb mission toggle
I	INT mission toggle
E	EW mission toggle
M	SSM mission toggle
Esc	Quit

## Battle Results Display

Esc	Exit
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Alt-S	Strategic Display
Alt-Q	Quit game

## Victory Display

Esc	Exit
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