

IL ★ 2 STURMOVIK GREAT BATTLES

VERSION 3.002c

15 May 2018

Battle of Stalingrad

Battle of Moscow

Battle of Kuban

Default Key Mapping Listing

Service

Make a screenshot of the game	SysRq
Game pause on/off	P
Accelerate time in mission]
Decelerate time in mission	[
Enables/disables flight recording	LCtl + R
FPS counter toggle	Backspace
Show/hide ESC menu	Escape
Lobby	Tab
Show/hide mission briefing	O
Change ingame map mode	M
Show/hide instrument panel, navigation and map markers	I
Aiming help	RCtl + I
Send chat messages to all	Enter
Send chat messages to friendly	RCtl + Enter
Show/hide entire HUD	H
Command menu	Tilde

Camera controls

Reset camera	Numpad 5
Reset external free camera	C
Free camera-slow mode	Numpad 0
Camera zoom	Numpad Subtract / Numpad Add
	Mouse Wheel
Rotate camera up/down	Numpad 8 / Numpad 2
	Mouse Y
	joy0_pov0_0/joy_povO_180
Rotate camera left/right	Numpad 4 / Numpad 6
	Mouse X
	Joy0_pov0_270/joy_povO_90
Camera local rotation up/down	LSht + Mouse Y

Camera local rotation left/right	LSht + Mouse X
Move free camera forward/backward	S / W
Move free camera left/right	Mouse Right Button + Mouse Y A / D
Move free camera up/down	Mouse Right Button + Mouse X F / R
Camera: player cockpit	Mouse Right Button + Mouse Wheel F1
Camera operator: enemy	Lctl + F12
Camera operator: friendly	F12
Camera padlock: friendly aircraft	RSht + F8
Camera padlock: enemy aircraft	F8
Camera padlock: close aircraft	Rctl + F8
Camera padlock: friendly ground units	RSht + F7
Camera padlock: enemy ground units	Rctl + F7
Camera: combat camera	Lctl + F4
External free camera at player plane	F2
External free camera at friendly aircraft	LSht + F2
External free camera at enemy aircraft	Lctl + F2
External free camera at ground units	F5
External free camera at friendly ground units	LSht + F5
External free camera at enemy ground units	Lctl + F5
External free camera at bombs	F6
External free camera at friendly bombs	LSht + F6
External free camera at enemy bombs	Lctl + F6
Camera: flyby	F3
Camera: free	F11
Switch to attached cameras	LAlt + F2
Camera: track	Lctl + F1
Camera: head-unlinked cockpit	LAlt + F1

Pilot head control

Pilot head: zoom	LSht + Mouse Wheel RAlt + Mouse Wheel
Pilot head: zoom in	Numpad Add joy0_b5
Pilot head: zoom out	Numpad Subtract joy0_b4
Pilot head: reset zoom	Numpad Multiply

Change veh turret zoom	LSht + Mouse Wheel
	RAlt + Mouse Wheel
	Numpad Add
Change veh zoom	
VR camera zoom (hold)	Numpad Add
Bow pilot head vertically	Mouse Y
Turn pilot head horizontally	Mouse X
Turn gunner's head horizontally	Mouse X
Default VR view	
Change pilot head control method:	
centered snap-fixed snap-additive snap-pan view	F9
Save current corrections in head snap position	F10
Pilot head snap position: center	Numpad 5
	joy0_b1
Pilot head snap position modifier: upper	Numpad 0
	joy0_b6
Pilot head snap position modifier: lower	Numpad Enter
	joy0_b7
Pilot head snap position modifier: custom	Numpad Decimal
	joy0_b10
Pilot head snap position: forward	Numpad 8
	joy0_pov0_0
Pilot head snap position: forward-right	Numpad 9
	joy0_pov0_45
Pilot head snap position: right	Numpad 6
	joy0_pov0_90
Pilot head snap position: backward – right	Numpad 3
	joy0_pov0_135
Pilot head snap position: backward	Numpad 2
	joy0_pov0_180
Pilot head snap position: backward- left	Numpad 1
	joy0_pov0_225
Pilot head snap position: left	Numpad 4
	joy0_pov0_270
Pilot head snap position: forward- left	Numpad 7
	joy0_pov0_315
Switch veh turret sight position	LCtl + Mouse Wheel
Move pilot head forward	Insert
	RSht + joy0_pov0_0

Move pilot head backward	Home
Move pilot head left	RSht + joy0_pov0_180 Delete
Move pilot head right	RSht + joy0_pov0_270 End
Move pilot head up	RSht + joy0_pov0_90 Page Up
Move pilot head down	Page Down
Turret, gunsight view: reset vertical view to gunsight	Numpad 5
Turret, gunsight view: view vertical	
Turret, gunsight view: reset horizontal view to gunsight	Numpad 5
Turret, gunsight view: view horizontal	
Head independent view left/right	Mouse X
Head independent view up/down	Mouse Y
Center head independent view horizontally	Numpad 5
Center head independent view vertically	Numpad 5

Main controls

AI- autopilot on/off	A
FreeLook	
AI-autopilot for level flight on/off	LSht + A
Level flight AI-autopilot: left turn	LSht + Z
Level flight AI-autopilot: right turn	LSht + X
Plane control: pitch	Cursor Up / Cursor Down RSht + Mouse Y joy0_axis_y
Plane control: roll	Cursor Left / Cursor Right RSht + Mouse X joy0_axis_x Z / X joy0_axis_t
Plane control: yaw	D
Plane control: yaw reset	RSht+Cursor Up / RSht + Cursor Down
Adjustable stabilizer axis	
Yaw trim left	Lctl + Z
Yaw trim right	Lctl + X
Pitch trim up	Rctl +Cursor Down
Pitch trim down	Rctl + Cursor Up
Roll trim left	Rctl + Cursor Left
Roll trim right	Rctl + Cursor Right

Reset trimmers	Lctl + T
Fw-190 adjustable stabilizer up	RSht + Cursor Down
Fw-190 adjustable stabilizer down	RSht + Cursor Up
Flaps up	LSht + F
Flaps down	F
Airbrakes on/off	RAlt + B
Attack siren on/off	LAlt + S
Gear up/down	G
Tail wheel lock/unlock	LSht + G
Wheel brakes	Slash
Left wheel brakes (German)	Comma
Right wheel brakes (German)	Period
Wheels parking brakes on/off	LSht + Slash
Canopy open/close	RAlt + C
Window open/close	Lwin + C
Gunsight position or filter toggle	LAlt + F
Landing lights on/off	RSht + L
Navigation lights on/off	Rctl + L
Cockpit light on/off	L
Formation lights on/off	RAlt + L
Altimeter: reference pressure toggle	LAlt + A
Radio Receiver: channel toggle	LAlt + C
Eject	Lctl + E
Vehicle acceleration/brake	Cursor Down/Cursor Up
Vehicle turn	Cursor Left/Cursor Right

Engine controls

Automatic mixtures and superchargers control	LSht + M
Automatic radiators control	LSht + R
Automatic RPM limiter	LSht + N
Engage engines start procedure/stop engine	E
Engines throttle control	Minus / Equals joy0_axis_z Mouse Wheel
Propellers RPM control	RSht + Minus / RSht + Equals
Engines mixture control	RAlt + Minus / RAlt + Equals
Engine Superchargers mode switch	LSht + S
Switch engines boost on/off	LSht + B
Switch propellers pitch control mode: manual/auto	RSht + P

Propellers: high pitch	RSht + Equals
Propellers: low pitch	RSht + Minus
Propellers feathering on/off	Lctl + F
Switch water radiators control mode: manual/auto	RSht + R
Bf-109/110, Spitfire water radiator: open	Rctl + Equals
Bf-109/110, Spitfire water radiator: close	Rctl + Minus
He-111, Bf-011 oil radiator: open one step	RWin + Equals
He-111, Bf-011 oil radiator: close one step	RWin + Minus
Water radiators shutters control axis	Rctl + Minus / Rctl + Equals
Oil radiators shutters control axis	RWin + Minus / RWin + Equals
Engines inlet cowl shutters control (I-16, La-5, Ju 52) A-20 upper cowl flaps	Lctl + Minus / Lctl + Equals
Engines outlet cowl shutters control (A-20, FW 190 A-5, La-5, Ju 88, P-40)	LAlt + Minus / LAlt + Equals
Switch common control of engines on/off	0
Switch engine 1 control on/off	1
Switch engine 2 control on/off	2
Switch engine 3 control on/off	3
Engage engine 1 start procedure/stop engine	Rctl + 1
Engine 1 throttle control	
Engine 1 propeller RPM control	
Engine 1 mixture control	
Engine 1 supercharger mode switch	
Engine 1 boost switch on/off	
Engine 1 propeller pitch control mode switch: manual/auto	
Engine 1 propeller: manual high pitch	
Engine 1 propeller: manual low pitch	
Engine 1 water radiator shutters control	
Engine 1 oil radiator shutters control	
Engine 1 inlet cowl shutters control	
Engine 1 outlet cowl shutters control	
Engage engine 2 start procedure/stop engine	Rctl + 2
Engine 2 throttle control	
Engine 2 propeller RPM control	
Engine 2 mixture control	
Engine 2 supercharger mode switch	
Engine 2 boost switch on/off	
Engine 2 propeller pitch control mode switch: manual/auto	
Engine 2 propeller: manual high pitch	
Engine 2 propeller: manual low pitch	

Engine 2 water radiator shutters control	
Engine 2 oil radiator shutters control	
Engine 2 inlet cowl shutters control	
Engine 2 outlet cowl shutters control	
Engage engine 3 start procedure/stop engine	Rctl + 3
Engine 3 throttle control	
Engine 3 mixture control	
Engine 3 oil radiator shutters control	
Engine 3 inlet cowl shutters control	

Weapons controls

Fire all guns	Space
	Mouse Left Button
	joy0_b0
Fire weapon group 1	RAlt + Space
	RAlt + Mouse Left Button
Fire weapon group 2	LAlt + Space
	LAlt + Mouse Left Button
Bomb sight	V
Drop bombs mode toggle	LWin + B
Drop bombs delay toggle	Lctl + B
Drop bombs	B
	joy0_b3
Launch rockets mode toggle	LWin + R
Launch rockets	R
Bomb bay doors toggle	N
Bomb safety switch	LWin + S
Reload all guns	LAlt + R
	Mouse Middle Button
	joy0_b2
Remove personal weapon/flare pistol	Lctl + Tilde
Red flare	Lctl + 1
Green flare	Lctl + 2
White flare	Lctl + 3
Shoot personal weapon/flare pistol	Lctl + Space
	Mouse Left Button
Switch to a next free plane combat post	Lctl + C
Switch to a next firing point in the current turret	LSht + C
Switch to pilot position	RSht + 0

Switch to 1 st firing position	RSht + 1
Switch to 2nd firing position	RSht + 2
Switch to 3rd firing position	RSht + 3
Switch to 4th firing position	RSht + 4
Switch to 5th firing position	RSht + 5
Switch to 6th firing position	RSht + 6
Switch to 7th firing position	RSht + 7
Switch to 8th firing position	RSht + 8
Switch to 9th firing position	RSht + 9
Turret: take/leave control	T
Turret: nestle to the gunsight	LSht + T
Fire turret guns	Mouse Left Button
Reload turret guns	LAlt + R
	Mouse Middle Button
Gunsight range adjustment	RAlt + Semicolon / RAlt + Period
Gunsight horizontal adjustment	RAlt + Comma / RAlt + Slash
Gunsight reset	RAlt + Apostrophe
Select ammunition	RAlt + G
Gunners: Fire at will	RAlt + 1
Gunners: Return fire	RAlt + 2
Gunners: Cease fire	RAlt + 3
Gunners: Cease heavy weapons fire	RAlt + 4
Gunners: Attack balloons	RAlt + 5
Gunners: Attack ground targets	RAlt + 6
Gunners: Close engage distance	RAlt + 7
Gunners: Normal engage distance	RAlt + 8
Gunners: Far engage distance	RAlt + 9

Orders

Hold this position and wait	Lctl + 0
Attack nearest air target	LAlt + 1
Attack nearest ground target	LAlt + 2
Return to our mission	LAlt + 3
Do like me (copy my action)	LAlt + 4
Formation column	Lctl + 6
Flight formation left edge	Lctl + 7
Formation right edge	Lctl + 8
Formation V	Lctl + 9
Cover me	LAlt + 5

Patrol the area	LAlt + 6
Patrol for air enemies	LAlt + 7
Patrol for ground enemies	LAlt + 8
Return to base	LAlt + 0
Pilot gesture: Look ahead!	LSht + 1
Pilot gesture: Ok!	LSht + 2
Pilot gesture: Destroy!	LSht + 3