

DCS WORLD Combined Arms Keyboard Commands REV 3

Command	Keystroke	Details
Ammunition maintenance interrupt	LCtl+LShift+R	Interrupts replenishment of Ammunition from a Truck or Ammunition Depot.
Ammunition reloading manual start	LCtrl + R	Reloads weapons that don't auto-reload.
Ammunition replenishment start	LAlt + \	Begins your vehicle replenishing it's ammunition if you are within 100 meters of an Ammunition Truck or Depot REPLENISH TIME APPROX 60 seconds.
Autopilot	C	Activating Autopilot will allow AI driver to follow assigned waypoints. If there are no WPs it will turn the engine off after a few seconds. This allows for quiet and you can hear aircraft approaching.
JTAC MODE / Binocular view	B	Enters the JTAC Laser Designator view, which activates the JTAC Mode only features below.
JTAC mode: Zoom In	RCtrl + Numpad *	Zooms in the JTAC view.
JTAC mode: Zoom Out	RCtrl + Numpad /	Zooms out the JTAC view.
JTAC mode: Zoom reset	RCtrl + Numpad Enter	Resets the JTAC View Zoom.
JTAC mode: Orange smoke on target	1	Fires Orange marker smoke at ground under crosshairs.
JTAC mode: Red Smoke on target	2	Fires Red marker smoke at ground under crosshairs.
JTAC mode: Green smoke on target	3	Fires Green marker smoke at ground under crosshairs.
JTAC mode: IR View	Z	Turns on INFRA-RED scope.
JTAC mode: NVG View	N	Turns on Night Vision scope.
JTAC mode: Laser Designator	L	Activates Laser Designator for accurate target range and MGRS coordinates information. -and- for Laser designating a target for aircraft sensors.
JTAC mode: IR Pointer	R	Activates IR pointer on crosshairs/target which is only visible to allied forces using Night Vision Devices.
JTAC mode: Change Laser Code	C	Changes Laser Designator code. Useful to match CAS aircraft code for Laser designation targeting.
Change cursor mode	Mouse wheel press	Changes aiming cursor to red slewing arrow that moves the turret just by holding the arrow slightly off boresight.
Communication menu	\	Displays AI Comms menu.
Cruise control toggle	T	Sets your vehicles cruise control to your current speed.
Fire Secondary Weapon	LShift + Space	Fires the TANK commanders machine gun when in Main Gun position.

DCS WORLD Combined Arms Keyboard Commands REV 3

Fire selected weapon	Mouse left click	Fires selected weapon.
Group control mode	G	Press will display green arrow as mouse cursor on screen. Left click the cursor on a location and all vehicles in your group will move there.
Hand brake toggle	H	Sets the vehicle hand brake on/off. Good for abrupt stops and on a slope.
Emission toggle	LShift + I	Turns off radar emissions to hide you from aircraft RWRs.
IFF test	I	Used to Identify Friend or Foe in some IR guided SAM systems e.g SA-13 or Avenger. When pressed it emits 13 short beeps to indicate it is not locked to a friendly. If you do lock up a friendly aircraft and press IFF test it will emit 2 long beeps.
Isometric view	Insert	3rd person view of weapon POV.
Laser range finder activate	L	Activates laser range finder for TANK main gun which provides accurate range information to the aiming computer and adjusts your sights accordingly.
Laser range finder reset	RCtrl + L	Resets Laser range finder.
Launch Green Flare	LAlt + 2	Launches a Green Flare vertically from the vehicle.
Launch Red Flare	LAlt + 1	Launches a Red Flare vertically from the vehicle.
Launch White Flare	LAlt + 3	Launches a White Flare vertically from the vehicle.
Night Vision Gain Down	RAlt + N	Adjusts NVD gain down.
Night Vision Gain Up	RCtrl + N	Adjusts NVD gain up.
Night Vision Toggle	N	Toggles your Night Vision Device.
Radar Scale In	RCtrl + =	Increases SAM Radar Scan area (zooms out).
Radar Scale Out	RCtrl + -	Decreases SAM Radar Scan area (zooms in).
Rotate Turret left	Mouse left	Moves the turret / aiming sights left.
Rotate Turret right	Mouse right	Moves the turret / aiming sights right.
Select Feed Slot #1	1	Selects Feed Slot #1 (High Explosive) on Infantry Fighting Vehicles (IFVs).
Select Feed Slot #2	2	Selects Feed Slot #2 (Armor Piercing) on Infantry Fighting Vehicles (IFVs).
Sight Azimuth correction to the left	unassigned	Self explanatory
Sight Azimuth Correction to the right	unassigned	Self explanatory
Sight Elevation Correction decrease	End	Self explanatory
Sight Elevation Correction increase	Home	Self explanatory

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Sight reticle alternate	LCtrl + F	Alters M1-A1 Abrams sights for SABOT or HEAT rounds (different round trajectories).
Sight Reticle Light Toggle	F	Illuminates aiming sights like a HUD for night operations.
Sight Zoom In	=	Snap maximum Zoom In/Out in SAM. Slow zooms in a TANK gunner view.
Sight Zoom Narrow (press & hold)	O -or- Mouse Right Click	Snap maximum Zoom In when held.
Sight Zoom Narrow Toggle	unassigned	Cycles through zoom in views.
Sight Zoom Out	-	Snap maximum Zoom In/Out in SAM. Slow zooms out a TANK gunner view.
Sight Zoom Wide Toggle	unassigned	Cycles through zoom out views.
Target Lock	Enter	Locks up a target using your fire control computer for guided aiming.
Target Unlock	Back	Unlocks a target.
Driver / Gunner seat position	LCtrl + C	Switches between the Gunner and Driver seats in a vehicle.
Turret Down	Mouse down	Moves the turret / aiming sights down.
Turret Up	Mouse up	Moves the turret / aiming sights up.
Turret select	Q	Changes position from TANK main gun to Commanders machine gun
Turret to current direction lock	V	Locks the turret to current compass heading regardless of hull rotation. Good for engaging targets while manoeuvring.
Turret to hull align	Numpad 5	Snap aligns the turret with the vehicle hull.
Turret Weapon Select	E	Changes between weapons systems (e.g) Guns to Missiles on a Tunguska -and- Cycles ammunition types in a TANK main gun (e.g. HE > AP > Missiles)
Vehicle Accelerate	W or AXIS	Same as your car accelerator pedal if assigned to a toe-brake axis. Vehicle must have a gear selected.
Vehicle Brake	S	Press and hold key for brakes.
Vehicle shift gear Down	Z	Changes gears up. Game default is Automatic gearbox but you still have to switch between Drive, Neutral and Reverse. In the CA options you can turn Automatic transmission off which gives you a Manual 7-speed gearbox - better for hills!
Vehicle shift gear Up	X	Changes gears back down.
Vehicle turn left	A or AXIS	Like a steering wheel in your car, good to assign to rudder pedals.
Vehicle turn right	D or AXIS	Like a steering wheel in your car, good to assign to rudder pedals.