



# Air Warrior

By Kesmai

Program v3.57 - Keyboard v1  
(AppleDesign Keyboard)

**Flight Controls**

Rudder

A Left One Notch    S Center    D Right One Notch

Center Stick (Or Double Click Mouse Button)

**Views**

T Return To Forward View (Sticky Key Mode Only)

G Forward    H Left    J Down    K Up    L Right

M Backwards

Hold down 2 or 3 keys for combination views.

**Turret Controls**

Y Left    U Up    I Down    O Right

Z Lock Turret in Place (Hold Z Down)

**Radio**

esc Talk On Ch (Or Bomber)

/ Talk On Se Radio Cha

esc t # Tune I To Ch

esc P Bail out

A second p command pulls the ripcord.

**Film Playback**

P Pause    N External View    esc End    \ 1:1 Playback Speed

Seek Film    Speeds Film    Slows Film    Enemy-tracking    Fly-in-film    Camera Plane    Pausi

Rotate View With Mouse (Or Joystick) Zoom In/Out With Trigger Button

Panning Works While Pau

**End Mission**

esc E enter

**Graphics View Mode Ranges**

<b>Full</b> See everything possible	<b>Medium</b> Range	<b>Short</b> Range	<b>Combat</b> only very close objects and planes	<b>Abridged</b> only planes and essential terrain
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F Fire Guns    B Drop Bomb(s)

\* Start/Stop Engine    Gun Camera Toggle

shift Slows Film    Spee    Rad

Esc Key

This Keyboard Overlay is not intended to be a substitute for the manual. It is designed to be a quick reference to the controls and their locations on the keyboard. The software has many options that can best be learned by reading the instructions provided by the developer. Buy the program.

### Construction Instructions:

Trim the edge of one sheet. Overlap onto the second sheet and tape together.

Laminate the Overlay to increase durability.  
Clear, self-adhesive, vinyl shelf lining material will work as a substitute.

Cut out the grey sections using an X-Acto or other sharp hobby knife.  
Check the fit on your keyboard and trim if necessary.  
The overlay shouldn't restrict the movement of any keys.

### Storage:

The best way I've found to store my Overlays is to make a folder.  
Cut two pieces of stiff cardboard. Mat board works well and comes in colors.  
Space them approximately 2mm apart and tape them together at the bottom edge with duct tape or heavy packing tape to form a hinge. Put tape on both sides of the hinge to completely cover the adhesive of the tape.  
Separate the overlays with sheets of paper. Index tabs are a nice touch.  
Use a heavy binder clip to keep the folder closed.

### "Paperware" Shareware:

This Overlay was made for my own use but I thought others might like to give it a try. If you keep it and use it (even if you don't) send me email.

Bob Heffner  
Xam@access.mountain.net

Let me know what you thought. I'm always looking for ways to improve my Overlay.

If you would like a printed, laminated Overlay send \$5.00 plus \$2.00 shipping to:

Studio Graphics - MaxOverlays  
P.O. Box 1223  
Fairmont, WV USA 26554-9245

**Air Warrior** is by:  
Kesmai Corp.  
<http://www.kesmai.com/openbeta/m>



X Toggle Autopilot    Throttle    E War Emergency Power    Increase 10% C    V Decrease 10%

Brakes (ground and air if available, hold down)

shift + < Up    > Down    Flaps (3 position)

Channel 2 (Intercom) **[esc] [\*] go** Tell A Paratrooper To Go

Selected Channel **[/] [\*] re** Receive Enemies Radar/Icon Bias

Radio Channel # **[/] [\*] rf** Receive Friendlies Radar/Icon Bias

**[/] [\*] ru** Receive Unbiased (Closest 12 Have Icons)

**[/] [\*] rb** Receive Bomber Radar/Icon Bias

Video Film

Video Film  
 Playback Mode

**[L] Up [J] Down** Bombsight Magnification or Pipper Range

try.

vs.

acaw/

s) **[;] Up/down** Gear

**Host Commands**

Press Escape key before entering these, then press Return

- esc a** - Toggle Bomb Release/Bomb Bay doors
- esc z** - Toggle Bombsight Mode (Bombers Only)
- esc j** - Change Positions In A Bomber/Tank
- esc kf** - Set Pipper To Fighter Wingspan Mode
- esc kb** - Set Pipper To Bomber Wingspan Mode
- esc d** - Display Network Delay
- esc n** - Display Friendly And Enemy Icons
- esc q** - Print Network Quality Stats
- esc r** - Display A Roster Of Users In Flight
- esc s** - Toggle Light/Dark Display (Monochrome Only)
- esc w** - Where You Are
- jb** - ball
- jc** - chin
- jd** - driver (Tanks)
- jl** - left/lower
- jn** - nose/navigator
- jr** - right
- ju** - upper
- jd** - driver (Tanks)
- jh** - hull (Tanks)

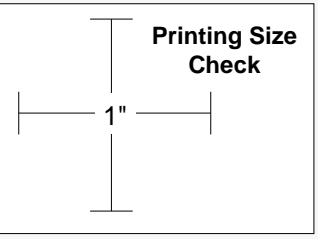
**Toggle Options While In Flight**

- esc op** - Gunsight To Lead Computing Mode
- esc ob** - Gunsight To Bombsight Mode
- esc on** - Turn Pipper Off
- esc ot** - Toggle Visible Tracers
- esc oi** - Toggle Indicated Vs. True Airspeed
- esc ok** - Toggle Sticky Keys
- esc od** - Toggle Drawing Of Debris
- esc of** - Toggle Drawing Fields
- esc oa** - Toggle Aircraft Shading
- esc os** - Toggle Sight Frame
- esc og** - Toggle Gun Sound
- esc oe** - Toggle Engine Sound

**Set radar range**

- esc m0** - shortest range
- esc m1** - medium range
- esc m2** - longest range

Playback Speed 1:1



Up Shift

Down Shift

**Vehicle Controls**

**[A]** Down Shift      **[S]** Neutral      **[D]** Up Shift

**[S] + [S]** Reverse

**Joystick Settings**

Hat Switch

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_
8. \_\_\_\_\_

Thumb High \_\_\_\_\_

Trigger \_\_\_\_\_

Thumb Low \_\_\_\_\_

Pinkey \_\_\_\_\_

View Text Buffer