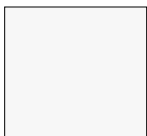




Overlay v 1.0 (Apple Design Keyboard)

**P** Pause

**Exit Mission**



**Aircraft**

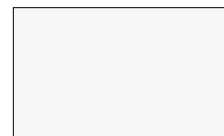
**G** Gear                      **R** Rearm  
**F** Flaps                      **F** Fuel Load  
**H** Arrestor Hook           **D** Fuel Dump  
**D** Damage Display

**Miscellaneous**

**W** RWR Toggle              **I** Instrument Toggle  
**C** HUD Color                  **F** Fast Time  
**H** HUD Toggle                **B** Brightness +  
**A** HUD Altitude              **B** Brightness -

**Radar**

**R** Radar Master (AA/AG)  
**Q** Radar Mode              AA AC  
   VS RC  
**S** Radar Silent              RWS SS  
   TWS GN  
 Radar range              ACM AR



**E** Eject

Cockpit View	Panel View	External View	Wingman View	Target View	Ground View	Weapon Chase View	Weapon Eye-View	Zoom In	Zoom Out	Throttle Down	TI
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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 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

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



**FA-18 Hornet 2.0** is by:  
Graphic Simulations Corp.  
15400 Knoll Trail, #104  
Dallas, Texas 75248  
USA

Radar Range  
(Shift for back)

Wheel Brake / Speed Brake

Rudder

**Navigation**

- A** Auto Pilot      **M** Moving Map
- T** TACN Toggle    **N** Nav Data Display
- L** ILS Toggle      **W** Waypoint Select
- I** IFF      **shift U** Auto-Land

**Weapons / Stores**

- I** AA Weapon Select    **E** E/O Display
- J** AG Weapon Select   **J** Jettison Select
- ;** Chaff                  **C** ECM
- :"** Flare                 **shift J** Weapon System Off

**Flight Controls**

**Keypad**

Nose Down **8** Roll Left    Roll Right

**4** **5** **6** Roll Right

Nose Up

**Mouse**

Nose Down

Roll Left    Roll Right

Nose Up    Fire Cannon

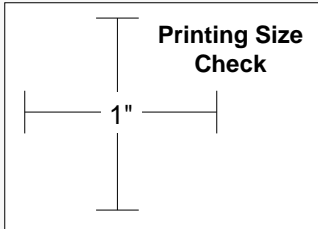
**Radio Contact**

- shift G** Ground    **shift L** LSO
- shift A** Approach
- shift T** Tower      **shift O** Operations

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xam@access.mountain.net

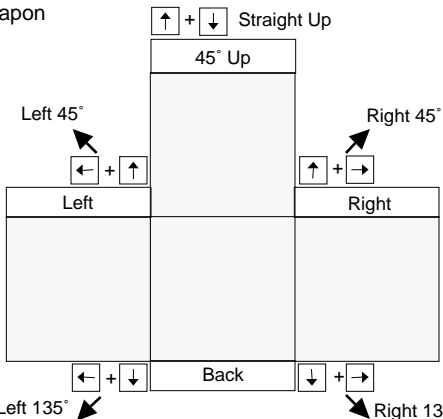
**Time**

- E** 1 hour earlier    **N** 6 hours forward
- L** 1 hour later



Cycle/Clear Target

Release Weapon



- Cycle/Clear Target    Weapon AA    Weapon AG    Afterburner

**Joystick Settings**

- Hat Switch
1. \_\_\_\_\_
  2. \_\_\_\_\_
  3. \_\_\_\_\_
  4. \_\_\_\_\_
  5. \_\_\_\_\_
  6. \_\_\_\_\_
  7. \_\_\_\_\_
  8. \_\_\_\_\_
- Thumb High \_\_\_\_\_
- Trigger \_\_\_\_\_
- Thumb Low \_\_\_\_\_
- Pinkey \_\_\_\_\_

Down

Up

Release Weapon

- Cockpit View    Cockpit View

**Rudder Center**