

Battle Command Keyboard and Mouse Card

Note: A 3D Map Display window must be the “active” or currently selected window for the key presses below to work. The key press will affect the camera movement for that respective window only. Other window’s camera movement occurs independently. Simply select another window to affect movement with that camera. A 3D Map Display can be resized by resizing the window. The maximum width is 2048 pixels.

Keyboard:

Camera Positional Movement:

- “W” key – Move forward.
 - “S” key – Move back.
 - “A” key – Move left.
 - “D” key – Move right.
 - “R” key – Move up.
 - “F” key – Move down.
 - “G” key – Move forward, maintaining the same vertical height; “glide”.
 - “H” key – Move backward, maintaining the same vertical height; “glide back”.
- Alternate:** Use mouse wheel to move camera forward and backward.

Camera Angular Movement:

- “LEFT ARROW” key – Pan or “look” left.
 - “RIGHT ARROW” key – Pan or “look” right.
 - “UP ARROW” key – Pan or “look” up.
 - “DOWN ARROW” key – Pan or “look” down.
- Alternate:** Right-click/move mouse to angle camera left/right/up/down.

Camera Field-of-View:

- Use Numeric Keypad
- “PLUS SIGN (+)” key – Decrease field-of-view (zoom).
- “MINUS SIGN (-)” key – Increase field-of-view (unzoom).
- “F1” key – Night vision (turns night scene greenish).

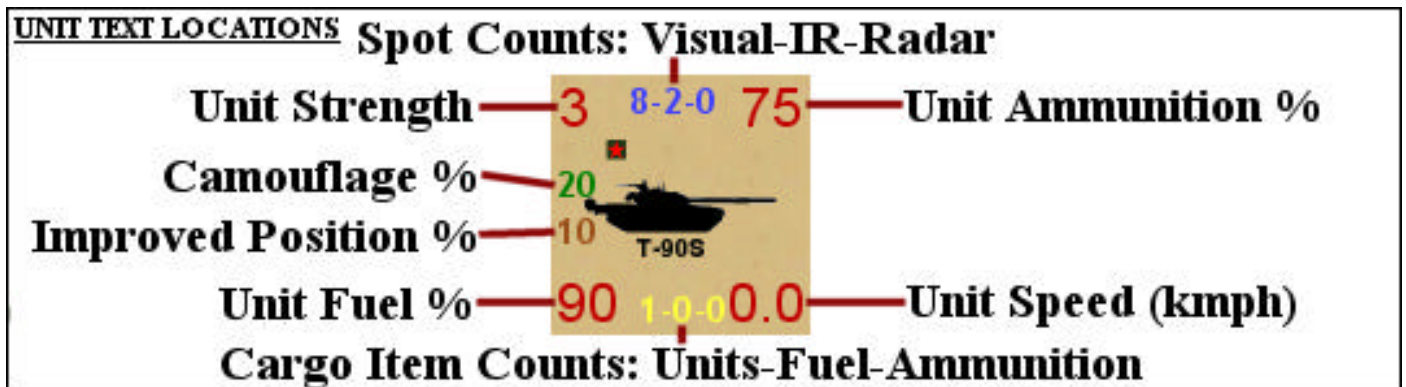
Map Graphic Display Options:

- “F12” key – Will bring up the currently selected window’s Map Graphic Display Options window, where display options can be set for that respective map display.

Mouse:

- “Left Mouse Button” – On a Map Graphic Display window, by default, allows unit selection by clicking on a unit’s counter (whereupon the selected unit’s information window will be displayed if authorized to the user).

If a unit has been previously selected and an orders input option selected, such as “add waypoint”, any left click will instead “add a waypoint” until that option is deselected or the unit information window closed. The currently selected input option is displayed on the upper left of the Map Graphic Display window (as examples: “SELECT UNIT” (by default), or “ADD WAYPOINT”).



Unit Strength: Current numerical strength of unit in vehicles, troops, guns, etc., depending on unit type. **No. of Enemy Spotted Units:** Blank if zero, or number of enemy units the current unit, based on LOS, can see. **Unit Ammunition%:** Weighted average of ammunition counts for all unit weapons, based on weapon ammo capacity. **Unit Speed:** Current unit movement speed in kmph. **Cargo Counts:** Number of cargo items carried by the unit in terms of other units, fuel types, or ammunition types. **Unit Fuel%:** Unit fuel level as a percentage of capacity. **Improved Position%:** Percent unit is “dug-in”. **Camouflage%:** Percent unit is camouflaged.