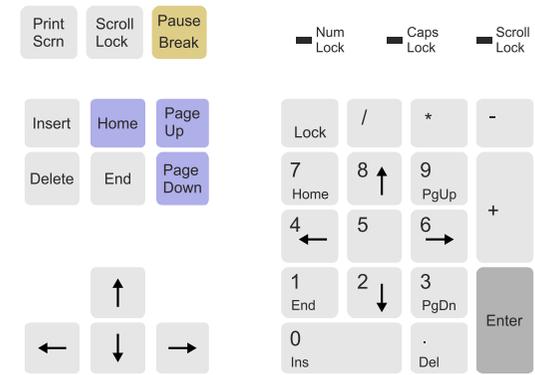


MODERN NAVAL WARFARE

CONTROL GUIDE

Special Shortcuts	
Space	When in walk mode or external views it toggles all the command palettes.
ESC or Right Click	Exit from a station view and toggles all the command palettes when in walk mode or in external views.
TAB (Hold)	When held down it opens on-screen station and room guides.
Pause/Break or Ctrl+B (Only on Beta builds)	At any point in game it opens the Betamax issue reporting tool.

Quick View Shortcuts	
F1	Walk mode.
F2	Pilot or Helm station.
F3	Command station.
F4	Navigation and ECDIS station.
F5	Sonar station.
F6	Scope or Photonics/Optronic station.
F7	ESM station.
F8	Radar station.
F9	Fire and Weapon Control station.
F10	Radio station.
Home	External camera ownership.
Page Up	External camera next target.
Page Down	External Camera previous target.



Moving Around	
Interior walk mode	In walk mode use the WASD keys and mouse as in any regular FPS game to move and look around. You can also use the SHIFT key to move faster but since you are in a submarine there is no jumping.
External orbit mode	Hold left mouse button and drag to orbit around the target vessel. Also use either the mouse roller or the W and S buttons to zoom in and out.
External drone mode	Hold left mouse button and drag to look around. Use the WASD keys to move forward, backwards, left and right. Use the Q and E buttons to change camera elevation.

! **HOW DO YOU CONTROL THE GAME**

Modern Naval Warfare uses very basic and proven control mechanisms.

Moreover there is **more than one way** to do most of the actions in the game by using either the 3D environment or the **command palettes**.

! THE USER INTERFACE

We tried to keep the **UI as slim as possible**. In normal game-play all the command palettes are hidden and only the absolutely necessary information is shown.

However if more control is necessary the **command palettes** are here to assist you. You can open all of them when in walk or external view by using the SPACE or Right Mouse Button or by hovering over one when on a station.

Keep in mind that some of the commands **may be locked or hidden** based on your **difficulty settings**.

Finally don't forget that by **holding TAB** you get an overlay of all stations and gauges and that **by hovering and clicking over a station** you can get additional information and/or controls.

Mission log, warnings and information

Station selection and camera settings

Game controls and settings



Time control, timers and stopwatches