

ENGLISH

# PANZER ELITE

## MOUSE VIRTUAL VIEW CONTROL

The mouse is your virtual view, i.e. by moving the mouse and holding down the right mouse button you can look around. Your mouse pointer also uses the Mousetank, which is the display in the top left corner.

You can change the virtual view to permanent by changing the Options-Controls setting in the Main Menu. If you do this, the right mouse button then toggles between virtual view and mouse cursor.

## THE MOUSETANK

On the Mousetank display, drag the cannon to turn the turret or drag the hull to turn the tank. Click on "+" to speed up or on "-" to slow down. Click on the numbers 1-4 to select your wingman, then click either on the landscape to move them to that point or on a target to let them engage it.

Clicking on any of the small triangles changes your camera view to that position. The triangles below the wingman numbers are the 3rd person camera behind your wingman.

Click on a target and click on the round button to engage it. Click on the square button to close your hatch.

The colour of the wingman numbers (1-4) shows the status: white=OK, red=selected, yellow=damaged, blue=in combat, black=immobilized, black rectangle=destroyed.

You can drag the Mousetank with the top left drag handle or zoom the Mousetank with the bottom right handle (good for larger resolutions where the Mousetank is small).

The large button below the Mousetank accesses the pop-up menu with the most common commands. These are identical to the commands listed below but they are easier to access.

The following keys are used:

## CONTROLLING THE TANK

1-0 (main keyboard) - 10%-100% speed

Backspace - Stop, apply brakes

Arrow Keys Up/Down - Increase/Decrease Speed

Arrow Keys Left/Right - Steer Left/Right

4/6 (number pad) - Turret Traverse Left/Right

8/2 (number pad) - Cannon Up/Down

(Note: most steering functions can be set to slower intervals by pressing the Ctrl key simultaneously)

## FIRE CONTROLS

Space - Fire Main Gun (select target first to fire at target or deselect with 'U' to fire in gun direction)

Mouse Click - Select Target

R - Select closest enemy in range

T - Select closest threat (to your tank)

N - Next in selection

Shift-N - Previous in selection

U - Unselect Target

## AMMUNITION SELECTION

A - Armour Piercing

H - High Explosives

S - Smoke

Shift A or H - Special AP and HE

L - Loader Info (ammo in stock)

/ (divide on number pad) - Fire Bow MG

\* (multiply on number pad) - Fire Coax MG

## COCKPIT

Ctrl-B - Close Hatch ('button up' - toggle control)

5 (number pad) - Commander View (outside hatch or inside depending on hatch status)

1 (number pad) - Gunner View

7 (number pad) - Driver View

9 (number pad) - Radio Operator View

3 (number pad) - Loader View

F1 - Forward View

F1 (again) - Second Forward View (Scope at gunner, vision slit at driver etc.)

F2 - Left View. Press F2 again for secondary left view

F3 - Right View. Press F3 again for secondary right

F4 - Back Views. Press F4 again for secondary back view

F1-F4 with Ctrl - External Views

## SHORTCUTS

- F5 - Binoculars
- F6 - Driver's Vision Slit
- F7 - Bow MG Scope (Mouse now controls Bow MG)
- F8 - Gunner's Scope (Mouse now controls Main Gun and Turret Traverse)
- F12 - Map View and Platoon status

## WINGMEN COMMANDS

### Formation Controls

- Shift-L - Change your platoon to Line formation
- Shift-C - Change your platoon to Column formation
- Shift-E - Change your platoon to Echelon Left formation
- Shift-R - Change your platoon to Echelon Right formation
- Shift-W - Change your platoon to Wedge formation
- Shift-V - Change your platoon to Inverse Wedge formation
- Shift-D - Change your platoon to Diamond formation

Select Wingman - (toggle controls - multiple selections possible)

- Ctrl-1 - Select Wingman 1
- Ctrl-2 - Select Wingman 2
- Ctrl-3 - Select Wingman 3
- Ctrl-4 - Select Wingman 4
- Ctrl-5 - Select ALL Wingmen
- Ctrl-6 - Select Convoy (if exists in scenario)
- Ctrl-A - Attack Marked Target
- Ctrl-F - Fire At Will
- Ctrl-X - Cease Fire
- Ctrl-W - Wait
- Ctrl-C - Continue
- Ctrl-G - Go To Marked Location

## GAME CONTROLS

### Camera

- Alt-Arrow Keys - Turn Camera Around Tank
- Alt-Page Up/Page Down - Camera Elevation
- Alt-Arrow Down/Up - Camera Zoom

Note: Press and hold right mouse button and move mouse to pan views as well

## TIME ACCELERATION

Tab - Time Acceleration. Will be turned off when target is spotted or player gets fired upon

## ADVANCED CONTROLS

### Smoke Mortar

- Ctrl-S - Fire Smoke Mortar: smoke
- Alt-S - Fire Smoke Mortar: He (German only)
- Ctrl-F9/F10 - Turn Smoke Mortar Left/Right (if turning is an option)

### Gun/Gun Scopes

- Z - Zoom In Scope (German main gun optics only)
- F9/F10 - Increase/Decrease Rangefinder on German optics
- M - Change optics of main gun to MG (for Coaxial Machine Gun)
- Shift-Space - Fire Main Gun Overriding AI Gunner
- Ctrl-/ - Toggle Fire At Will For Bow MG

## Wingman Macros

- Shift-1 - Store Current Selected Wingman On Key 1 (1= on main keyboard)
- Shift-2 - Store Current Selected Wingman On Key 2
- Shift-3 - Store Current Selected Wingman On Key 3
- Alt-1 - Select Wingman As Stored On Key 1
- Alt-2 - Select Wingman As Stored On Key 2
- Alt-3 - Select Wingman As Stored On Key 3

## Formation Width

- Ctrl-plus (number pad) - Increase Formation Width
- Ctrl-minus (number pad) - Decrease Formation Width

## Save Screenshot

- Shift-F12 - Save Screenshot (into root directory of Panzer Elite)

## Engine Controls

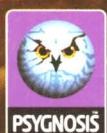
- Ctrl-E - Turn Off Engine
- Ctrl-M - Turn On Manual Mode (gearshift)
- Ctrl-Cursor Up - Gear Up
- Ctrl-Cursor Down - Gear Down

## Display Options

- Ctrl-T - Toggles text message window on/off
- Ctrl-M - Toggles Mouse tank vector display on/off

## VIEW RANGES & PERFORMANCE

- Alt-F1 - Short View Range
- Alt-F2 - Medium View Range (default)
- Alt-F3 - Long View Range



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