# PANZER ELITE
## KEYBOARD & MOUSE COMMAND MENU

### GAME CONTROLS

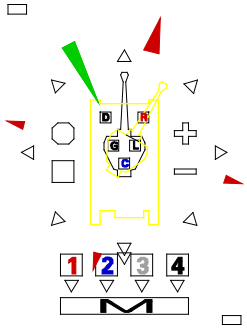
| | |
|---|---|
| P | Pause toggle |
| Tab | Time acceleration toggle |
| ESC | Pause Game Menu / Quit Game or Exit radio ops map |
| Ctrl–T | Messages display toggle. Reappear with next message |
| Ctrl–M | Mousetank display toggle |
| Shift–F12 | Save screenshot into your installation directory as *.bmp |

### VIEW CONTROLS

EXTERNAL VIEW CONTROLS

| | |
|---|---|
| Ctrl–F1 | External Forward view |
| Ctrl–F2 | External Left view |
| Ctrl–F3 | External Right view |
| Ctrl–F4 | External Back view |
| Alt–5 (keypad) | External view at current Commander's view direction |
| F1 | Forward view Instantly |
| F2 | Left view Instantly |
| F3 | Right view Instantly |
| F4 | Back view Instantly |
| Alt–Left | Camera rotate left |
| Alt–Right | Camera rotate right |
| Alt–Up | Camera rotate up |
| Alt–Down | Camera rotate down |
| Alt–Page Up | Camera rotate view |
| Alt–Page Down | Camera rotate right |

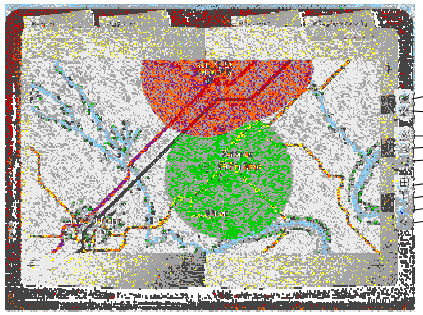
### MOUSETANK




**MOUSE TANK KEY:**

- The Mouse can be used during gameplay to drag the barrel of main gun in the desired direction.
- The yellow turret outline will indicate the current position of the turret.
- The white turret will indicate its desired positions as it turns.
- The hull (vehicle) can be turned by dragging the yellow outline of the hull.
- Each block in the hull & turret represents one crewman.
- For current position & crewman status (dead/wounded) see COLOR CODES.
- Small triangles provide external view of the tank from that location.
- Triangle behind the turret gives view from that location.
- Numbers represent other tanks in platoon, for wingman status (selected/engaged/damaged/destroyed) see COLOR CODES.
- Triangles below wingman number show rear view of that tank.
- The magnetic compass is shown as red triangles with the larger triangle pointing north.
- The green triangle points in the direction you are looking.
- The "+" increases vehicle speed & the "–" decreases the vehicle speed.
- The septagon fires the main gun.
- The square opens/closes the commander's hatch.
- The center box "M" opens the menu for additional commands.

### MAP



### COCKPIT VIEW CONTROLS

The next four commands can be pressed again to toggle for any Secondary views (gunner's scope, drivers vision slit, etc). Use right click and hold plus mouse movement to pan your view.

| | |
|---|---|
| F1 | Forward cockpit view |
| F2 | Left cockpit view |
| F3 | Right cockpit view |
| F4 | Forward–Upper cockpit view pan, including any slit function, or Forward view panned back |

**COMMANDER'S VIEWS**

| | |
|---|---|
| 5 (keypad) | Commander view (View depends on hatch status) |
| Ctrl–B | Close / Open hatch toggle |
| Alt–Left | Commander view external pan left |
| Alt–Right | Commander view external pan right |
| F5 | Commander's binoculars (if hatch is open) |
| Alt–Left | Commander's binoculars pan left |
| Alt–Right | Commander's binoculars pan right |
| Alt–F1 | Short Range Binocular View (less detail, faster Frames–Per–Second) |
| Alt–F2 | Medium Range Binocular View (default) |
| Alt–F3 | Long Range Binocular View (more detail, slower FPS) |

**Binocular and External Views**

| | |
|---|---|
| F1 | Forward view Instantly relative to Alt–Arrow pan |
| F2 | Left view instantly relative to Alt–Arrow pan |
| F3 | Right view instantly relative to Alt–Arrow pan |
| F4 | Back view instantly relative to Alt–Arrow pan |

**Inside the Cupola (relative to turret)**

| | |
|---|---|
| F1 | View @ 0° |
| F2 | View @ 307° |
| F2 (second time) | View @ 256° |
| F3 | View @ 55° |
| F3 (second time) | View @ 102° |
| F4 | View @ 180° |
| F4 (second time) | View Forward @ 155° (available only on certain tanks) |
| F4 (third time) | View Forward @ 204° (available only on certain tanks) |

**DRIVER'S VIEWS**

| | |
|---|---|
| 7 (keypad) | Diver view |
| F6 | Driver's vision slit |

**RADIO OPERATOR'S VIEWS**

| | |
|---|---|
| 9 (keypad) | Radio Operator view |
| F7 | Bow MG toggle scope / cockpit (mouse movement controls Bow MG) (grey screen if n/a) |

**GUNNER'S VIEWS**

| | |
|---|---|
| 1 (keypad) | Gunner view |
| F8 | Gunner's scope / cockpit toggle (mouse movement now controls main gun and turret traverse) |

**LOADER'S VIEWS**

| | |
|---|---|
| 3 (keypad) | Loader view |

**MISCELLANEOUS VIEWS**

Mouse Action for Inside Cockpit Views

| | |
|---|---|
| Left–Click | Mark outside location, even if not visible |
| Right–Click–Drag | Pan view |
| Right–Click–Fwd/Back | Zoom view if available (to scopes if available) |

The next four commands function from any position, including the Bow MG's scope

| | |
|---|---|
| Shift–Left | Bow MG moves left |
| Shift–Right | Bow MG moves right |
| Shift–Up | Bow MG moves up |
| Shift–Down | Bow MG moves down |

**MAP VIEWS**

| | |
|---|---|
| F12 | Map view (Game is Paused) artillery support controls and platoon status. Arrow keys pan |

Close box: – Exit the map and return to game (Unpauses)
Spotting report: – Call in spotting report from HQ by the radio operator
– Marks all friendly positions on map
– Marks spotted enemy positions map
– Consecutive reports overlay each other & allow for judgement of platoon movment(s)
Center on player: – Centers the map on your position
Zoom–In/Zoom–out: – Zoom–In & zoom–out of map
Expand/Collapse Map: – Expands & collapses the map over two pages
Filter grid: – Turns on/off map grid (kilometers/miles)
Filter text: – Turns map text on & off, including town & unit names
Filter spotting report: – Turns spotting report overlay on & off
Briefing sketch: – Turns the arrows & position overlys on & off, shown in briefing prior to mission

### TANK OPERATING CONTROLS

**ENGINE CONTROLS** (if using auto–transmission, controls tank speed)

| | |
|---|---|
| 1–0 (main keyboard) | 10%–100% RPM |
| + (Plus) | Increase engine RPM by 1% |
| – (Minus) | Decease engine RPM by 1% |
| Arrow Keys up / down | Increase / decrease RPM |
| Backspace | Stop, apply brakes |
| Ctrl–E | Turn off engine |

**TRANSMISSION CONTROLS** (if using manual–transmission, controls tank speed)

| | |
|---|---|
| Alt–M | Toggle manual / auto gearshift mode, maintaining current speed |
| Ctrl–Cursor Up | Gear up (gears: R, N, up to 8 forward gears, depending on tank) |
| Ctrl–Cursor Down | Gear down – (R, N, up to 8 forward gears, depending on tank) |

**STEERING** (for fine control add; Ctrl)

| | |
|---|---|
| Arrow Keys left / right | Steer left / right, from any compartment/view (certain tanks can be turned even when stopped) |

**TURRET CONTROLS** (fine control; add Ctrl)

| | |
|---|---|
| 4 / 6 on keypad | Turret traverse left / right |
| 8 / 2 on keypad | Cannon up / down |
| Shift–Home | Auto–center turret and main gun to hull center |

**FIRE CONTROLS**

| | |
|---|---|
| Left mouse button | Select target |
| Spacebar | Fire main gun: select target to fire at or deselect with "U" to fire in gun direction |
| Shift–Spacebar | Fire main gun overriding AI gunner |
| Ctrl–Spacebar | Fire at will (main gun will be operated by your AI gunner) |
| * | Fire Coax MG (multiply on keypad) |
| / | Fire Bow MG (multiply on keypad) |

**GUN /GUN SCOPES**

| | |
|---|---|
| Z | Zoom In / Out scope (German main gun, coax, or hull optics only) |
| F9 / F10 | Increase / Decrease range finder on German optics |
| Alt – + | Calibrate optics + |
| Alt – – | Calibrate optics – |
| Alt – L | Light scope reticule (black / yellow toggle) |
| M | Change optics on main gun to MG (German Coax MG only) |
| R | Select closest enemy in range |
| T | Select closest threat (to your tank) |
| C | Mark target in center of view |
| N / Shift–N | Next / Previous target in selection |
| U | Unselect target |

**AMMUNITION SELECTION**

| | |
|---|---|
| A | Armour Piercing |
| H | High Explosives |
| S | Smoke (ie: for longer distance, covering other units, etc) |
| Shift – A / H | Special AP / Special HE |
| L | Loader info (ammo in stock) |

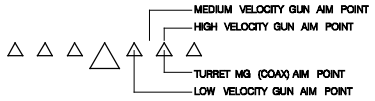
**SMOKE MORTAR** (for local protection)

| | |
|---|---|
| Ctrl–S | Fire smoke mortar: smoke |
| Alt–S | Fire smoke mortar: HE (German tanks only) |
| Ctrl–F9 / F10 | Turn smoke mortar left / right (German tanks only) |

**BOW MG**

| | |
|---|---|
| F7 | Bow MG toggle scope / cockpit (mouse movement controls Bow MG) (grey screen if n/a) |
| / | Fire Bow MG (divide on keypad) |
| Ctrl–/ | Fire at will Bow MG toggle |
| Shift–Left | Bow MG moves left |
| Shift–Right | Bow MG moves right |
| Shift–Up | Bow MG moves up |
| Shift–Down | Bow MG moves down |

### ZEISS OPTICAL GUN SIGHT (HISTORICAL) ♦




**GUN SIGHT KEY:**

The large triangle is equal to 4 meters wide @ 1000 meters & equal to 4 mils width (actual).

The small triangle is equal to 4 meters wide @ 2000 meters!
It is also equal to 2 meters wide @ 1000 meters & equal to 2 mils width (actual).

SHELL LOFT — It is possible to adjust or calibrate the optics by using Alt – + and Alt – – keys on the numeric keypad. You can adjust the "loft" of the shells relative to each ammo type. Different ammo types have different velocities & flight characteristics. The calibration value is shown in the message bar as it is changed. See Michael Y's Realistic Gunnery Table!

♦ The historical German gunsight is based upon 1000/2000m calibration and used with Michael Y's model. The PE_Game.ini file must be edited so the aminscalel & 2 are equal to 16384.

### WINGMAN COMMANDS

**SELECTING WINGMAN** (toggle selection, 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 applicable to current scenario) |

**WINGMAN ACTIONS**

| | |
|---|---|
| Ctrl–A | Attack marked target |
| Ctrl–G | Go to marked location |
| Ctrl–F | Fire at will |
| Ctrl–X | Cease fire |
| Ctrl–W | Wait |
| Ctrl–C | Continue |

**FORMATION CONTROLS**

| | |
|---|---|
| Shift–C | Column formation |
| Shift–E | Echelon left formation |
| Shift–R | Echelon right formation |
| Shift–L | Line formation |
| Shift–W | Wedge formation |
| Shift–V | Inverse–Wedge formation |
| Shift–D | Diamond formation |
| Ctrl – + | Increase formation width (plus on number pad) |
| Ctrl – – | Decrease formation width (minus on number pad) |

**WINGMEN MACROS**

| | |
|---|---|
| Shift–1 | Store current Selected Wingmen as group on key 1 on main keyboard |
| Shift–2 | Store current Selected Wingmen as group on key 2 on main keyboard |
| Shift–3 | Store current Selected Wingmen as group on key 3 on main keyboard |
| Alt–1 | Select wingmen group as stored on key 1 on main keyboard |
| Alt–2 | Select wingmen group as stored on key 2 on main keyboard |
| Alt–3 | Select wingmen group as stored on key 3 on main keyboard |

**COLOR CODES**

CREW POSITIONS

| | |
|---|---|
| Blue | Your current position |
| Red | Dead or wounded crewman |

WINGMEN

| | |
|---|---|
| White | Normal color |
| Red | Currently selected |
| Blue | Engaging enemy |
| Yellow | Vehicle damaged |
| Black | Vehicle destroyed |

MAP (if displayed depends on level playing at)

| | |
|---|---|
| Green square | U.S. soldier |
| Green AFV | U.S. armored fighting vehicle |
| Blue square | German soldier |
| Blue AFV | German AFV, or your platoon member |

### MISCELLANEOUS

– AIMING RECTANGLE
If your crew spotted a unit but the line of sight is blocked, the rectangle will turn grey (usually its white)

– TIME ACCELERATION
You can accelerate the time by pressing the TAB key. As soon as you spot targets or get fired upon the game will revert to normal time.

– CONTINUE CAMPAIGN
If you left the campaign without saving you can now continue the last campaign as you left it. The name of the current last save will be listed in the campaign menu. Use the continue button to play that status. Any attempt to start another campaign will

– SWITCHING TANKS
If you die and still have an undamaged wingman left you will now automatically switch to that tank to continue playing. To manually switch tanks you need to switch to the camera behind the wingman (use the mouse tank), SELECT the wingman and then press Ctrl–J.
This only works with undamaged tanks!

– REALISM PANEL
The realism panel is now included in the options menu in addition to the campaign. This realism panel now lets you change the settings for all game modes, even instant action and single scenario.