

ACES HIGH II QUICK REFERENCE

Version 2.03

ENGINE/THROTTLE CONTROLS

Start.....E
Throttle Up.....=
Full Throttle.....SHIFT =
Throttle Down.....-
Zero Throttle.....SHIFT -
War Emergency Power (WEP).....P

Multi-Engine

Engines are numbered 1 thru 4 starting on left
Select Engine 1.....SHIFT 1
Select Engine 2.....SHIFT 2
Select Engine 3.....SHIFT 3
Select Engine 4.....SHIFT 4
Select All Engines.....CTRL E

Fuel Tanks

Switch Fuel Tanks.....SHIFT F

Vehicles/Boats

Shift Gear Up.....Q
Shift Gear Down.....W
Throttle.....Stick Forward/Back

PLANE CONTROLS

Auto-Pilot

Auto-Level.....X
Auto-Speed (Climb).....ALT X
Set Auto-Speed....."speed xxx ENTER"
Auto-Angle (hold pitch angle).....SHIFT X

Trim

Combat Trim On/Off.....CTRL X
Trim Elevator Up.....K
Trim Elevator Down.....I
Trim Aileron Left.....M
Trim Aileron Right.....COMMA
Trim Rudder Left.....J
Trim Rudder Right.....L

Landing Gear/Tailhook

Landing Gear Up/Down.....G
Tail Hook Up/Down.....SHIFT G

Flaps/Dive Brakes

Lower One Notch.....Q
Raise One Notch.....W
Dive Flaps/Dive Brakes On/Off.....SHIFT C

Rudder

Left Rudder.....A
Right Rudder.....D
Center Rudder.....S

Brakes

Both Wheels.....SPACE
Left Wheel.....C
Right Wheel.....V

MOUSE CONTROLS (if no joystick)

Aileron.....Mouse Side to Side
Elevator.....Mouse Back and Forth
Throttle.....Mouse Wheel

Bail Out

Bail Out.....ENTER 3 times
Open Chute.....O

WEAPONS

Toggle Primary.....\
Toggle Secondary.....BACKSPACE
(bombs, rockets, drop tanks)
Fire Primary and Secondary.....N or JS3
Fire Primary Only.....F or JS1
Fire Secondary Only.....B or JS2
(drops bombs/drop tanks, fires rockets)
Open Bomb Bay Doors.....O
Set Bomb/Rkt Salvo....."salvo # ENTER"
Set Time Btwn Bombs....."delay x.xx ENTER"
x.xx=seconds from 0.05 – 1.00

BOMBSIGHT CALIBRATION

1. Enter Calibration Mode.....U
2. Set Speed - Hold Y key down at least 2
seconds. Longer is more accurate.
3. Exit Calibration Mode.....U
Once sight is calibrated, any change in speed,
altitude or direction will throw your calibration
off.

POSITIONS

Pilot/Driver.....1
Bombardier (Bombsight).....F6
Formation Planes 1 – 4.....CTRL 1 – 4
Gunnners.....2-9 (Plane/Vehicle Dependant)
Boston: Dorsal-2; Nose-3 (Boston)
B-17G, B-24G: Ball-2; Upper-3; Tail-4; Chin-
5; Left Waist-6; Right Waist-7
B-26: Upper-2; Tail-3; Nose-4; Left Waist-5;
Right Waist-6
Ju-88: Upper Right-2; Upper Left-3;
Ventral-4
Ki-67: Nose-2; Dorsal-3; Left Waist-4;
Right Waist-5; Tail-6
Lancaster: Nose-2; Upper-3; Tail-4
TBM: Dorsal-2; Ventral-3
A-20G, Bf-110, B5N2, D3A1, Il-2, Ju-87,
SBD: Rear-2
LVT-2: .50 cal(front)-2; .30 cal(left)-3
LVT-4: 75mm Howitzer-2; Pintle .50 cal-3;
Hull .30 cal-4
M-3: Pintle .50MG-2
M-8: Main Gun-2; Pintle MG-3
M-16: Quad .50s-2
Ostwind: Main Gun-2; Hull MG-3
Panzer, Tiger, T-34: Main Gun-2; Pintle MG-
3; Hull MG-4 (no MG in pos 3 on T-34)
PT Boat: Left MGs-2; Right MGs-3;
20mm (front)-4, 37mm (front)-5,
40mm (rear)-6; Rockets-7;
Torpedoes fired from driver's position

RADIO/AH VOICE

Tune Radio

Tune radio by bringing up radio buffer (use /)
and then using drop down box or use dot
command. ".radio radio# channel# ENTER"
where radio# is the radio you want to tune
(1 – 5) and channel# is the channel you
want that radio tuned to (1 – 4, 100-299)

Text Channels

Channel 1.....Salute Channel
Channel 2.....Country (Your Country)
Channel 3.....Room (People launched
from same field)
Channel 4.....Squad (Your Squad)
Channel 6.....Help (All Countries)

AH Voice Channels

100 – 199 - Voice Channels work within your
country only
200 – 299 - Voice Channels works between
countries
Range – Friendly planes within Icon range
NOTE: Any radio can be tuned to channels
100 – 299 and used to send text messages
on that channel, but only the "V" radio can
transmit voice.

Using Text Radio

Select Radio 1...../
Select Radio 2.....SHIFT /
Select Radio 3.....CTRL /
Select Radio 4.....ALT /
Select Radio 5 (V Radio).....SHIFT \
Select Radio, Type Message, ENTER
Resize Text Buffer.....~

Using AH Voice

Transmit Tuned Channel (Radio V).....T
Transmit Range Radio.....F12

Check 6

Send a "Check 6".....' (" Key)
Targets the friendly plane closest to center.
Push it repeatedly to toggle through planes

SELECTED DOT COMMANDS

Use dot commands by bringing up text buffer
(/ key is easiest) and typing command
squelch 6, PlayerID...squelches channels
6 (kill messages) or a player.
unsquelch 6, PlayerID, All...unsquelches
wingman PlayerID...highlights the player's
icon and dot on the radar map (similar to
highlighting squad)
showjoin...toggles join requests between
the pop-up window and text message
join PlayerID...request to join as gunner or
observer
unjoin PlayerID...Leave a plane you've joined
accept PlayerID...accepts a join request
decline PlayerID...declines a join request
move FieldNumber...moves you to field

VIEWS

View Perspective

Default (Internal, Instant Mode).....F1
Internal View.....F2
External View.....F3
Chase View.....F4
Fixed External.....F5

View Change Mode

Snap Mode.....F7
Pan Mode.....F8
Instant Mode.....F9

Padlock

Padlock.....F11
Padlock Center Target.....SHIFT TAB
Padlock Next Target.....TAB
Padlock Toggle Friendly.....CTRL TAB

Zoom

Zoom On/Off.....Z
Zoom In.....[
Zoom Out.....]
Default Zoom Level.....SHIFT Z

View Detail

Full Visibility.....SHIFT F1
Medium Visibility.....SHIFT F2
Short Visibility.....SHIFT F3
Ground Visibility (must map).....SHIFT F4

View Directions

Look Forward.....8
Look Forward Left.....7
Look Forward Right.....9
Look Left.....4
Look Up.....5
Look Right.....6
Look Back Left.....1
Look Back.....2
Look Back Right.....3
Look Down.....0
View Keys May Be Combined

Other View Items

Highlight Squad Toggle.....CTRL S
Icons Normal/Type/Friendly/None.....ALT I
Framerate/Video Info Toggle.....CTRL I
Display Damage.....CTRL D

SHIP GUNNERY MODES

Direct Mode.....Q
Land Mode.....W
Sea Mode.....E

CLIPBOARD

Show/Hide Clipboard.....ESC
Zoom Clipboard Map In.....INSERT
Zoom Clipboard Map Out.....DELETE