

SILENT HUNTER III DEFAULT KEY COMMANDS

NAVIGATION CONTROLS

Speed Controls

- ` All Stop
- 1 Ahead Slow
- 2 Ahead 1/3
- 3 Ahead Standard
- 4 Ahead Full
- 5 Ahead Flank
- 6 Back Slow
- 7 Back 1/3
- 8 Back Standard
- 9 Back Emergency

Direction Controls

- [Hard to Port (left)
-] Hard to Starboard (right)
- ` Rudder Amidships

Depth Controls

- S Surface
- D Dive
- A Maintain Depth
- P Periscope Depth
- ; Snorkel Depth
- C Crash Dive
- E Emergency Surface
- Z Toggle Silent Running

STATIONS CONTROLS

- TM Command Room
- £ Attack Periscope
- ¢ Bridge
- ¥ Navigation Map
- \$ TDC (Torpedo Data Computer)
- ¶ Crew & Damage Management
- Mission Orders
- Radio Room
- Deck Gun
- Flak Gun
- 1 Free Camera
- R Radio
- H Hydrophone
- U UZO (Bridge Targeting Binoculars)
- O Observation Periscope
- B Binoculars
- M Radio Messages
- K Captain's Log
- F Main Flak Gun
- T Secondary Flak Gun 1
- G Secondary Flak Gun 2
- I Weapons Management

ATTACK CONTROLS

- Return Fire Torpedo
- [SPACE] Fire Deck Gun
- [Q] Open Selected Tube
- [W] Door
- [W] Close Selected Tube
- [Y] Door
- [L] Cycle Tubes
- [N] Lock View to Target
- [N] Recognition Manual

OTHER CONTROLS

Time Compression

- Numpad [-] Decrease Time Compression
- Numpad [=] Increase Time Compression
- Backspace Pause

Event Camera

- [V] Maximise/Minimise Event Camera View
- [V] Close Event Camera

Periscope Control

- [PG UP] Up Periscope
- [PG DN] Down Periscope

Snorkel Control

- [X] Up/Down Snorkel

Free Camera Controls

- Cursor Up Move Camera Ahead
- Cursor Down Move Camera Back
- Cursor Left Turn Camera Left
- Cursor Right Turn Camera Right
- [SHIFT] +Cursor Fast Camera Movement
- [CTRL] +Cursor Slow Camera Movement
- Left Mouse Button Select
- Right Mouse Button Return to Previous View
- [ESC] Options
- [F1] Shortcuts Help

STATIONS

EVENT CAMERA

OFFICERS

MESSAGE AREA

NAVIGATION DIALS

BEARING

CHRONOMETER

NOTEPAD

PERISCOPE POSITION

SOLUTION GYRO ANGLE

TORPEDO FIRE CONTROL

RECOGNITION MANUAL

EXTERNAL LOCATIONS

DAMAGE REPAIR TEAM

HULL STATUS

INTERNAL LOCATIONS

INFO PANEL

CREW CONFIGURATION

QUICK-REFERENCE CARD



OPTIONS ESC	HELP F1	COMMAND ROOM F2	ATTACK PERISCOPE F3	BRIDGE F4	NAVIGATION MAP F5	TDC F6	CREW/DMG MANAGEMENT F7	MISSION ORDERS F8	RADIO ROOM F9	DECK GUN F10	FLAK GUN F11	FREE CAMERA F12	UP OBS PERISCOPE Ins	Home	UP ATTACK PERISCOPE Page Up	<div>STATIONS</div> <div>NAVIGATION ORDERS</div> <div>ATTACK ORDERS</div>	
ALL STOP ~	AHEAD SLOW 1	AHEAD 1/3 2	AHEAD STANDARD 3	AHEAD FULL 4	AHEAD FLANK 5	BACK SLOW 6	BACK 1/3 7	BACK STANDARD 8	BACK EMERGENCY 9				DOWN OBS PERISCOPE Del	End	DOWN ATTACK PERISCOPE Page Down		
ZOOM Tab	OPEN TUBE Q	CLOSE TUBE W	EMERGENCY SURFACE E	RADIO R	SEC FLAK1 T	CYCLE TUBES Y	UZO U	WEAPONS MANAGEMENT I	OBSERVATION PERISCOPE O	PERISCOPE DEPTH P	HARD TO PORT [HARD TO STARBOARD]		RAISE CAMERA 7	MOVE CAMERA FORWARD 8		PAN CAMERA UP 9
Caps Lock	MAINTAIN DEPTH A	SURFACE S	DIVE D	MAIN FLAK F	SEC FLAK G	HYDRO PHONE H	DEPLOY DECOYS J	CAPTAIN'S LOG K	LOCK VIEW L	SNORKEL DEPTH ;	RUDDER AMIDSHIPS ,	FIRE TORPEDO Return	ROTATE CAMERA LEFT 4		ROTATE CAMERA RIGHT 6	INCREASE TIME COMPRESSION +	
ACCELERATE CAMERA Shift	SILENT RUNNING Z	UP/DOWN SNORKEL X	CRASH DIVE C	EVENT CAMERA V	BINOCULARS B	RECOGNITION MANUAL N	RADIO MESSAGE M	PREVIOUS UNIT ,	NEXT UNIT .	EVENT CAMERA OFF /			LOWER CAMERA 1	MOVE CAMERA BACK 2	PAN CAMERA DOWN 3		
SLOW CAMERA Control			FIRE DECK GUN Space										0			Enter	

SILENT HUNTER III

CAMERA FORWARD
↑

CAMERA LEFT
←

CAMERA BACK
↓

CAMERA RIGHT
→

SELECT
L Button

ENTER/LEAVE STATION
R Button

MOUSE WHEEL ZOOM

Mouse

