Miltech Fighters: M2K-C

Keybinding Guide

Description	Keybind	Notes
Release/Shoot Weapons (Missiles, Bombs, Guns)	TOGGLE WATER RUDDER	Same keybind is used for all three, however, only shoots the selected and armed weapon. More info Weapon and Defensive Systems
Release Flares	TOGGLE ALTERNATOR 3	More info Countermeasures
Spoilers	TOGGLE SPOILERS	Spoiler axis, spoiler extend and spoiler retract will NOT work on this aircraft. Spoilers are binary (extended/retracted), and a "fake spoiler" is used to simulate drag induced by other components. As such, TOGGLE SPOILERS is the only valid keybind on this aircraft.
Afterburner	TOGGLE AFTERBURNERS	This aircraft follows the same afterburner logic as you may find on the F-18. Hence, afterburner toggle is a necessary keybind.
Nose Wheel Steering	TOGGLE ALTERNATOR 4	The default NWS Keybinds that you may be familiar with (SET NOSE WHEEL STEERING TO LIMIT) are not available for this aircraft. Due to the design, we needed a "TOGGLE" rather than a "SET" variable, hence why we chose to use this keybind variable.
Drag Chute	Not Available	It could be keybinded using the corresponding LVAR, but "native" keybinds are not planned at this time.