

52.2 HOTKEYS

War in the Pacific, Admiral's Edition™ includes several hotkeys:

[F2]	Toggles display between not showing all computer-controlled TFs (auto-convoy and others), not showing human TFs, and showing all TFs.
[F3]	Toggle Plane Range Radius on/off
[F4]	Toggle Task Force Move Radius on/off
[F5]	Toggle combat animations on/off
[F6]	Toggle hexside terrain detail on/off
[F7]	Toggle Bad Weather (Clouds) Indicator on/off
[F8]	Toggles combat summaries on/off, but will retain combat reports
[F9]	Allow human players to enter the Orders Phase at next opportunity
[A]	Bring up the List All Land Based Air Units screen
[B]	Bring up the List All Bases screen
[C]	Bring up the Combat Report screen
[D]	View aircraft, troop and vehicle Database
[E]	End the Orders Phase
[F]	Save the game
[G]	Bring up the List All Ground/Land Based Units screen
[H]	Show the Auto Convoy System
[I]	Bring up the Intelligence Reports screen
[J]	Bring up the Industry screen
[K]	Bring up the Weather Report Screen
[L]	Bring up the Signal Intelligence reports
[M]	View Game Credits
[N]	Bring up the List All Naval Air Units screen
[O]	Bring up the Operational Report screen
[P]	Bring up the Preference and Options screen
[Q]	Quit game
[R]	Toggles Road networks on/off
[S]	Bring up the List All Ships screen
[T]	Bring up the List All Task Forces screen
[V]	View Ship Database
[W]	Display Hex/Hexside Ownership
[Y]	Toggle Rail Network on/off
[Z]	Display the Control Zone Map
[1]	Toggles text for terrain in each hex on the Tactical Map
[2]	Toggles text for Zone Location in each hex on the Tactical Map
[3]	Toggles hex weather forecast
[4]	Toggles defined nationality of the land hex
[5]	Toggles hex supply path values from selected base as a percentage
[6]	Toggles Ship/Sub Patrol zones
[Ctrl] [A]	Show the Large Strategic Map
[Ctrl] [J]	Toggles the Jump Map on or off in the full screen map mode
[Ctrl] [f]	Reduce main message delay one increment
[Ctrl] [s]	Increase main message delay one increment
[Ctrl] [p]	Pause turn resolution
[?]	Center map on Home Bases
[>]	Next Task Force with Task Force Display
[.]	Next Task Force without Task Force Display (unshifted ">")
[<]	Previous Task Force with Task Force Display
[,]	Previous Task Force without Task Force Display (unshifted "<")
[+]	Next Base
[-]	Previous Base
[Esc]	Speeds up (in PBEM) or skips (vs. AI) the current animation