

War in the Pacific Admirals Edition Hotkeys

Main Map Display 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
[F12]	Immediately exits game to desktop, no confirmation required
[Q]	Quit game
[W]	Display Hex/Hexside Ownership
[E]	End the Orders Phase
[R]	Toggles Road networks on/off
[T]	Bring up the List All Task Forces screen
[Y]	Toggle Rail Network on/off
[U]	
[I]	Bring up the Intelligence Reports screen
[O]	Bring up the Operational Report screen
[P]	Bring up the Preference and Options screen
[A]	Bring up the List All Land Based Air Units screen
[S]	Bring up the List All Ships screen
[D]	View aircraft, troop and vehicle Database
[F]	Save the game
[G]	Bring up the List All Ground/Land Based Units screen
[H]	Show the Auto Convoy System
[J]	Bring up Industry Management screen
[K]	Bring up the Weather Report Screen
[L]	Bring up the Signal Intelligence reports
[Z]	In Orders Phase displays Air Search Arcs on the Tactical Map
[X]	
[C]	Bring up the Combat Report screen
[V]	View Ship Database
[B]	Bring up the List All Bases screen
[N]	Bring up the List All Naval Air Units screen
[M]	View Game Credits
[<]	Previous Task Force with Task Force Display
[.]	Previous Task Force without Task Force Display (unshifted "<")
[>]	Next Task Force with Task Force Display
[.]	Next Task Force without Task Force Display (unshifted ">")
[?]	Center map on Home Bases
[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]	Displays Country Code in Hex
[5]	Displays Supply Path
[6]	Displays Sub and Ship Patrol Path
[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
[?]	Centers Tactical Map on Home Base
[+]	Cycles through and Centers Tactical Map on Next Base
[-]	Cycles through and Centers Tactical Map on Previous Base
End of Turn Resolution Phase Hotkeys	
[Ctrl Z] (AI)	(against AI) Toggles on/off message delay effects for entire Turn ResolutionPhase.
[Ctrl Z] (PBEM)	Toggles on/off non-combat animation message delay effects for entire Turn Resolution Phase
[Z]	Toggles on/off message delay effects until next combat animation.
[Ctrl - P]	Pause Turn Resolution Phase
[Space Bar]	Restores combat animation message delay setting before use of [Ctrl - Z]
[Esc]	Speeds up (in PBEM) or skip (vs. computer) the current animation.
Intelligence Display Screen Hotkeys	
[1]	Aircraft Losses
[2]	Group Reinforcement Schedule
[A]	Group Withdrawal Schedule
[3]	Aircraft Replacement Pool
[4]	List Top Pilots
[5]	Pilot Replacements
[6]	Ships Sunk
[7]	Ship Availability
[W]	Ship Withdrawal (Allied player only)
[8]	Ground Reinforcement Schedule
[G]	Ground Withdrawal
[K]	Ground Units Destroyed
[9]	Industry/Resource Availability
[0]	Industry/Troops/Resource Pool
[E]	Aircraft/Engine Production Pool (Japanese player only)