

Map Window

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The article about Map window in the game.

(This article is currently under construction!)

1 Information

The Map window is a primary command asset for effectively examining and executing various strategic and tactical elements and orders from the top-down view.

2 Overview

The Map window can be accessed from the user interface menu, or by pressing 'M' key during the gameplay. Like the [Squadron Manager](#) screen, the Map window can be re-sized and re-positioned at anywhere on the display screen by the player to suit their preferences.

3 Functions

Under Construction.

4 Hotkeys

Under Construction.