

ESC PAUSE / OPTIONS	F1 MOBIGLAS	F2 STARMAP	F3	F4 CYCLE CAMERA VIEW / ADV CAMERA*	F5 INCREASE ENGINE POWER	F6 INCREASE SHIELD POWER	F7 INCREASE WEAPON POWER	F8 RESET POWER	F9 DECREASE POWER / MIN**	F10 INCREASE POWER / MAX**	F11 CONTACTS / 2D UI CURSOR	F12 CHAT WINDOW TOGGLE	
CONSOLE	1 LOCK/UNLOCK PINNED 1 / (M1) PIN/UNPIN 1	2 LOCK/UNLOCK PINNED 2 / (M1) PIN/UNPIN 2	3 LOCK/UNLOCK PINNED 3 / (M1) PIN/UNPIN 3	4 CYCLE ATTACKER TARGETS / (M1) RESET TO CLOSEST	5 CYCLE HOSTILE TARGETS / (M1) RESET TO CLOSEST	6 CYCLE FRIENDLY TARGETS / (M1) RESET TO CLOSEST	7 CYCLE ALL TARGETS / (M1) RESET ALL TARGET TO CLOSEST	8 CYCLE SUB-TARGETS / (M1) RESET SUBTARGET TO CLOSEST	9 HAIL TARGET	0 CLEAR ALL PINNED TARGETS	-	= BACK EA RE-SPAWN / SELF-DESTRUCT TOGGLE	
TAB SCOREBOARD* / (IM) PIT (M2) FLIGHTMODE*	Q ROLL LEFT	W STRAFE FORWARD	E ROLL RIGHT / (TU) ESP TOGGLE	R CYCLE SELECTION FWD / FLIGHT READY / (M1) RESET AUTO	T RETICLE LOCK / (M1) UNLOCK TARGET	Y EXIT SEAT (TAP / *) / (M3) EJECT	U POWER ON/OFF / (M2) EMERGENCY EXIT SEAT	I ENGINES ON/OFF	O SHIELDS ON/OFF	P WEAPONS ON/OFF	[ACCEPT INVITE] REJECT INVITE / IGNORE*	
CAPS	A STRAFE LEFT	S STRAFE BACKWARD	D STRAFE RIGHT	F INTER-ACTION MODE	G GIMBAL MD / (ML) MAX MISSILES + / (M1)(ML) MAX MISS RESET	H CM DECOY (TAP / *) / (M3) DECOY+ (M1) DECOY-	J CM NOISE / (M1) JETTISON CARGO	K VTOL TOGGLE	L LIGHTS TOGGLE / (M1) LOOK AHEAD TOGGLE	;	'	ENTER ACTIVATE CHAT BOX	
SHIFT AFTERBURNER / (TU) MOVEMENT LIMITER* MODIFIER 2	Z FREELook*	X SPACE-BRAKE / (M1) WIPE VISOR	C CRUISE CONTROL / (TU) CENTER (M1) DE-COUPLED MD	V SCAN MODE TOGGLE	B SPOOL QT DRIVE / QT DRIVE* / (TU) FIRE MODE	N LANDING MODE / (LN) AUTO-LAND*	M MINING MODE	,	(SC) PING INCREASE ANGLE	.	(SC) PING DECREASE ANGLE	/ AI TURRETS TOGGLE	SHIFT CYCLE MOUSE AIM MODE (HOMAS)
CTRL STRAFE DOWN	ALT MODIFIER 1	SPACE STRAFE UP						ALT MODIFIER 3	CTRL				

3.14.0 Keybindings - Flight

- (M1) MODIFIER 1 ACTIVE
- (M2) MODIFIER 2 ACTIVE
- (M3) MODIFIER 3 ACTIVE
- (AC) ADVANCED CAMERA MODE ACTIVE
- (IM) INTERACTION MODE ACTIVE
- (SC) SCAN MODE ACTIVE
- (MG) MINING MODE ACTIVE
- (LN) LANDING MODE ACTIVE
- (TU) TURRET MODE ACTIVE
- (ML) MISSILE MODE ACTIVE
- * HOLD
- ** DOUBLE TAP

- SPEED LIMITER UP/DOWN / MISSILE MODE TOGGLE (CLICK) / (M1) DYNAMIC ZOOM IN/OUT / (M2) ACCELERATION LIMITER UP/DOWN / (MG) ADJUST MINING LASER POWER / (SC) ADJUST SCAN FOCUS
- FIRE WEAPON GROUP 2 / (ML) CYCLE MISSILES / (MG) SWITCH MINING LASER

INS	HOME (AC) DOF INCREASE	PGUP (AC) Z OFFSET POS	NUM LOCK	/	*	STARMAP ZOOM OUT / (AC) DECREASE FOV
DEL	END (AC) DOF DECREASE	PGDWN (AC) Z OFFSET NEG	SHIELD RAISE LEVEL TOP / (AC) LOAD / SAVE 7*	SHIELD RAISE LEVEL FRONT / (AC) LOAD / SAVE 8*	SHIELD RAISE LEVEL BOTTOM / (AC) LOAD / SAVE 9*	+
			SHIELD RAISE LEVEL LEFT / (AC) LOAD / SAVE 4*	SHIELDS RESET / (AC) LOAD / SAVE 5*	SHIELD RAISE LEVEL RIGHT / (AC) LOAD / SAVE 6*	STARMAP ZOOM IN / (AC) INCREASE FOV
	UP (AC) Y OFFSET POS		1 (AC) LOAD / SAVE 1*	2 SHIELD RAISE LEVEL BACK / (AC) LOAD / SAVE 2*	3 (AC) LOAD / SAVE 3*	ENTER
LEFT (AC) X OFFSET NEG	DOWN (AC) Y OFFSET NEG	RIGHT (AC) X OFFSET POS	0 (AC) CLEAR CURRENT SAVE*			



ADDITIONAL KEYMAPPINGS:
 (M3) + G = FREEZE GIMBALS
 (M1) + 1 = USE MINING CONSUMABLE 1
 (M1) + 2 = USE MINING CONSUMABLE 2
 (M1) + 3 = USE MINING CONSUMABLE 3

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CONSOLE	1 SIDEARM / WEAPON WHEEL*	2 PRIMARY WEAPON 1 / WEAPON WHEEL*	3 PRIMARY WEAPON 2 / WEAPON WHEEL*	4 GADGET	5 CYCLE MELEE	6 MISSION ITEM	7 (M1) WAIT**	8 (M1) WHISTLE**	9	0 UNARMED COMBAT MODE	- (M1) SMELL**	= BACK FORCE RE-SPAWN* / (M1) THREATEN**	
TAB SCOREBOARD* / (IM) P.I.T.	Q LEAN LEFT / (PN) ROLL ON BACK LEFT*	W MOVE FORWARDS	E LEAN RIGHT / (PN) ROLL ON BACK RIGHT*	R RELOAD / HOLSTER WEAPON*	T FLASHLIGHT	Y (M1) DANCE**	U USE UNDER- BARREL ATTACHMENT (M1) CRY**	I INVENTORY / (M1) COME**	O (M1) CLAP**	P (M1) CHICKEN**	[ACCEPT INVITE] REJECT INVITE / IGNORE*	\ (M1) TAUNT**
CAPS	A MOVE LEFT / (UC) DODGE LEFT**	S MOVE BACKWARDS (UC) DODGE BACK**	D MOVE RIGHT / (UC) DODGE RIGHT**	F QUICK INTERACT / INTER- ACTION MODE*	G EQUIP GRENADE / (M1) GASP**	H (M1) FLIRT**	J WEAPON CUSTOMIZE	K (M1) FAILURE**	L (M1) DIS- AGREE**	;	'	ENTER ACTIVATE CHAT BOX	
SHIFT SPRINT* / (ADS) HOLD BREATH* / EVA BOOST	Z FREELOOK*	X PRONE / EA RE- SPAWN / (M1) WIPE VISOR	C SELECT CONSUM- ABLE (TAP / *)	V	B CHANGE FIRE MODE / (M1) LAUGH**	N (M1) GREET**	M (M1) GLOAT**	,	.	/	SHIFT		
CTRL CROUCH / EVA STRAFE DOWN	ALT MODIFIER 1	SPACE JUMP / EVA STRAFE UP						ALT	CTRL				

3.14.0 Keybindings - On Foot

- (M1) MODIFIER 1 ACTIVE
- (IM) INTERACTION MODE ACTIVE
- (AC) ADVANCED CAMERA MODE ACTIVE
- (ADS) AIM DOWN SIGHT ACTIVE
- (PN) PRONE ACTIVE
- (UC) UNARMED COMBAT MODE ACTIVE
- EMOTES
- * HOLD
- ** DOUBLE TAP

INS	HOME (AC) DOF INCREASE	PGUP (M1) SLEEP** / (AC) Z OFFSET POS	NUM LOCK	/ FOIP HEAD TRACKING TOGGLE	* FOIP RE- CALIBRATE / (AC) RESET VIEW	- FOIP SELFIE CAM / (AC) DE- CREASE FOV
DEL	END (M1) FLEX** / (AC) DOF DECREASE	PGDWN (AC) Z OFFSET NEG	7 (M1) BOW** / (AC) LOAD / SAVE 7*	8 (M1) BURP** / (AC) LOAD / SAVE 8*	9 (M1) CHEER** / (AC) LOAD / SAVE 9*	+ VOIP PUSH TO TALK / (M1) VOIP PUSH TO TALK (PROX- IMITY ONLY) / (AC) INCREASE FOV
		UP (AC) Y OFFSET POS	4 YES / (M1) ATTEN- TION** / (AC) LOAD / SAVE 4*	5 FORWARD / (M1) BLAH** / (AC) LOAD / SAVE 5*	6 NO / (M1) BORED** / (AC) LOAD / SAVE 6*	
LEFT (AC) X OFFSET NEG	DOWN (AC) Y OFFSET NEG	RIGHT (AC) X OFFSET POS	1 LEFT / (M1) AGREE** / (AC) LOAD / SAVE 1*	2 STOP / (M1) ANGRY** / (AC) LOAD / SAVE 2*	3 RIGHT / (M1) AT EASE** / (AC) LOAD / SAVE 3*	ENTER (UC) MELEE BLOCK*
				0 (AC) CLEAR CURRENT SAVE*	.	

