

ESC PAUSE / OPTIONS	F1 MOBIGLAS	F2 STARMAP	F3	F4 CYCLE CAMERA VIEW / ADV CAMERA*	F5 INCREASE WEAPON POWER / MAX*	F6 INCREASE ENGINE POWER / MAX*	F7 INCREASE SHIELD POWER / MAX*	F8 RESET POWER	F9 DECREASE THROTTLE / MIN**	F10 INCREASE THROTTLE / MAX**	F11 COMMLINK APP / 2D UI CURSOR	F12 CHAT WINDOW	
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 DOCKING CAMERA / CLEAR ALL PINNED TARGETS	= REQUEST JUMPDRIVE / ENGAGE JUMPDRIVE*	BACK EA RE-SPAWN / SELF-DESTRUCT TOGGLE	
TAB (SC) SCAN PING* / (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/ BOMB AREA LOCK / (M1) UNLOCK TARGET	Y EXIT SEAT (TAP / *) / (M3) EJECT	U POWER ON/OFF / (M2) EMERGENCY EXIT SEAT	I THRUSTERS ON/OFF	O SHIELDS ON/OFF	P WEAPONS ON/OFF	[ACCEPT INVITE] REJECT INVITE / IGNORE*	\ ENTER
CAPS SCOREBOARD*	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 BOOST / (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 LAND/DOCK MODE / (LN) AUTO-LAND/DOCK*	M MINING MODE	,	(SC) PING INCREASE ANGLE	.	(SC) PING DECREASE ANGLE	/ AI TURRETS TOGGLE	SHIFT LOCK PITCH/YAW MOVEMENT (TAP / *) / CYCLE MOUSE AIM MODE (HOMAS)
CTRL STRAFE DOWN	ALT MODIFIER 1	SPACE STRAFE UP						ALT MODIFIER 3	CTRL				

3.15.0 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 (AC) DOF INCREASE	HOME (AC) Z OFFSET POS	PGUP (AC) Z OFFSET POS	NUM LOCK	/	*	STARMAP ZOOM OUT / (AC) DECREASE FOV
DEL (AC) DOF DECREASE	END (AC) Z OFFSET NEG	PGDWN (AC) Z OFFSET NEG	7 SHIELD RAISE LEVEL TOP / (AC) LOAD / SAVE 7*	8 SHIELD RAISE LEVEL FRONT / (AC) LOAD / SAVE 8*	9 SHIELD RAISE LEVEL BOTTOM / (AC) LOAD / SAVE 9*	+ STARMAP ZOOM IN / (AC) INCREASE FOV
4 SHIELD RAISE LEVEL LEFT / (AC) LOAD / SAVE 4*	5 SHIELDS RESET / (AC) LOAD / SAVE 5*	6 SHIELD RAISE LEVEL RIGHT / (AC) LOAD / SAVE 6*	STARMAP ZOOM IN / (AC) INCREASE FOV			
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:
(M1) + G = GIMBALS SWAP VJOY/LOOK DIR (TAP / *)
(M3) + G = GIMBALS LOCK AIM VECTOR
(M1) + 1 = USE MINING CONSUMABLE 1
(M1) + 2 = USE MINING CONSUMABLE 2
(M1) + 3 = USE MINING CONSUMABLE 3

ESC PAUSE / OPTIONS	F1 MOBIGLAS	F2 STARMAP	F3	F4 CYCLE CAMERA VIEW / ADV CAMERA*	F5	F6	F7	F8	F9	F10	F11 COMMLINK APP	F12 CHAT WINDOW	
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	8	9	0 UNARMED COMBAT MODE	-	=	BACK FORCE RE-SPAWN*
TAB (IM) P.I.T.	Q LEAN LEFT / EVA ROLL LEFT / (PN) ROLL LEFT**	W MOVE FORWARDS	E LEAN RIGHT / EVA ROLL RIGHT / (PN) ROLL RIGHT**	R RELOAD / HOLSTER WEAPON*	T FLASHLIGHT	Y	U USE UNDER-BARREL ATTACHMENT	I INVENTORY	O	P	[ACCEPT INVITE] REJECT INVITE / IGNORE*	\ ENTER
CAPS SCOREBOARD*	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	H	J CUSTOMIZE WEAPON	K	L	;	'	ENTER ACTIVATE CHAT BOX	
SHIFT SPRINT* / (ADS) HOLD BREATH* / EVA BOOST	Z FREELOOK*	X PRONE / RESPAWN / EVA BRAKE / (M1) WIPE VISOR	C SELECT CONSUMABLE (TAP / *)	V	B CHANGE FIRE MODE	N	M REQUEST REVIVAL	,	.	/	SHIFT	SHIFT	
CTRL CROUCH / EVA STRAFE DOWN	ALT MODIFIER 1	SPACE						ALT	CTRL				

- (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
- * HOLD
- ** DOUBLE TAP

3.15.0 Keybindings - FPS

INS HOME WEAPON ZEROING - / (AC) Z OFFSET POS	NUM LOCK FOIP HEAD TRACKING TOGGLE	/ FOIP RE-CALIBRATE / (AC) RESET VIEW	* FOIP SELFIE CAM / (AC) DECREASE FOV
DEL END (AC) DOF DECREASE	7 (AC) LOAD / SAVE 7*	8 (AC) LOAD / SAVE 8*	9 (AC) LOAD / SAVE 9*
PGUP WEAPON ZEROING + / (AC) Z OFFSET NEG	4 COMBAT EMOTE "YES" / (AC) LOAD / SAVE 4*	5 COMBAT EMOTE "FORWARD" / (AC) LOAD / SAVE 5*	6 COMBAT EMOTE "NO" / (AC) LOAD / SAVE 6*
UP (AC) Y OFFSET POS	1 COMBAT EMOTE "LEFT" / (AC) LOAD / SAVE 1*	2 COMBAT EMOTE "STOP" / (AC) LOAD / SAVE 2*	3 COMBAT EMOTE "RIGHT" / (AC) LOAD / SAVE 3*
LEFT (AC) X OFFSET NEG	DOWN (AC) Y OFFSET NEG	RIGHT (AC) X OFFSET POS	0 CYCLE THROUGH AUDIO CHANNELS
			ENTER VOIP PUSH TO TALK / (M1) VOIP PUSH TO TALK (PROXIMITY ONLY) / (AC) INCREASE FOV
			(UC) MELEE BLOCK*
			AIM / (IM) LOOK AROUND

