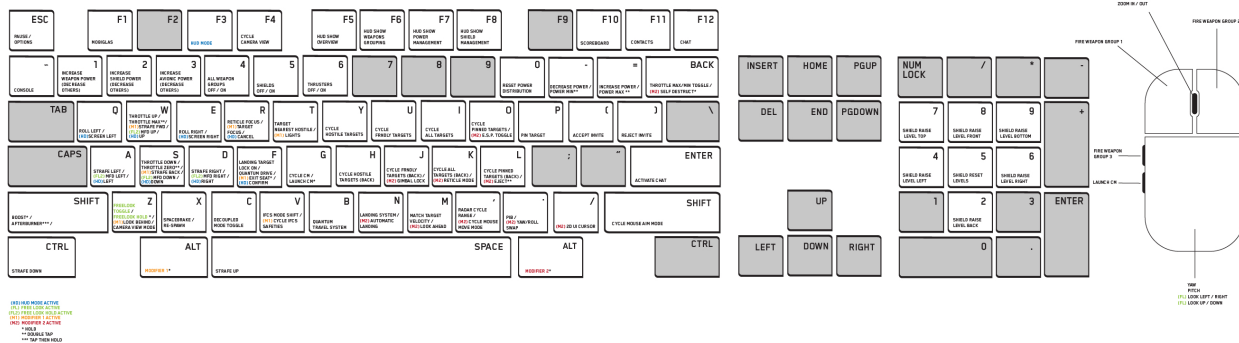


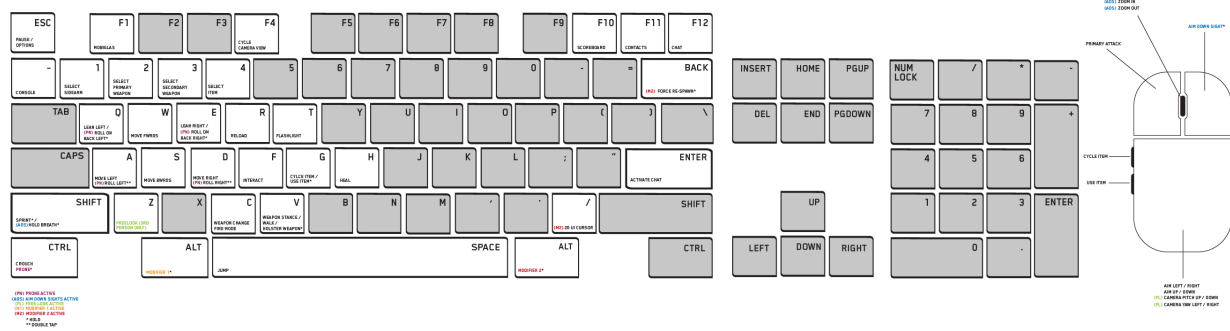


Alpha 2.4 Controls

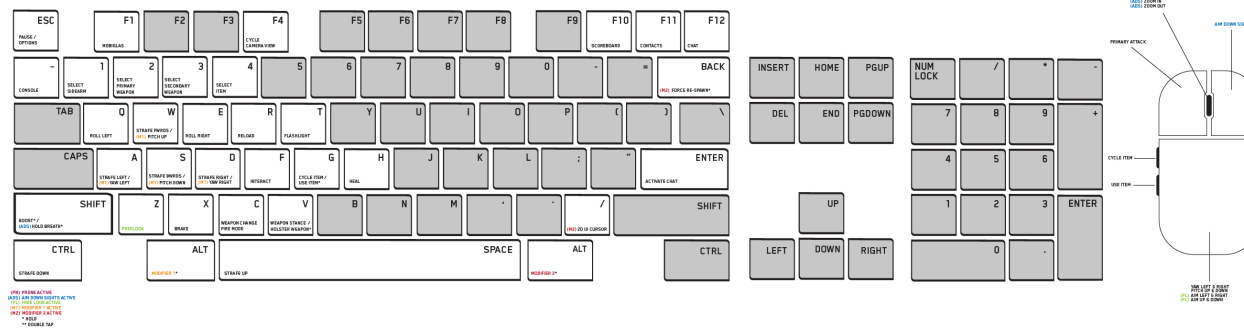
FLIGHT



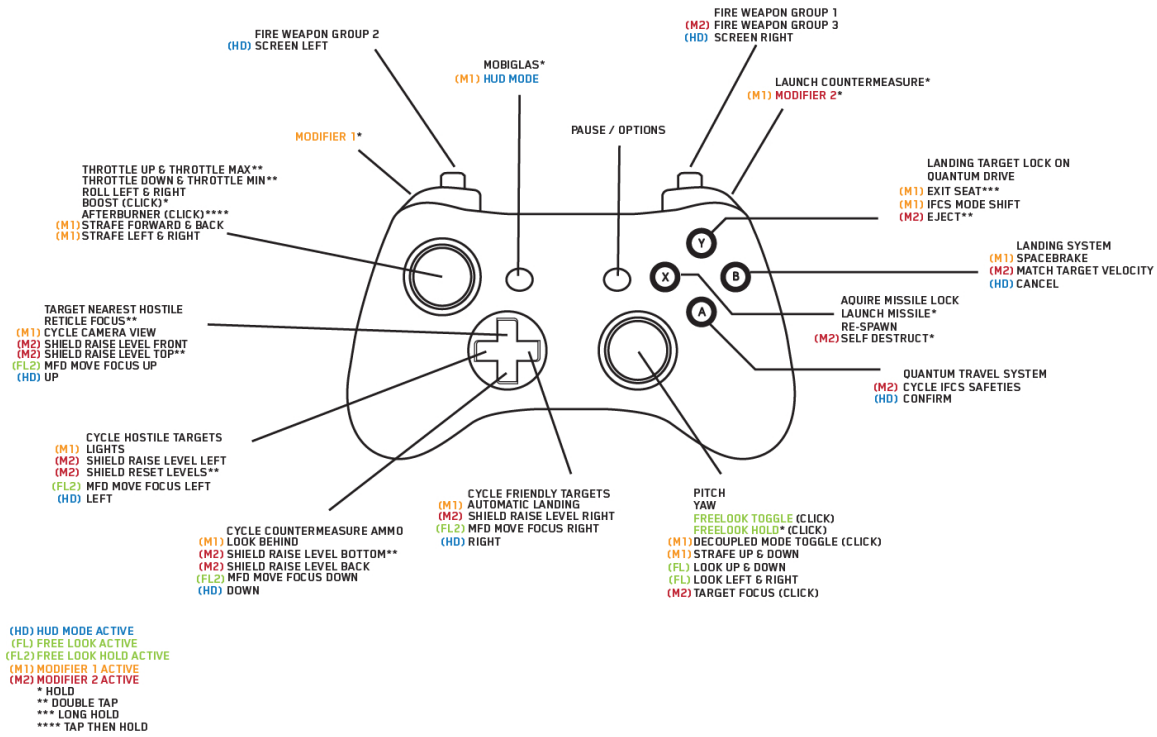
ON FOOT



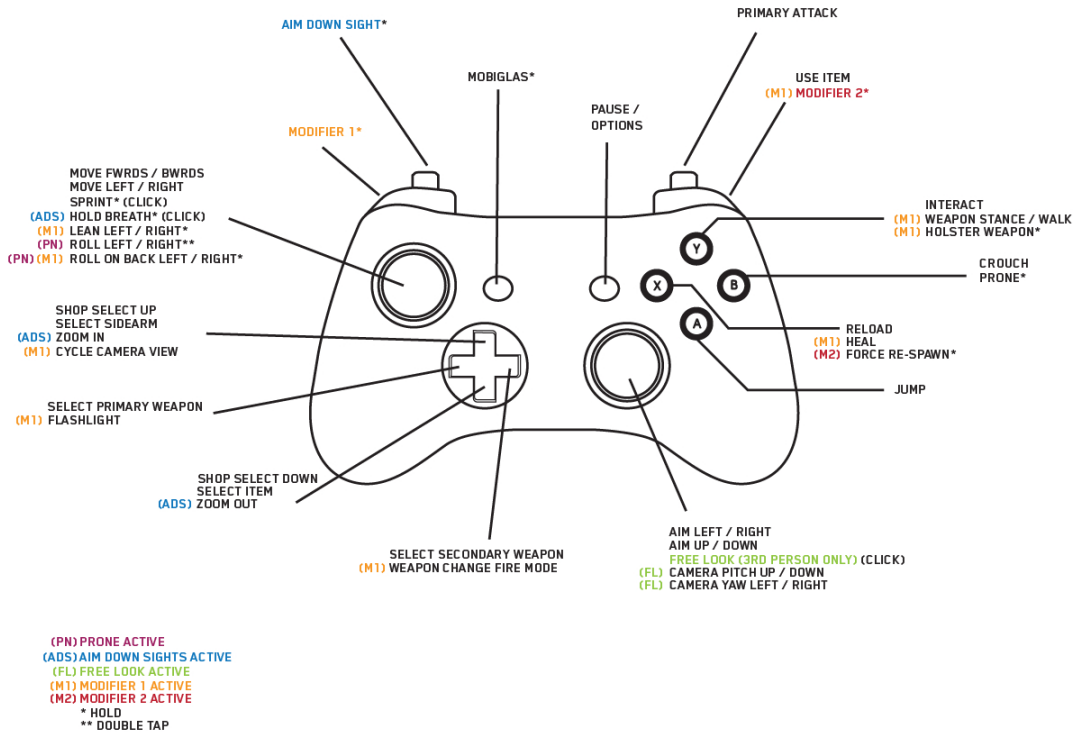
EVA

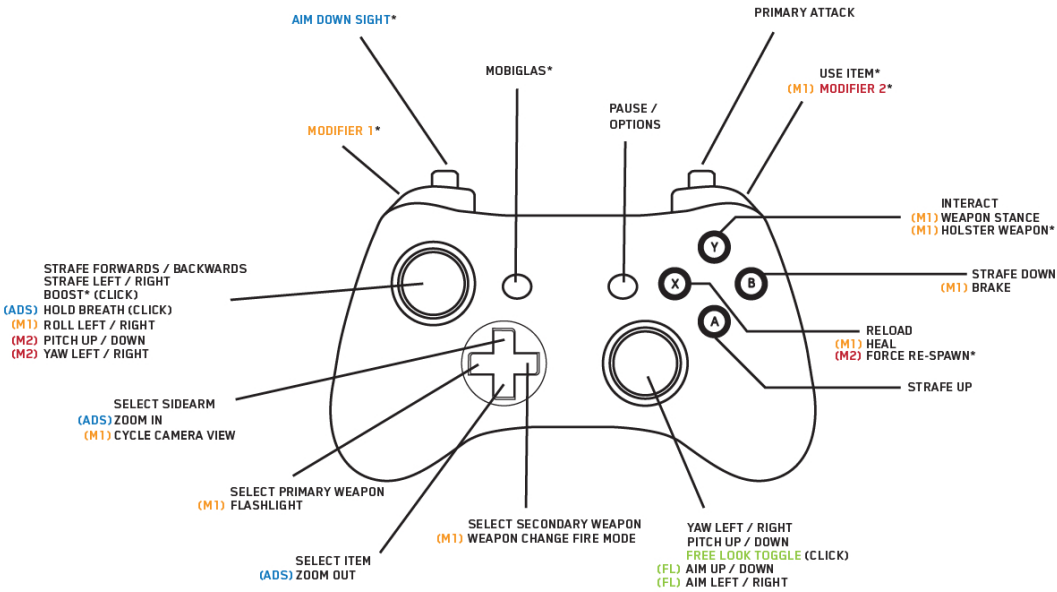


FLIGHT



ON FOOT





(ADS) AIM DOWN SIGHTS ACTIVE
(FL) FREE LOOK ACTIVE
(M1) MODIFIER 1 ACTIVE
(M2) MODIFIER 2 ACTIVE
* HOLD
** DOUBLE TAP

Key Tables

KEYBOARD AND MOUSE

Keys	Flight	On Foot	EVA
W	Throttle Up, Throttle Max (double tap), HUD Up	Move Forward	Strafe Forward
S	Throttle Down, Throttle Min (double tap), HUD Down	Move Backwards	Strafe Backwards
A	Strafe Left, HUD Left	Strafe Left	Strafe Left
D	Strafe Right, HUD Right	Strafe Right	Strafe Right
Q	Roll Left, HUD Screen Left	Lean Left	Roll Left
E	Roll Right, HUD Screen Right	Lean Right	Roll Right
R	Target Nearest Hostile, Reticle Focus (double tap)	Reload	Reload
F	Interact, Quantum Jump, Landing Target Lock On, HUD Confirm	Interact	Interact
Tab	Scanning Mode, Scanning Pulse (hold)	Scanning Mode, Scanning Pulse (hold)	Scanning Mode, Scanning Pulse (hold)
Left Shift	Boost (hold), Afterburner (tap, hold)	Sprint (hold)	Boost (hold)
CAPS LOCK			
`	Console	Console	Console
Space	Strafe Up	Jump, Stand (from Crouch/Prone)	Strafe Up
Left CTRL	Strafe Down	Crouch, Prone (hold)	Strafe Down
Left ALT	Modifier 1	Modifier 1, 2D UI Cursor (double tap)	Modifier 1, 2D UI Cursor (double tap)
Enter	Activate Chat	Activate Chat	Activate Chat
Z	Freelook Toggle, Freelook (hold)	Freelook Toggle (3rd person only)	Freelook Toggle
X	Spacebrake, Respawn		Brake
C	De-couple Toggle	Change Fire Mode	Change Fire Mode
V	IFCS Mode Shift	Weapon Stance Change, Walk Toggle, Holster Weapon (hold)	Weapon Stance Change, Holster Weapon (hold)
B	Quantum Travel Mode		
N	Landing Mode (Toggle)		
M	Match Target Velocity		
T	Lights	Torch	Torch
Y	Cycle Hostile Targets		
U	Cycle Friendly Targets		
I	Cycle All Targets		
O	Cycle Pinned Targets		
P	Pin Target		
G	Cycle Countermeasure, Launch Countermeasure (hold)	Cycle Item, Use Item (hold)	Cycle Item, Use Item (hold)

H	Cycle Hostile Targets Back	Heal	Heal
J	Cycle Friendly Targets Back		
K	Cycle All Targets Back		
L	Cycle Pinned Targets Back		
;			
'			
,	Radar Cycle Range		
.	PIB		
[Accept Party Invite		
]	Reject Party Invite		
Arrow Keys Up			
Arrow Keys Down			
Arrow Keys Left			
Arrow Keys Right			
Insert			
Home			
PgUp			
PgDn			
1	Power Preset One Increase and Decrease Others	Select (Equip) Sidearm Weapon	Select (Equip) Sidearm Weapon
2	Power Preset Two Increase and Decrease Others	Select (Equip) Primary Weapon	Select (Equip) Primary Weapon
3	Power Preset Three Increase and Decrease Others	Select (Equip) Secondary weapon	Select (Equip) Secondary weapon
4	Power Preset One Off / On	Select (Equip) Item	Select (Equip) Item
5	Power Preset Two Off / On		
6	Power Preset Three Off / On		
7			
8			
9			
0	Reset Power Distribution		
-	Decrease Power, Power Min (double tap)		
=	Increase Power, Power Max (double tap)		
Backspace			
Right Shift	Cycle Mouse Aim Mode		
Right Alt	Modifier 2	Modifier 2	Modifier 2
NumPad 1			
NumPad 2	Shield Raise Level Back		
NumPad 3			
NumPad 4	Shield Raise Level Left		
NumPad 5	Shield Reset Levels		
NumPad 6	Shield Raise Level Right		

NumPad 7	Shield Raise Level Top		
NumPad 8	Shield Raise Level Front		
NumPad 9	Shield Raise Level Bottom		
NumPad 0			
NumPad +			
NumPad -			
Esc	Pause Menu	Pause Menu	Pause Menu
F1	MobiGlas	MobiGlas	MobiGlas
F2	AR Mode	AR Mode	AR Mode
F3	HUD Mode		
F4	Change Camera Mode	Change Camera Mode	Change Camera Mode
F5	HUD Show Overview		
F6	HUD Show Weapons Grouping		
F7	HUD Show Power Management		
F8	HUD Show Shield Management		
F9			
F10	Scoreboard	Scoreboard	Scoreboard
F11	Contacts	Contacts	Contacts
F12	Chat	Chat	Chat
Mouse X axis	Yaw Left / Right	Aim Left / Right	Aim Left / Right
Mouse Y axis	Pitch Up / Down	Aim Up / Down	Aim Up / Down
Mouse Button 1	Fire Weapon Group 1	Fire Weapon	Fire Weapon
Mouse Button 2	Fire Weapon Group 2	Aim Down Sights	Aim Down Sights
Mouse Button 3	Tap - Launch Missiles/ Hold - Acquire Missile Lock	Use Item	Use Item
Mouse Button 4	Launch Countermeasure		
Mouse Button 5	Fire Weapon Group 3		
Mouse Wheel Up	Zoom In	Switch Grenade/Gadgets	Switch Grenade/Gadgets
Mouse Wheel Down	Zoom Out	Switch Grenade/Gadgets	Switch Grenade/Gadgets
C + W	MFD Focus Up		
C + S	MFD Focus Down		
C + A	MFD Focus Left		
C + D	MFD Focus Right		
C + Mouse X axis	Look Left / Right, Camera Left / Right (3rd person)	Camera Left / Right (3rd person)	Look Left / Right, Camera Left / Right (3rd person)
C + Mouse Y axis	Look Up / Down, Camera Up / Down (3rd person)	Camera Up / Down (3rd person)	Look Left / Right, Camera Up / Down (3rd person)
Left ALT + W	Strafe Forward		Pitch Up
Left ALT + S	Strafe Backward		Pitch Down
Left ALT + A			Yaw Left

Left ALT + D			Yaw Right
Left ALT + Mouse Button 3	Cancel Lock on Missiles		
Left ALT + R	Target Focus		
Left ALT + Z	Look Behind		Surface Align
Left ALT + V	Cycle IFCS Safeties		
Left ALT + F	Exit Seat (hold)		
Right ALT + M	Look Ahead Toggle		
Right ALT + J	Gimbal Lock		
Right ALT + K	Reticle Mode		
Right ALT + L	Eject (double tap)		
Right ALT + ,	Cycle Mouse Move Mode		
Right ALT + .	Yaw / Roll Swap		
Right ALT + O	Toggle ESP		
Right ALT + N	Automatic / Manual Landing		
Right ALT + /	2D UI Cursor	2D UI Cursor	2D UI Cursor
Right ALT + Backspace	Self Destruct (hold)	Force Respawn (hold)	Force Respawn (hold)
Left ALT+ Mouse Wheel Up	Zoom In		
Left ALT+ Mouse Wheel Down	Zoom Out		
Mouse Button 2 + Mouse Wheel		Zoom In/Out	Zoom In / Out
Mouse Button 2 + Shift		Hold Breathe	Hold Breathe

GAME PAD

Keys	Flight	On Foot	EVA
LS - x axis	Roll Left / Right	Strafe Left / Right, Prone Roll Left / Right (double tap)	Strafe Left / Right
LS - y axis	Throttle Up / Down, Throttle Max / Min (double tap)	Move Forward / Backward	Strafe Forward / Backward
LS - click	Boost (hold), Afterburner (tap, hold)	Sprint (hold)	Boost (hold)
RS - x axis	Yaw Left / Right, Look Left / Right, Camera Aim Left / Right	Aim Left / Right, Camera Aim Left / Right	Yaw Left / Right, Aim Left / Right, Camera Aim Left / Right
RS - y axis	Pitch Up / Down, Look Left / Right, Camera Aim Up / Down	Aim Up / Down, Camera Aim Up / Down	Pitch Up / Down, Aim Up / Down, Camera Aim Up / Down
RS - click	Freelook	Freelook (3rd person only)	Freelook
LT	Fire Weapon Group 2	Aim Down Sight	Aim Down Sight

LB	Modifier 1, HUD Screen Left (HUD Mode)	Modifier 1	Modifier 1
RT	Fire Weapon Group 1	Primary Attack	Primary Attack
RB	Launch Countermeasure, HUD Screen Right (HUD Mode)	Use Item	Use Item
LB + RB	Modifier 2		Modifier 2
BACK	MobiGlas	MobiGlas	MobiGlas
START	Pause / Options	Pause / Options	Pause / Options
Dpad Up	Target Nearest Hostile, Reticle Focus (double tap), HUD Up (HUD Mode), Shop Select Up	Select Sidearm	Select Sidearm
Dpad Down	Cycle Countermeasure Ammo, HUD Down (HUD Mode), Shop Select Down	Select Item	Select Item
Dpad Left	Cycle Hostile Targets, HUD Left (HUD Mode)	Select Primary Weapon	Select Primary Weapon
Dpad Right	Cycle Friendly Targets, HUD Right (HUD Mode)	Select Secondary Weapon	Select Secondary Weapon
Y	Interact, Landing Target Lock On, Quantum Drive	Interact	Interact
X	Acquire Missile Lock, Launch Missile (hold), Re-spawn	Reload	Reload
A	Quantum Travel System, HUD Confirm (HUD Mode)	Jump	Strafe Up
B	Landing System, HUD Cancel (HUD Mode)	Crouch, Prone (hold)	Strafe Down
LB + LS - x axis	Strafe Left / Right	Lean Left / Right	Roll Left / Right
LB + LS - y axis	Strafe Forward / Back		
LB + RS - click	Decoupled Mode Toggle	Melee Attack	Melee Attack
LB + Y	IFCS Mode Shift, Exit Seat (long hold)	Weapon Stance Toggle / Walk, Holster Weapon (hold)	Weapon Stance Toggle, Holster Weapon (hold)
LB + X	Heal	Heal	Heal
LB + A	Scanning Mode / Scanning Pulse (hold)	Scanning Mode / Scanning Pulse (hold)	Scanning Mode / Scanning Pulse (hold)
LB + B	Spacebrake	Brake,	Heal, Force Respawn (double tap)
LB + Back	HUD Mode		
LB + Dpad Up	Cycle Camera View	Cycle Camera View	Cycle Camera View
LB + Dpad Down	Look Behind, Cycle Camera View Mode		
LB + Dpad Left	Lights Toggle	Flashlight	Flashlight
LB + Dpad Right	Automatic Landing	Weapon Change Fire Mode	Weapon Change Fire Mode
LB + RB + RT	Fire Weapon Group 3		
LB + RB + Y	Eject (double tap)		
LB + RB + X	Self Destruct (hold)	Force Respawn (hold)	Force Respawn (hold)
LB + RB + A	Cycle IFCS Safeties		
LB + RB + B	Match Target Velocity		

LB + RB + Dpad Up	Shield Raise Level Front, Shield Raise Level Top (double tap)		
LB + RB + Dpad Down	Shield Raise Level Back, Shield Raise Level Bottom (double tap)		
LB + RB + Dpad Left	Shield Raise Level Left, Shield Reset Levels (double tap)		
LB + RB + Dpad Right	Shield Raise Level Right		
LB + RB + RS - click	Target Focus		
LB + RB + LS - x axis			Yaw Left / Right
LB + RB + LS - y axis			Pitch Up / Down
LT + LS - click		Hold Breath	Hold Breath
LT + Dpad UP		Zoom In	Zoom In
LT + Dpad Down		Zoom Out	Zoom Out