

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 RETICLE FOCUS / PIN TARGET* (M1) NEAREST HOSTILE	2 CYCLE SUBTARGET / RESET SUBTARGET* (M1) BCKWRD	3 CYCLE HOSTILES / (M1) CYCLE HOSTILES BACKWARD	4 CYCLE PINNED / (M1) CYCLE PINNED BACKWARD	5 CYCLE FRIENDLIES / (M1) CYCLE FRIENDLIES BACKWARD	6 HAIL TARGET	7	8	9	0	-	=	BACK EA RE-SPAWN / SELF-DESTRUCT TOGGLE
SCAN MODE TOGGLE / SCOREBOARD* / (IM) PERSONAL INNER THOUGHT	Q ROLL LEFT	W STRAFE FORWARD	E ROLL RIGHT	R FLIGHT READY / GIMBAL MD / (M1) LOOK AHEAD	T LIGHTS TOGGLE	Y EXIT SEAT / EJECT*	U POWER ON / OFF	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 LAUNCH CM	H CYCLE CM	J	K OPEN/ CLOSE ALL DOORS	L LOCK/ UNLOCK ALL DOORS	; 	' 	ENTER ACTIVATE CHAT BOX	
SHIFT	Z AFTERBURNER	X FREELook*	C SPACE- BRAKE	V CRUISE CONTROL	B DECOUPLED MODE TOGGLE	N SPOOL QT DRIVE / QUANTUM DRIVE*	M LANDING MODE / (LN) AUTO- LAND*	,	.	/	AI TURRETS TOGGLE	SHIFT CYCLE MOUSE AIM MODE (HOMAS)	
CTRL STRAFE DOWN	ALT MODIFIER 1	SPACE STRAFE UP						ALT MODIFIER 2	CTRL				

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

3.6.0 Keybindings - Flight

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	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*	.		

ACQUIRE MISSILE LOCK /
LAUNCH MISSILE* /
SPEED LIMITER UP/DOWN /
(M1) DYNAMIC ZOOM IN/OUT /
(M2) ACCELERATION
LIMITER UP/DOWN /
(MG) ADJUST MINING
LASER POWER /
(SC) ADJUST RADAR
PING ANGLE

FIRE WEAPON
GROUP 2 /
(MG) SWITCH
MINING LASER /
(SC) SCANNING
RADAR PULSE

FIRE WEAPON
GROUP 1 /
(IM) ACTIVATE /
INTERACT /
(MG) FIRE MINING
LASER /
(SC) RETICLE
TARGET SCAN

YAW /
PITCH /
(IM) LOOK AROUND



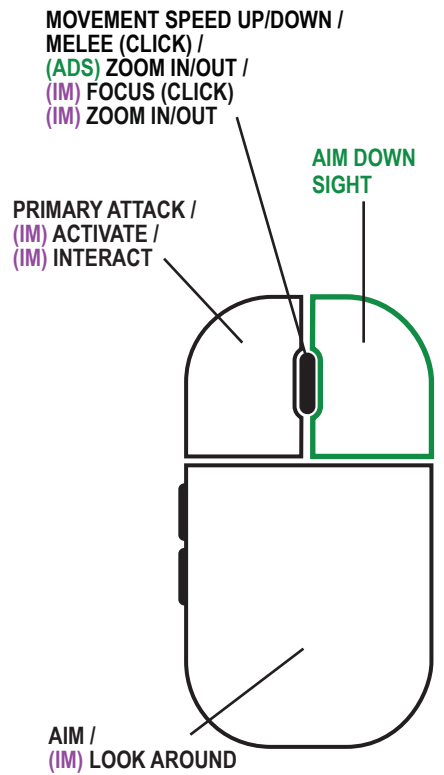
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ESC PAUSE / OPTIONS	F1 MOBIGLAS	F2 STARMAP	F3	F4 CYCLE CAMERA VIEW / ADV CAMERA*	F5	F6	F7	F8	F9	F10	F11 CONTACTS	F12 CHAT
~ CONSOLE	1 SIDEARM	2 PRIMARY WEAPON 1	3 PRIMARY WEAPON 2	4 GADGET	5 CYCLE MELEE	6 CONTRACT ITEM	7	8	9	0	- =	BACK FORCE RE-SPAWN*
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	U	I	O	P ACCEPT INVITE	[REJECT INVITE / IGNORE*] \
CAPS MOVE LEFT	A MOVE LEFT	S MOVE BACKWARDS	D MOVE RIGHT	F QUICK INTERACT / INTER- ACTION MODE*	G EQUIP GRENADE	H	J	K	L	; ,	' ,	ENTER ACTIVATE CHAT BOX
SHIFT SPRINT* / (ADS) HOLD BREATH*	Z FREELOOK*	X PRONE / EA RE- SPAWN	C HEAL	V WEAPON CHANGE FIRE MODE	B REFILL OXYGEN	N	M	,	.	/	SHIFT	SHIFT
CTRL CROUCH	ALT	SPACE JUMP						ALT	CTRL			

- (IM) INTERACTION MODE ACTIVE
- (AC) ADVANCED CAMERA MODE ACTIVE
- (PN) PRONE ACTIVE
- (ADS) AIM DOWN SIGHT ACTIVE
- * HOLD

3.6.0 Keybindings - On Foot

INS (AC) DOF INCREASE	HOME (AC) Z OFFSET POS	PGUP (AC) Z OFFSET POS	NUM LOCK	/	* FOIP RE- CALIBRATE / (AC) RESET VIEW	FOIP SELFIE CAM / (AC) DECREASE FOV
DEL (AC) DOF DECREASE	END (AC) Z OFFSET NEG	PGDWN (AC) Z OFFSET NEG	7 (AC) LOAD / SAVE 7*	8 (AC) LOAD / SAVE 8*	9 (AC) LOAD / SAVE 9*	+
			COMBAT EMOTE "YES" / (AC) LOAD / SAVE 4*	COMBAT EMOTE "FORWARD" / (AC) LOAD / SAVE 5*	COMBAT EMOTE "NO" / (AC) LOAD / SAVE 6*	FOIP PUSH TO TALK / (AC) INCREASE FOV
			COMBAT EMOTE "LEFT" / (AC) LOAD / SAVE 1*	COMBAT EMOTE "STOP" / (AC) LOAD / SAVE 2*	COMBAT EMOTE "RIGHT" / (AC) LOAD / SAVE 3*	
				0 (AC) CLEAR CURRENT SAVE*	.	
	UP (AC) Y OFFSET POS					
LEFT (AC) X OFFSET NEG	DOWN (AC) Y OFFSET NEG	RIGHT (AC) X OFFSET POS				

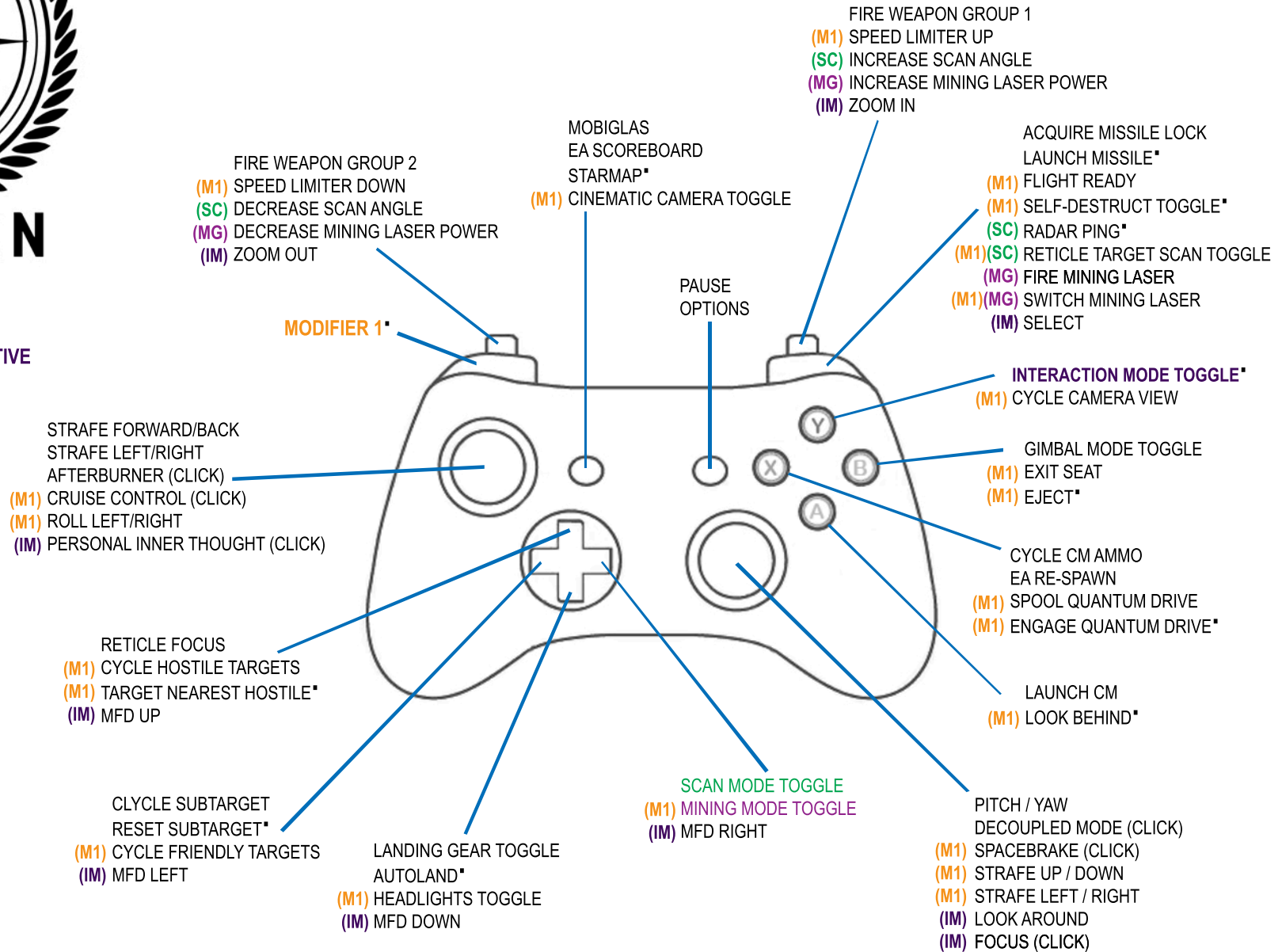


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3.6.0 Gamepad Buttonbindings Flight

(M1) MODIFIER 1 ACTIVE
(IM) INTERACTION MODE ACTIVE
(SC) SCAN MODE ACTIVE
(MG) MINING MODE ACTIVE
▪ HOLD

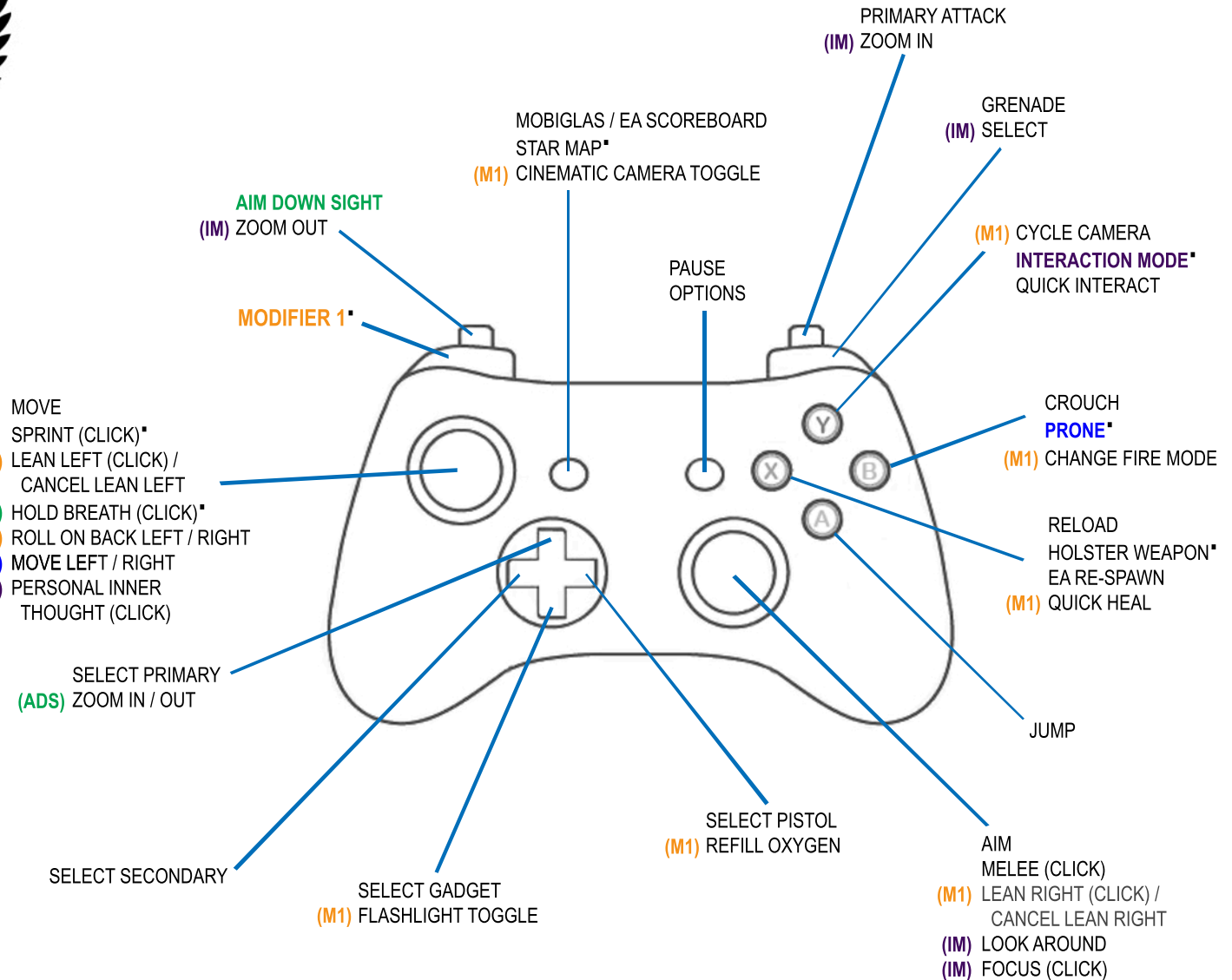




3.6.0 Gamepad Buttonbindings

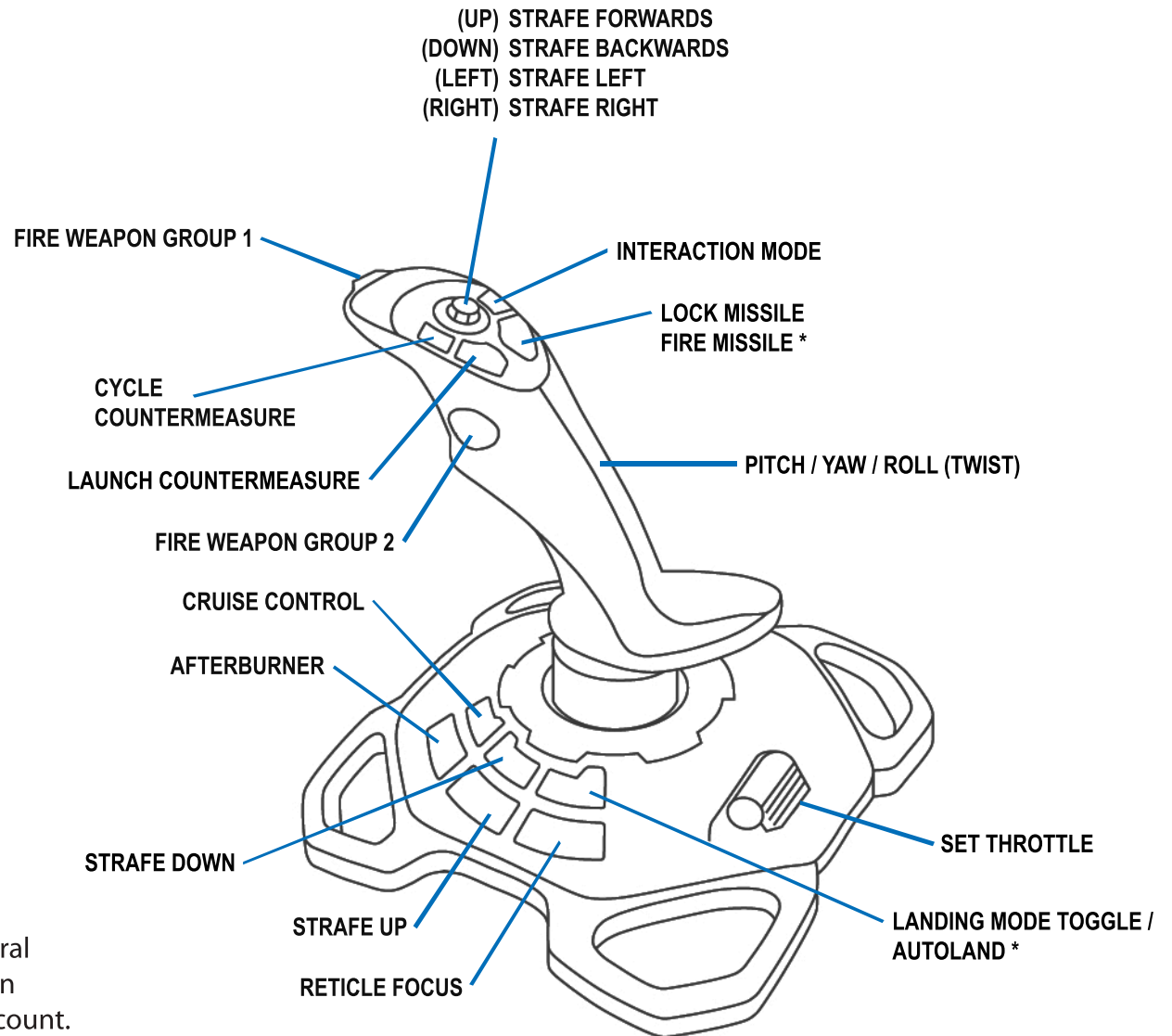
FPS - On Foot

(M1) MODIFIER 1 ACTIVE
(IM) INTERACTION MODE ACTIVE
(PN) PRONE ACTIVE
(ADS) AIM DOWN SIGHT ACTIVE
▪ HOLD





3.6.0 Joystick Buttonbindings



* HOLD



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