

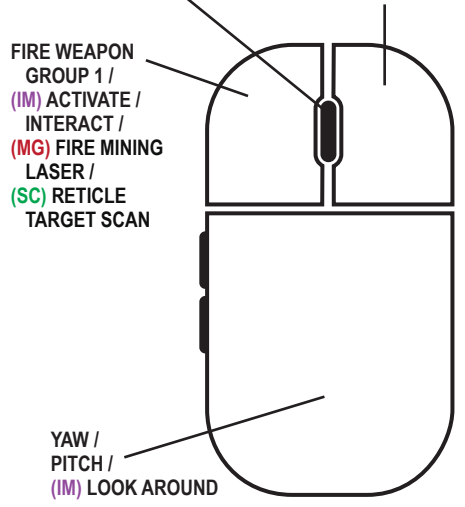
ESC PAUSE / OPTIONS	F1 MOBIGLAS	F2 STARMAP	F3	F4 CYCLE CAMERA VIEW / ADV CAMERA*	F5 INCREASE ENGINE POWER	F6 INCREASE SHIELD POWER	F7 INCREASE WEAPON POWER	F8 RESET POWER	F9 DECREASE POWER / MIN**	F10 INCREASE POWER / MAX**	F11 CONTACTS / 2D UI CURSOR	F12 CHAT WINDOW TOGGLE
CONSOLE	LOCK/ UNLOCK PINNED 1 / (M1) PIN/UN- PIN 1	LOCK/ UNLOCK PINNED 2 / (M1) PIN/UN- PIN 2	LOCK/ UNLOCK PINNED 3 / (M1) PIN/UN- PIN 3	CYCLE LOCK ATTACKERS FORWARD / (M1) RESET TO CLOSEST	CYCLE LOCK HOSTILES FORWARD / (M1) RESET TO CLOSEST	CYCLE LOCK FRIENDLIES FORWARD / (M1) RESET TO CLOSEST	CYCLE LOCK LOCK ALL FORWARD / (M1) RESET TO CLOSEST	CYCLE LOCK SUB-TARGET FORWARD / (M1) RESET TO TARGET	HAIL TARGET	CLEAR ALL PINNED TARGETS		BACK EA RE-SPAWN / SELF-DESTRUCT TOGGLE
SCAN MODE TOGGLE / SCOREBOARD* / (IM) PIT (M2) FLIGHT MODE*	Q ROLL LEFT	W STRAFE FORWARD	E ROLL RIGHT	CYCLE SELECTION FWD / FLIGHT READY / (M1) RESET AUTO	CYCLE LOCK IN VIEW FWD /RETICLE / (M1) UNLOCK TARGET	Y EXIT SEAT* / (M3) EJECT	U POWER ON/OFF / (M2) EMER- GENCY 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 MODE TOGGLE	H LAUNCH DECOY / SET/LAUNCH DECOY BURST*	J DEPLOY NOISE / (M1) JETTI- SON CARGO	K VTOL MODE TOGGLE	L LIGHTS TOGGLE / (M1) LOOK AHEAD TOGGLE	;	'	ENTER ACTIVATE CHAT BOX
SHIFT AFTERBURNER MODIFIER 2	Z FREELook*	X SPACE- BRAKE / (M1) WIPE VISOR	C CRUISE CONTROL	V DECOUPLED MODE TOGGLE	B SPOOL QT DRIVE / QUANTUM DRIVE*	N LANDING MODE / (LN) AUTO- LAND*	M MINING MODE	,	.	/	SHIFT CYCLE MOUSE AIM MODE (HOMAS)	
CTRL STRAFE DOWN	ALT MODIFIER 1	SPACE STRAFE UP						ALT MODIFIER 3	CTRL			

- (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
- * HOLD
- ** DOUBLE TAP

3.12.1 Keybindings - Flight

INS	HOME	PGUP	NUM LOCK	/	*	STARMAP ZOOM OUT / (AC) DECREASE FOV
DEL	END	PGDWN	SHIELD RAISE LEVEL TOP / (AC) LOAD / SAVE 7*	SHIELD RAISE LEVEL FRONT / (AC) LOAD / SAVE 8*	SHIELD RAISE LEVEL BOTTOM / (AC) LOAD / SAVE 9*	+
	UP		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
	DOWN		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	RIGHT (AC) X OFFSET POS			0 (AC) CLEAR CURRENT SAVE*	.	

- ACQUIRE MISSILE LOCK /
LAUNCH MISSILE* (CLICK) /
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



- ADDITIONAL KEYMAPPINGS:
- (M3) + H = INCREASE DECOY BURST SIZE
 - (M1) + H = DECREASE DECOY BURST SIZE
 - (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 CONTACTS	F12 CHAT
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	-	= 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 USE UNDER- BARREL ATTACHMENT	I INVENTORY	O	P ACCEPT INVITE	[REJECT INVITE / IGNORE*] \
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	H	J WEAPON CUSTOMIZE	K	L	; ENTER	' ACTIVATE CHAT BOX	ENTER
SHIFT SPRINT* / (ADS)HOLD BREATH* / EVA BOOST	Z FREELOOK*	X PRONE / EA RE- SPAWN / (M1) WIPE VISOR	C HEAL	V WEAPON CHANGE FIRE MODE	B REFILL OXYGEN	N	M	,	.	/	SHIFT	SHIFT
CTRL CROUCH / EVA STRAFE DOWN	ALT MODIFIER 1	SPACE JUMP / EVA STRAFE UP						ALT	CTRL			

3.12.1 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
- HOLD
- ** DOUBLE TAP



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

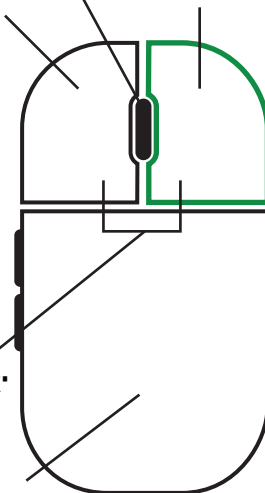
MOVEMENT SPEED INCREASE/DECREASE /
TRACTOR BEAM DISTANCE INCREASE/DECREASE /
MELEE (CLICK) /
(ADS) ZOOM IN/OUT /
(IM) FOCUS (CLICK) /
(IM) ZOOM IN/OUT

PRIMARY ATTACK /
(IM) ACTIVATE/INTERACT /
(UC) LIGHT MELEE
LEFT /
(UC) HEAVY MELEE
LEFT*

AIM DOWN SIGHT /
(IM) PIT WHEEL* /
(UC) LIGHT MELEE
RIGHT /
(UC) HEAVY MELEE
RIGHT*

(UC) MELEE BLOCK*

AIM /
(IM) LOOK AROUND



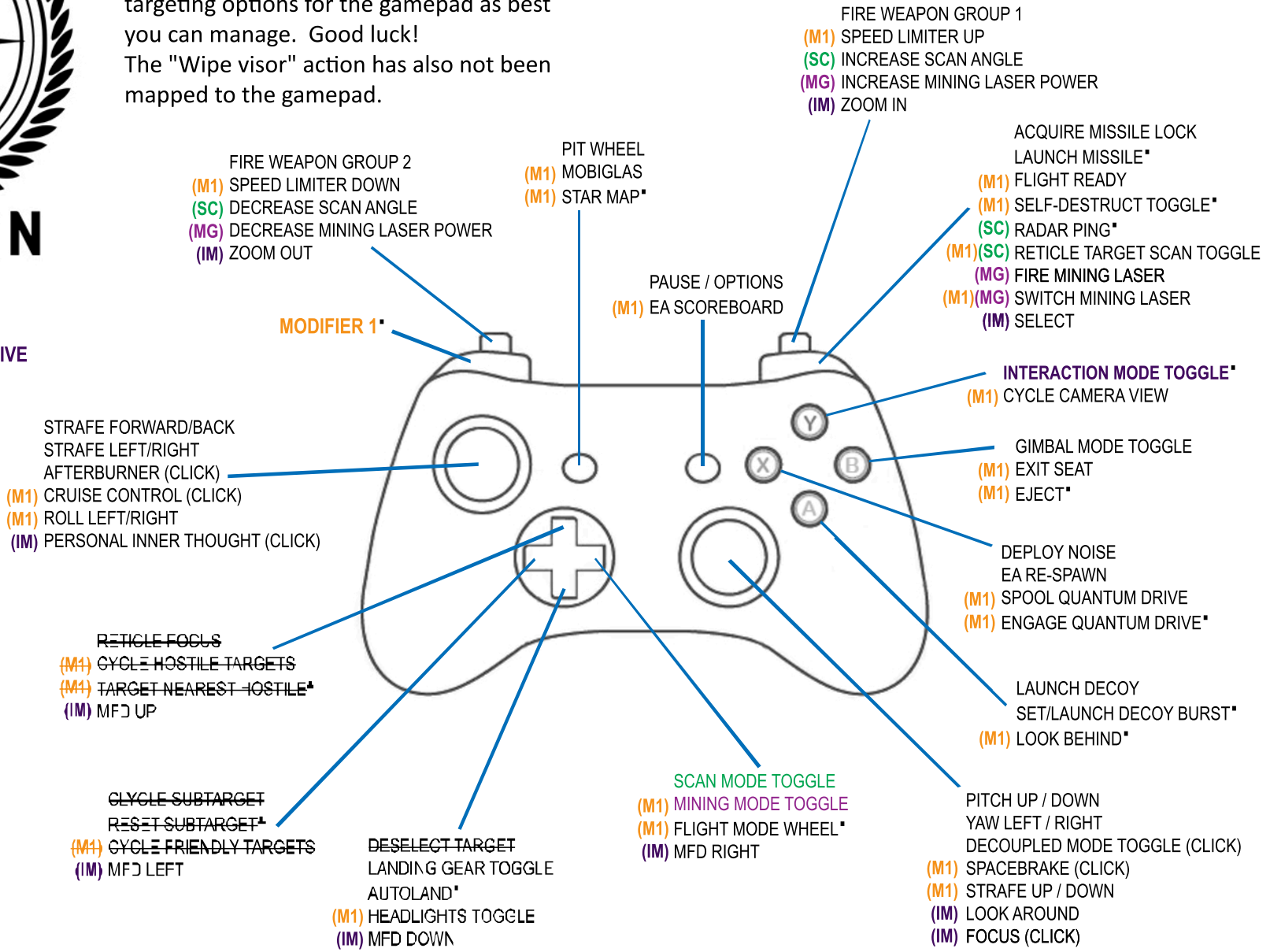


3.12.1 Gamepad Buttonbindings

Flight

WARNING: Button-bindings for targeting have been removed. You will need to bind targeting options for the gamepad as best you can manage. Good luck!
The "Wipe visor" action has also not been mapped to the gamepad.

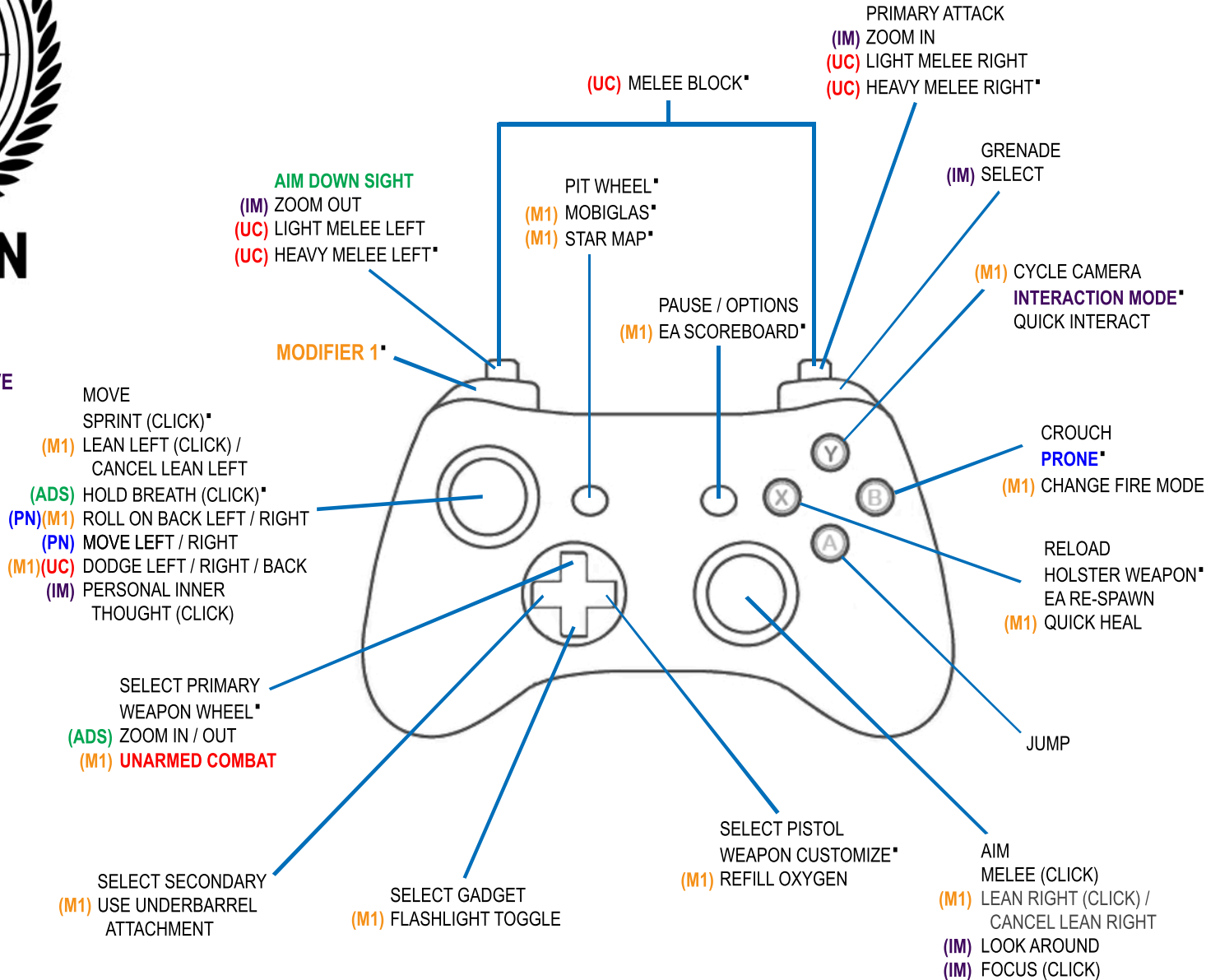
- (M1) MODIFIER 1 ACTIVE
- (IM) INTERACTION MODE ACTIVE
- (SC) SCAN MODE ACTIVE
- (MG) MINING MODE ACTIVE
- HOLD





3.12.1 Gamepad Buttonbindings FPS - On Foot

- (M1) MODIFIER 1 ACTIVE
- (IM) INTERACTION MODE ACTIVE
- (PN) PRONE ACTIVE
- (ADS) AIM DOWN SIGHT ACTIVE
- (UC) UNARMED COMBAT MODE ACTIVE
- * HOLD





3.12.1 Joystick Buttonbindings

WARNING: Button-bindings for targeting have been removed. You will need to bind targeting options for the joystick as best you can manage. Good luck!



* HOLD

