



## Propulsion & craft

- =** Increase throttle
- Decrease throttle
- \** Throttle to zero
- I** Throttle to 1/3
- J** Throttle to 2/3
- ←** Full throttle
- V** Toggle S-Foils (X-W only)
- Return** Match speed /w target
- Alt E** Eject
- H** Engage/Abort Hyperdrive
- J** Jump to new craft if available

## Targeting

- A** Target attacker of target
- E** Cycle through objects targeting you
- R** Target nearest fighter
- T / Y** Next / Prev target
- U** Target newest object
- U** Target newest object
- I** Cycle through incoming warheads
- O** Nearest "objective" craft
- P** Nearest hostile player
- ↑ P** Cycle through players
- ,** Cycle target's components
- ↑ ,** Previous component
- F1 / F2** Prev/Next friendly object
- F3 / F4** Prev/Next enemy object
- ↑ F5 to F7** Store current target as preset
- F5 to F7** Select target preset
- Z** Toggle Threat Display
- Alt C** Clear Target Display

## Craft scores

GUN	400	Hard	4 x Craft Value
Z95	160	Medium	2 x Craft Value
X-W	300	Easy	1 x Craft Value
Y-W	200		
A-W	400	Friendly Fire penalties	
TF	200	Kill	-4 x Craft Value
TI	300	Shared Kill	-2 x Craft Value
TB	300		
TA	500		

## Power & Shields

- F8** Beam recharge rate
- F9** Cannon recharge rate
- F10** Shield recharge
- 9 / 0** Power presets
- ↑ 9 / ↑ 0** Save power presets
- ;** Transfer all shield energy to cannon
- '** Transfer cannon energy to shields
- ↑ ' / ↑** Transfer all cannon energy to shields
- S** Cycle Shield Settings

## View controls

- 7** 10 o'clock Left forward
- 8** 12 o'clock Forward
- 9** 2 o'clock Right forward
- 4** 9 o'clock view
- 5** Look straight Up
- 6** 3 o'clock view
- 1** 7 o'clock Left shoulder
- 2** 6 o'clock
- 3** 5 o'clock Right shoulder
- 0** Toggles between wing and high angle view
- .** Period. Toggles Cockpit on/off
- /** External camera mode
- \*** Repositions camera in External mode

## Wingmen orders

- ↑ A** Assign target to wingmen
- ↑ B** Signal resupply ship
- ↑ C** Order wingmen to Cover you
- ↑ I** Order wingmen to Ignore target
- ↑ R** Order wingmen to Report in
- ↑ H** Order targeted craft to go Home
- ↑ W** Order targeted craft to Wait/Stop
- ↑ G** Order targeted craft to Go
- ↑ E** Order targeted craft to Evade
- ↑ S** Call for reinforcements

## Weapons

- X** Cycle weapon configuration
- W** Cycle through weapon systems
- B** Toggle beam weapon on/off
- C** Fire countermeasure

## In-flight map

- M** Toggle In-Flight map
- ↑ M** Map with AI taking over craft
- H** Show keyboard reference for map (\*, /, +, - on Numpad)

## Communications

- Tab** Toggle chat line (1x Team, 2x Enemy, 3x All)
- Esc** Abort chat

## HUD Popups

- L** Toggle Log popup
- F** Toggle Friendly craft list
- ↑ F** Toggle enemy craft list
- G** Toggle Goals
- K** Toggle Kills or score
- D** Damage assessment
- C** Fire countermeasure
- ← →** Highlight different pop-ups
- ↓ ↑** Scroll through pop-up content

## Meta Game Commands

- Alt A** Quits the observation deck
- Alt P** Pause game
- Alt V** Display game version
- Alt D** Cycle through Detail settings
- Alt B** Cycle through Brightness settings
- Alt I** Toggle Interlace on/off
- Q** Quits game