

# STAR CITIZEN : MODE FLIGHT

## 2.0



**KEYBOARD CONTROLS:**

- ESC:** MENU
- F1-F4:** OVERVIEW, WEAPONS, POWER, SHIELDS
- F5-F8:** (Empty)
- F9-F12:** MOBGLASS, AR MODE, CONTACTS, CHAT
- CONSOLE:** ADD TO POWER GROUP 1
- 1-3:** ADD TO POWER GROUP 2, ADD TO POWER GROUP 3
- 4-5:** WEAPON SYSTEMS ON / OFF, SHIELDS ON / OFF
- 6-8:** ENGINES ON / OFF
- 9-0:** EQUALIZE POWER GROUPS
- BACK:** VELOCITY D/100, SELF DESTRUCT / FORCE RESPAWN (EVA)
- TAB:** SCOREBOARD
- Q:** STRAFE LEFT (OC)
- W:** THROTTLE UP / STRAFE FORWARD (OC)
- E:** STRAFE RIGHT (OC)
- R:** STRAFE UP
- T:** CYCLE HOSTILES / (BACK)
- Y:** CYCLE ALL TARGETS / (BACK)
- U:** CYCLE PINNED TARGETS
- I:** (Empty)
- O:** TOGGLE LIGHTS
- P:** (Empty)
- C:** (Empty)
- ]:** (Empty)
- ENTER:** ACTIVATE CHAT / HUD INTERACT
- CAPS:** DECOUPLE TOGGLE \* / CYCLE IFLS SAFETIES
- A:** ROLL LEFT (OC)
- S:** WHEELIE BACK / STRAFE BACK (OC)
- D:** ROLL RIGHT (OC)
- F:** INTERACT / STRAFE DOWN / EXIT SEAT
- G:** RETICLE FOCUS / WEAPON GIMBAL LOCK
- H:** CYCLE FRIENDLIES / (BACK)
- J:** (Empty)
- K:** (Empty)
- L:** TARGET FOCUS / EJECT
- ;**: CYCLE HUD MODE BACK
- ":** CYCLE HUD MODE FORWARD
- ENTER:** ACTIVATE CHAT / HUD INTERACT
- SHIFT:** BOOST (HOLD) / AFTERBURNER (TAP, HCLD)
- Z:** LAUNCH CM
- X:** CYCLE CM
- C:** NEAREST HOSTILE / RELATIVE MOUSE MODE
- V:** IFLS MODE SWITCH
- B:** QUANTUM TRAVEL SYSTEM TOGGLE \*
- N:** LANDING MODE TOGGLE \*
- M:** (Empty)
- /:** RADAR ZOOM
- PH:** (Empty)
- SHIFT:** HUMAN MODE (UNLOCK, MOUSE AIM)
- CTRL:** MODIFIER (HOLD) \*
- ALT:** FREE HOLD (HOLD) \* / FREE LOOK TOGGLE (DELE TAP) / LOCK BEHIND
- SPACE:** SPACEBRAKE / NEWTONIAN BRAKE / 2D UI CURSOR
- ALT:** MODIFIER 2 (HOLD) \*
- CTRL:** HUD CANCEL / BACK

**MOUSE CONTROLS:**

- INSERT:** CHANGE CAMERA
- HOME:** HUD FOCUS MODE \*
- PGUP:** VIEW MODE
- NUM LOCK:** (Empty)
- /:** (Empty)
- +:** DECREASE POWER
- DEL:** (Empty)
- END:** (Empty)
- PGDOWN:** (Empty)
- 7:** TOP SHIELDS
- 8:** FORE SHIELDS
- 9:** BOTTOM SHIELDS
- 4:** LEFT SHIELDS
- 5:** EQUALIZE SHIELDS
- 6:** RIGHT SHIELDS
- +**: INCREASE POWER
- 1:** LEFT SHIELDS
- 2:** REAR SHIELDS
- 3:** (Empty)
- ENTER:** (Empty)
- 0:** (Empty)
- LEFT:** NAVIGATE HUD
- DOWN:** NAVIGATE HUD
- RIGHT:** NAVIGATE HUD
- UP:** NAVIGATE HUD

**MICROPHONE:** FIRE GROUP 2 / CYCLE NEXT TARGET (SPECTATOR MODE), FIRE MISSILE (CLICK) / ACQUIRE MISSILE LOCK (CLICK) \* / FIRE MISSILE (CLICK) / REQUEST LANDING PERMISSION / QUANTUM DRIVE, FIRE GROUP 1 / CYCLE PREVIOUS TARGET (SPECTATOR MODE), FIRE GROUP 4, FIRE GROUP 3, PITCH/YAW

**LEGEND:**

- \* MODIFIER - MATCHING COLOUR FUNCTIONS REQUIRE THIS KEY TO BE IN USE
- MATCH TARGET VELOCITY / AUTO LANDING / MANUAL LANDING / LOOK AHEAD MODE

BACK

➤ FLIGHT

Advanced Controls Customization

ESC MENU	F1 OVERVIEW	F2 WEAPONS	F3 POWER	F4 SHIELDS	F5	F6	F7	F8	F9 MOBIGLASS	F10 AR MODE	F11 CONTACTS	F12 CHAT	
- CONSOLE	1 ADD TO POWER GROUP 1	2 ADD TO POWER GROUP 2	3 ADD TO POWER GROUP 3	4 WEAPON SYSTEMS ON / OFF	5 SHIELDS ON / OFF	6 ENGINES ON / OFF	7	8	9	0 EQUALIZE POWER GROUPS	= VELOCITY 0/100 SELF DESTRUCT / FORCE RESPAWN (EVA)	BACK	
TAB SCOREBOARD	Q STRAFE LEFT (DC)	W THRUTTLE UP / STRAFE FORWARD (DC)	E STRAFE RIGHT (DC)	R STRAFE UP	T CYCLE HOSTILES / (BACK)	Y CYCLE ALL TARGETS / (BACK)	U CYCLE PINNED TARGETS	I	O TOGGLE LIGHTS	P	[	]	\
caps DECOUPLE TOGGLE * / CYCLE IFC'S SAFETIES	A ROLL LEFT (DC)	S THRUTTLE BACK / STRAFE BACK (DC)	D ROLL RIGHT (DC)	F INTERACT / STRAFE DOWN / EXIT SEAT	G RETICLE FOCUS / WEAPON GIMBAL LOCK	H CYCLE FRIENDLIES / (BACK)	J	K	L TARGET FOCUS / EJECT	;CYCLE HUD MODE BACK	' CYCLE HUD MODE FORWARD	ENTER ACTIVATE CHAT / HUD INTERACT	
SHIFT BOOST (HOLD) / AFTERBURNER (TAP, HOLD)	Z LAUNCH CM	X CYCLE CM	C NEAREST HOSTILE / RELATIVE MOUSE MODE	V IFC'S MODE SWITCH	B QUANTUM TRAVEL SYSTEM TOGGLE *	N LANDING MODE TOGGLE *	M	,RADAR ZOOM	.PIB	/	SHIFT HUMAN MODE (UNLOCK MOUSE AIM)		
CTRL MODIFIER (HOLD) *	ALT (HOLD) * / FREE LOOK TOGGLE (DELE TAP) / LOOK BEHIND	SPACEBRAKE / NEWTONIAN BRAKE / 2D UI CURSOR					SPACE	ALT Gr MODIFIER 2 (HOLD) *	CTRL HUD CANCEL / BACK				

\* MODIFIER - MATCHING COLOUR FUNCTIONS REQUIRE THIS KEY TO BE IN USE

- MATCH TARGET VELOCITY /
- AUTO LANDING /
- MANUAL LANDING
- LOOK AHEAD MODE

# STAR CITIZEN : MODE FLIGHT-2.0

ZOOM (SCROLL) / ACQUIRE MISSILE LOCK (CLICK) \* /  
FIRE MISSILE (CLICK) / REQUEST LANDING PERMISSION / QUANTUM DRIVE

FIRE GROUP 1 /  
CYCLE PREVIOUS TARGET (SPECTATOR MODE)

FIRE GROUP 2 /  
CYCLE NEXT TARGET (SPECTATOR MODE)

INSERT CHANGE CAMERA	HOME HUD FOCUS MODE *	PGUP VIEW MODE	NUM LOCK	/	+	- DECREASE POWER
DEL	END	PGDOWN	7 TOP SHIELDS	8 FORE SHIELDS	9 BOTTOM SHIELDS	+ INCREASE POWER
			4 LEFT SHIELDS	5 EQUALIZE SHIELDS	6 RIGHT SHIELDS	
			1	2 REAR SHIELDS	3	ENTER
				0		

UP  
NAVIGATE HUD

LEFT    DOWN    RIGHT  
NAVIGATE HUD    NAVIGATE HUD    NAVIGATE HUD

PITCH/YAW

The diagram shows a mouse with four buttons on the left side labeled FIRE GROUP 4, FIRE GROUP 3, FIRE GROUP 1, and FIRE GROUP 2. Lines connect these labels to the corresponding buttons on the mouse. The mouse is shown in a top-down perspective.

# STAR CITIZEN : MODE FOOT 2.0

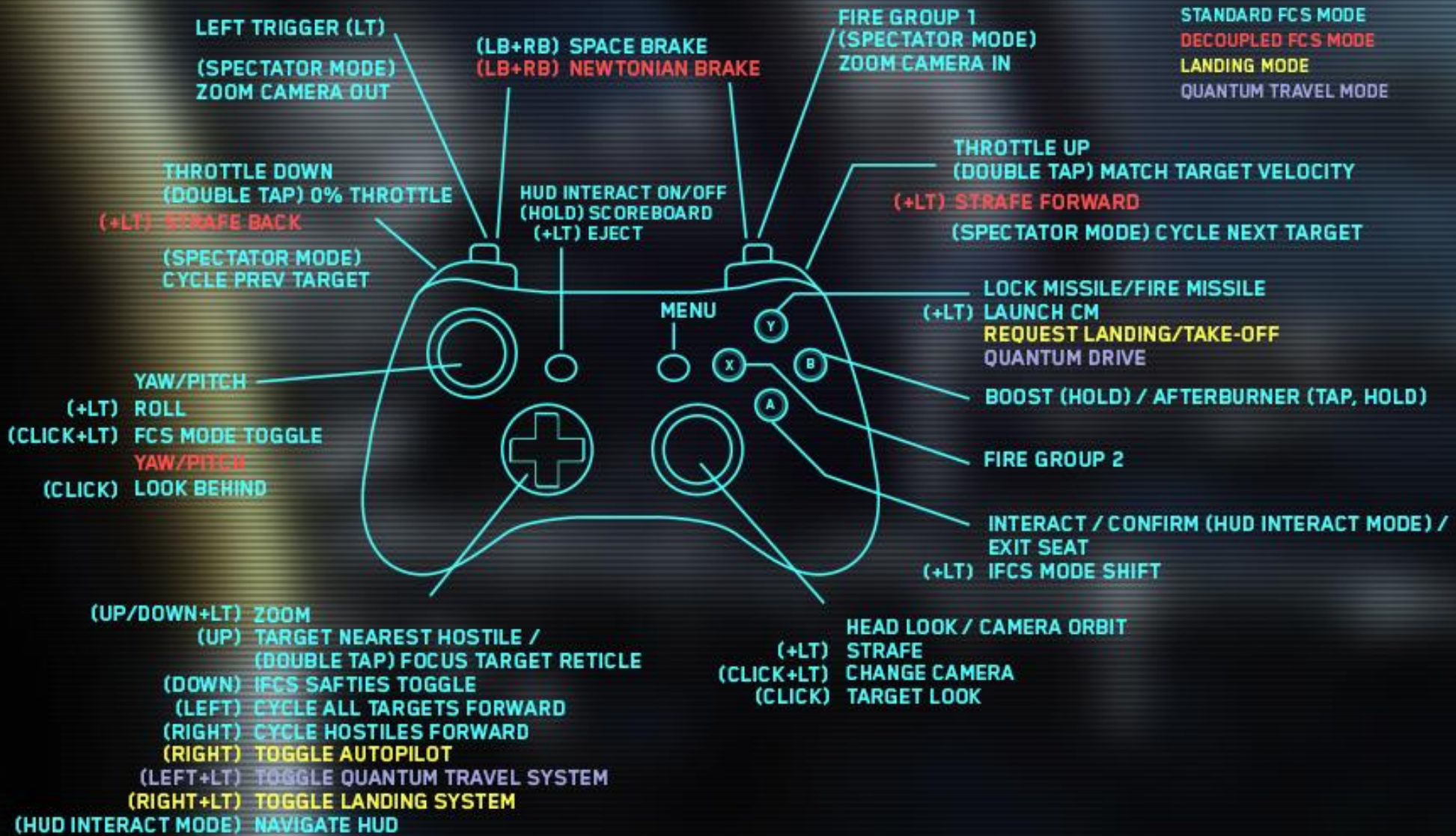


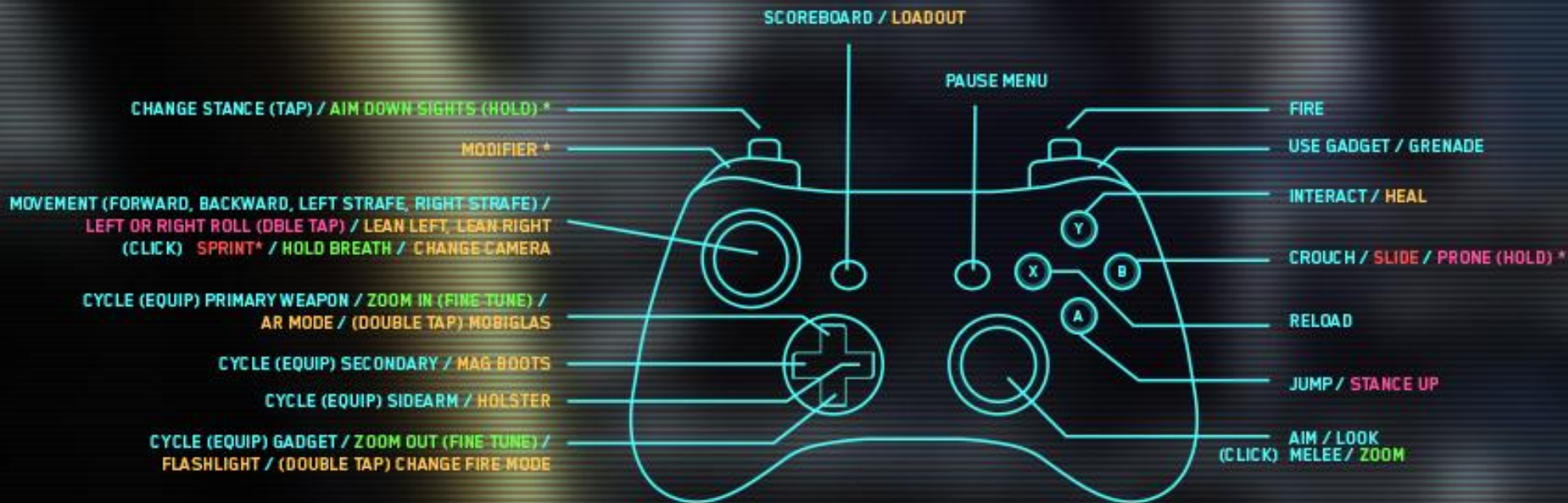


\* MODIFIER - MATCHING COLOUR FUNCTIONS REQUIRE THIS KEY TO BE IN USE

SHIFT G : Free camera







\* MODIFIER - MATCHING COLOUR FUNCTIONS REQUIRE THIS BUTTON TO BE IN USE



# STAR CITIZEN : MODE FLIGHT-2.0

