

STAR CITIZEN : MODE FLIGHT



Keyboard Controls:

- ESC:** MENU
- F1-F4:** OVERVIEW, WEAPONS, POWER, SHIELDS
- F5-F8:** (Empty)
- F9-F12:** (Empty)
- 1-3:** ADD TO POWER GROUP 1, 2, 3
- 4:** WEAPON SYSTEMS ON / OFF
- 5:** SHIELDS ON / OFF
- 6:** ENGINES ON / OFF
- 0:** EQUALIZE POWER GROUPS
- BACK:** VELOCITY 0/100, SELF DESTRUCT / FORCE RESPAWN (EVA)
- TAB:** SCOREBOARD / HEAD LOCK *
- Q:** STRAFE LEFT
- W:** THROTTLE UP / STRAFE FORWARD (DC)
- E:** STRAFE RIGHT
- R:** STRAFE UP
- T:** CYCLE - HOSTILES / (BACK)
- Y:** CYCLE ALL TARGETS / (BACK)
- U:** CYCLE PINNED TARGETS
- O:** TOGGLE LIGHTS
- P:** (Empty)
- ENTER:** ACTIVATE CHAT / HUD INTERACT
- SHIFT:** BOOST
- Z:** LAUNCH CM
- X:** CYCLE CM
- C:** NEAREST HOSTILE / RELATIVE MODE*
- V:** (Empty)
- B:** LANDING MODE TOGGLE *
- N:** (Empty)
- M:** RADAR ZOOM
- /:** LOOK BEHIND
- SHIFT:** HOMAS MODE (UNLOCK MOUSE AIM)
- CTRL:** MODIFIER (HOLD) *
- ALT:** MODIFIER 2 (HOLD) *
- SPACE:** SPACEBRAKE / NEWTONIAN BRAKE / 2D W/ CURSOR
- ALT:** MODIFIER 3 (HOLD) *
- CTRL:** HUD CANCEL / BACK

Mouse Controls:

- Left Button:** NAVIGATE HUD
- Right Button:** NAVIGATE HUD
- Wheel:** NAVIGATE HUD
- Button 1:** BEAR SHIELDS
- Button 2:** REAR SHIELDS
- Button 3:** ENTER
- Button 4:** LEFT SHIELDS
- Button 5:** EQUALIZE SHIELDS
- Button 6:** RIGHT SHIELDS
- Button 7:** TOP SHIELDS
- Button 8:** FORE SHIELDS
- Button 9:** BOTTOM SHIELDS
- Button 10:** INCREASE POWER
- Button 11:** DECREASE POWER
- Button 12:** NUM LOCK
- Button 13:** FIRE GROUP 1 / CYCLE PREVIOUS TARGET (SPECTATOR MODE)
- Button 14:** FIRE GROUP 2 / CYCLE NEXT TARGET (SPECTATOR MODE)
- Button 15:** FIRE MISSILE (CLICK) / REQUEST LANDING PERMISSION
- Button 16:** ZOOM (SCROLL) / ACQUIRE MISSILE LOCK (CLICK) *

Legend:

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

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

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

- CTRL F : Exit ship
- ALTGr ? : visée souris ON/OFF
- CTRL S : Strafe Back
- ALT L : Edit contacts
- F11 : Contacts
- F12 : Chat

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INSERT / CHANGE CAMERA
 HOME / HUD FOCUS MODE *
 PGUP / VIEW MODE
 DEL
 END
 PGDOWN
 UP / NAVIGATE HUD
 LEFT / NAVIGATE HUD
 DOWN / NAVIGATE HUD
 RIGHT / NAVIGATE HUD
 NUM LOCK
 /
 *
 DECREASE POWER
 7 / TOP SHIELDS
 8 / FORE SHIELDS
 9 / BOTTOM SHIELDS
 4 / LEFT SHIELDS
 5 / EQUALIZE SHIELDS
 6 / RIGHT SHIELDS
 INCREASE POWER
 1
 2 / REAR SHIELDS
 3
 ENTER
 0
 .
 FIRE GROUP 2 / CYCLE NEXT TARGET (SPECTATOR MODE)
 ZOOM (SCROLL) / ACQUIRE MISSILE LOCK (CLICK) * / FIRE MISSILE (CLICK) / REQUEST LANDING PERMISSION
 FIRE GROUP 1 / CYCLE PREVIOUS TARGET (SPECTATOR MODE)
 FIRE GROUP 4
 FIRE GROUP 3
 PITCH/YAW

STAR CITIZEN : MODE FOOT



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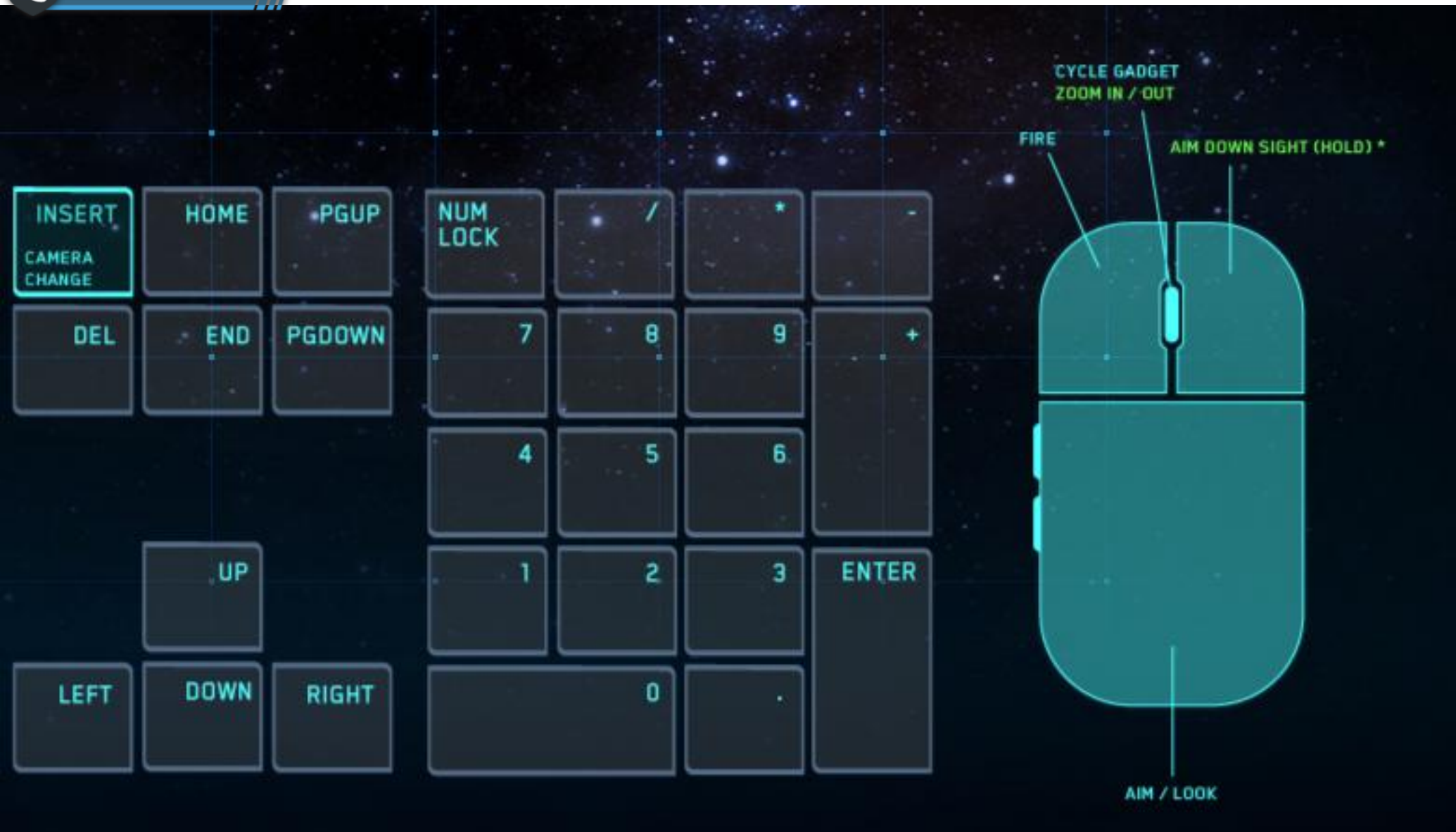
STAR CITIZEN : MODE FOOT



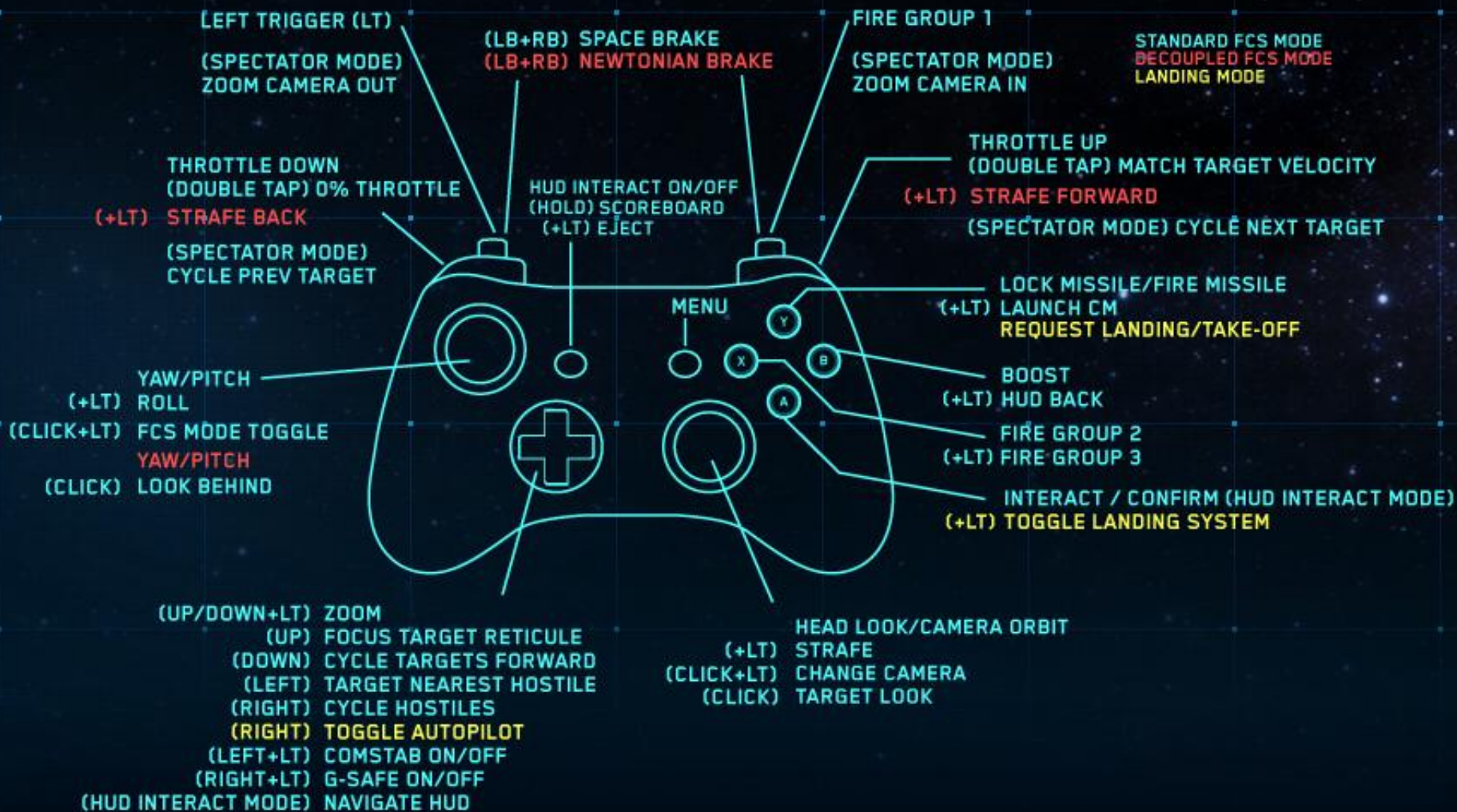
* MODIFIER - MATCHING COLOUR FUNCTIONS REQUIRE THIS KEY TO BE IN USE

SHIFT G : *Free camera*

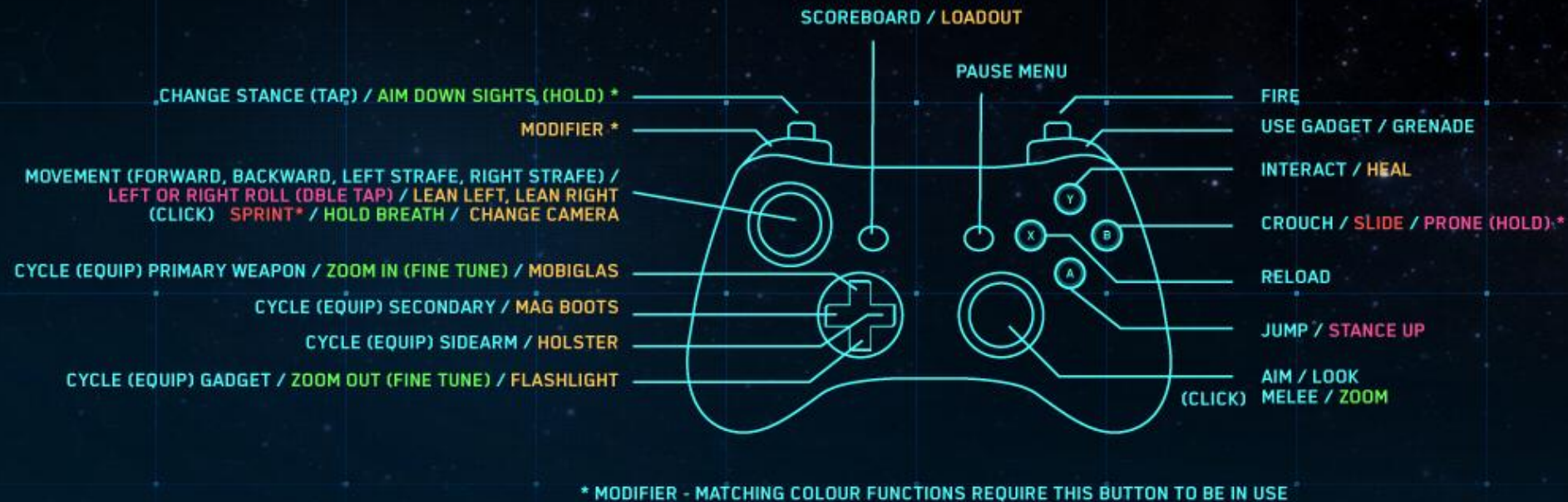
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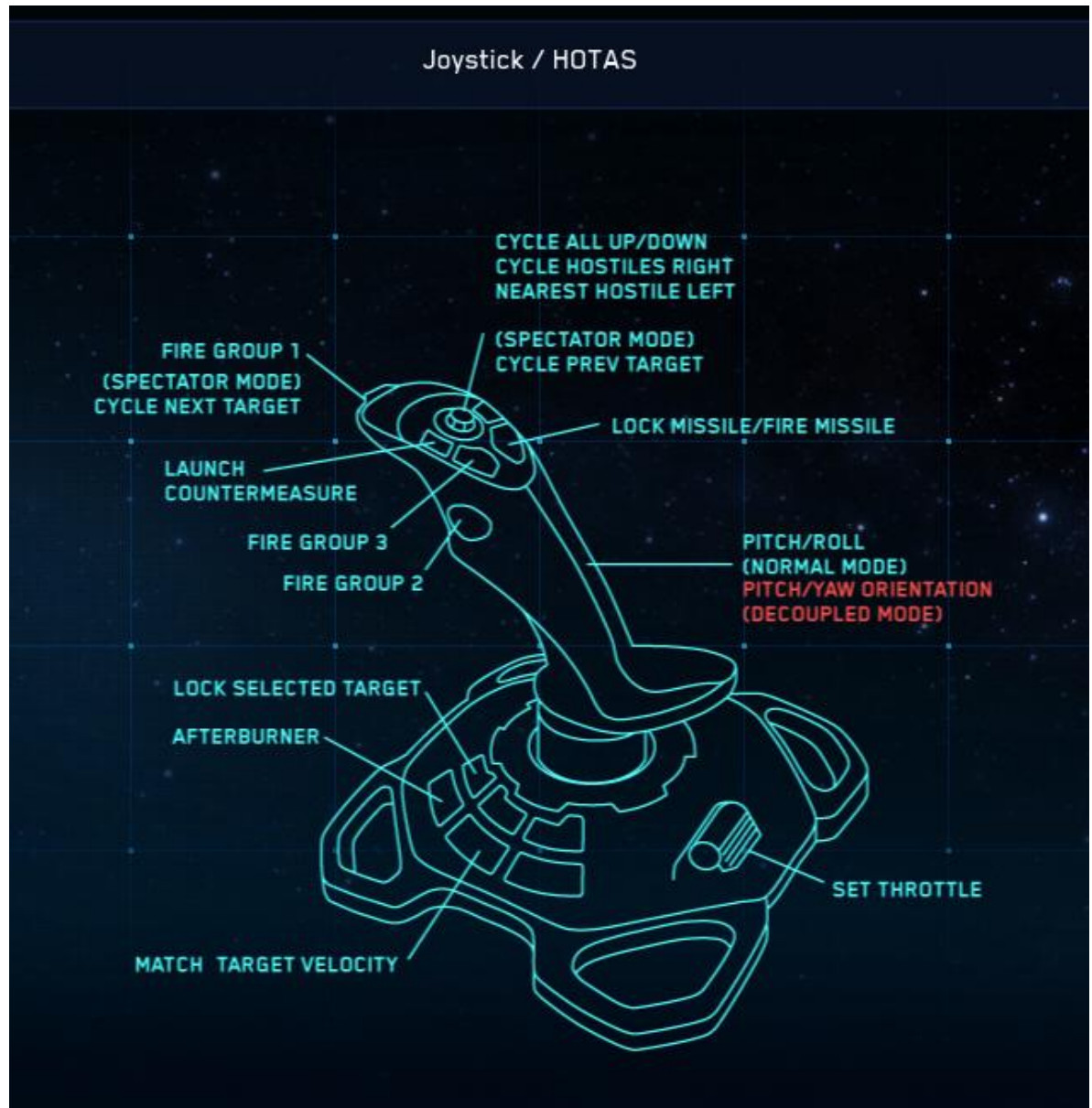


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