SHIP CONTROLS

Most Important Keys

`Esc` Previous menu   `Shift` `C` Open command console.

`DEL` Exit all menus and return to cockpit instantly

Ship Controls

`←` `↓` `↑` `→` `Q` `W` Ship rotation   `A` `Z` Ship speed control

`←——` Brake to zero speed   `TAB` Boost speed to max

`O` / `SHIFT` `F` Open bay door   `J` Activate SETA (time compression)

`U` Switch current ship to computer control

`Alt Gr` Strafe movement   `SHIFT` `P` Pause

`SHIFT` `D` Command ship to "Dock at my target"

Weapon Controls

`CNTL` / LMB Fire lasers of active cockpit or turret

`L` Launch missile   `M` Select/cycle missile type

`K` Change laser targeting mode.

Target Management

`T` Target to object under cursor

`E` Toggle enemy mode.
Target keys now only cycle enemies.

`SHIFT` `L` Target to enemy under cursor

`PG UP` `PG DN` Cycle target to next / previous ship
(hold down for **T** and **E** functionality)

`HME` `END` Cycle target to next / previous station

`INS` `DEL` Cycle target to next / previous enemy

View Controls

`F1` Switch active monitor to next cockpit

`F2` Switch active monitor to external view

`F3` Switch active monitor to target view

`F4` Activate next monitor   `F5` Toggle all monitors on/off

Num `1` `9` Look around cockpit or external view,
control cursor in sector map

Num `A` `Z` Change camera distance in external view

Num `0` Cycle through camera modes. Modes are: Manual control of view angle,
Cam relative to object, Cinematic flyby, Cinematic static

Num `5` Switch to rear view in external camera mode

G	Toggle grid projection if installed
ALT	Zoom in (Video Enhancement goggles upgrade required)
SHIFT M	Change Radar mode

Menu Hotkeys (Optional). Also available through main menu

.	Sector map	,	Universe map
S	Ship info menu	I	Target info menu
F	Freight menu	C	Comm. menu
P	Pilot information	SHIFT I	Task list / Log
R	Player property menu		

1 2 3 4	Change laser in bay 1-4 of active turret or cockpit
SHIFT 1 / 2	Command wingmen group
SHIFT 3 / 4	Command drone group
SHIFT Q	Quit program
SHIFT O	Options menu
SHIFT S	Save game. This only functions in space when you have salvage insurance, which is available only from the Goner temple.
SHIFT L	Load game
SHIFT E	Ejects player from ship/enter ship. You must have your intended ship targeted and within range (30 meters) to enter.
SHIFT R	Recording on / off (3D Video stream)
H	Help window
M	Cycle Radar modes
Print Screen / F9	Save screenshot

You are free to use any combination of the flight control methods that suit your style best. The following diagrams show the default settings and these may be further configured or adjusted depending on your model(s). Please consult your manufacturers documentation for configuring your input devices. Note that the POV "hat" can be used to navigate the menus if you have one available.

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JOYSTICK & MOUSE
The Mouse operates in two modes, Normal mode and Menu mode. You can enter the Menu mode by clicking the RMB (right mouse button). Use the Wheel to navigate the menus and the LMB to select. Press the RMB again to exit the current menu and return to the previous menu or, if you wish to exit the menu system altogether, press and HOLD the RMB.

Important. While navigating your on-board systems via the menu interfaces, please be aware that your ship is still under your control, either manually or via the AI interface (command console). TerraCorp HQ frowns upon the loss of equipment due to careless piloting.