

Esc Pause / Options	F1 mobiGlas	F2 Starmap	F4 Cycle Camera View / Advanced Cam*	F5 Increase Engine Power (Decrease Others)	F6 Increase Shield Power (Decrease Others)	F7 Increase Weapon Power (Decrease Others)	F8 Reset Power Distribution	F9 Decrease Power / Min**	F10 Increase Power / Max**	F11 Contacts / 2D UI Cursor	F12 Toggle Chat Window	
- Console	1 Pin Index 1 Toggle Lock M1 Pin Index 1 Toggle Pin	2 Pin Index 2 Toggle Lock M1 Pin Index 2 Toggle Pin	3 Pin Index 3 Toggle Lock M1 Pin Index 3 Toggle Pin	4 Cycle Attacker Targets M1 Reset Attacker Targets Closest	5 Cycle Hostile Targets M1 Reset Hostile Targets Closest	6 Cycle Friendly Targets M1 Reset Friendly Targets Closest	7 Cycle All Targets M1 Reset All Targets Closest	8 Cycle Sub-Targets M1 Reset Sub-Targets Closest	9 Hail Target	0 Remove All Pinned Targets	Back EA Re-Spawn / Self-Destruct Toggle	
Tab Ping Scoreboard* IH P.J.T M2 Flight Mode Wheel*	Q Roll Left	W Strafe Forward	E Roll Right TU ESP Toggle	R Flight Ready Cycle Selection Forward M1 Reset Selection To Auto	T Reticle Lock M1 Unlock Target	Y Exit Seat (Tap / *) M3 Eject	U Power On/Off M2 Emergency Exit Seat	I Engines On/Off	O Shields On/Off	P Weapons On/Off	[Accept Invite] Reject Invite / Ignore*
A Strafe Left	S Strafe Backward	D Strafe Right	F Interaction Mode	G Gimbal Mode M3 Freeze Gimbals ML Max Missiles + M1 ML Max Missiles Reset	H CM Decoy (Tap / *) M3 CM Decoy + M1 CM Decoy -	J CM Decoy Noise M1 Jettison Cargo	K VTOL Toggle	L Toggle Lights M1 Toggle Look Ahead	Enter Activate Chat Box			
Shift Afterburner TU Movement Limiter (Hold / *) Modifier 2	Z Freelook*	X Spacebrake M1 Wipe Visor	C Cruise Control TU Recenter M1 Decoupled - Mode Toggle	V Scan Mode Toggle	B Spool OT Drive Engage OT * TU Fire Mode	N Landing Mode Toggle LN Autoland *	M Mining Mode	, Ping Increase Angle	. Ping Decrease Angle	/ AI Turrets Toggle	Shift Cycle Mouse Aim Mode (HOMAS)	
Ctrl Strafe Down	Alt Modifier 1	Space Strafe Up					Modifier 3					

Home AC Dof Increase	Pgup AC Z Offset Pos	*AC Reset View	- AC Decrease FOV
End AC Dof Decrease	Pgdown AC Z Offset Neg	7 Shield Raise Level Top AC Load / Save 7*	8 Shield Raise Level Front AC Load / Save 8*
Up AC Y Offset Pos	4 Shield Raise Level Left AC Load / Save 4*	5 Shields Reset AC Load / Save 5*	9 Shield Raise Level Bottom / AC Load / Save 9*
Left AC X Offset Neg	Down AC Y Offset Neg	1 AC Load / Save 1*	2 Shield Raise Level Back / AC Load / Save 2*
Right AC X Offset Pos	3 AC Load / Save 3*	0 AC Clear Current Save*	+ AC Increase FOV

Fire Weapon Group 1 Fire Weapon Group 2

- ML Launch Missiles
- SC Reticle Target Scan
- MG Fire Mining Laser
- SM Scan*
- ML Cycle Missiles Forward
- SC Scanning Radar Pulse
- MG Switch Mining Laser

Speed Limiter Up/Down
Toggle Missile Mode (Click)
M1 Dynamic Zoom In/Out
M3 IFCs Acceleration Modifier
SC Increase / Decrease Radar Ping Angle
MG Increase / Decrease Mining Laser Power
SM Increase / Decrease Scan Focus

Yaw
Pitch

