

# UNIVERSAL COMBAT™

## Game Commands

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### JOYSTICK CONTROLS

|   |                 |
|---|-----------------|
| NOSE DOWN / VTOL UP                                   | FORWARD         |
| NOSE UP / VTOL DOWN                                   | BACK            |
| ROLL LEFT / VTOL TURN LEFT (TOGGLE DEPENDENT)         | LEFT            |
| ROLL RIGHT / VTOL TURN RIGHT (TOGGLE DEPENDENT)       | RIGHT           |
| INCREASE / DECREASE THRUST                            | THROTTLE SLIDER |
| FIRE GUN  | BUTTON 1        |
| FIRE MISSILE  | BUTTON 2        |
| NEAREST TARGET IN MY LINE OF SIGHT                    | BUTTON 3        |
| NEAREST ATTACKER                                      | BUTTON 4        |
| NEAREST ENEMY TARGET                                  | BUTTON 5        |
| NEAREST ATTACKER TO MY CURRENT TARGET                 | BUTTON 6        |
| PREVIOUS ENEMY TARGET                                 | BUTTON 7        |
| NEXT ENEMY TARGET                                     | BUTTON 8        |
| CYCLE MISSILES  | BUTTON 9        |
| CALIBRATE JOYSTICK                                    | CTRL+ALT+J      |
| ROLL / TURN TOGGLE (STICKS WITH NO RUDDER/TWIST AXIS) | CTRL+J          |
| HAT MODE [VIEW / TARGET] TOGGLE                       | ALT+J           |
| VIEW MODE:  |                 |
| FRONT / REAR VIEW                                     | FORWARD / BACK  |
| LEFT / RIGHT  | LEFT / RIGHT    |
| TARGET MODE:  |                 |
| SELECT NEXT WEAPON                                    | FORWARD         |
| SELECT PREVIOUS / NEXT TARGET                         | LEFT / RIGHT    |
| ACTIVATE VDD DAMAGE STATUS MODE                       | BACK            |

### MOUSE CONTROLS

|  |                   |
|--|-------------------|
| TOGGLE MOUSE SELECTION / FLIGHT MODE /<br>VEHICLE TURRET CONTROL | ALT               |
| TURN LEFT / RIGHT  | LEFT / RIGHT      |
| TURN / ROLL TOGGLE   | SHIFT (HOLD DOWN) |
| PITCH UP / DOWN  | UP / DOWN         |
| FIRE GUN (OR VEHICLE TURRET)                                     | LEFT BUTTON       |
| FIRE MISSILE (OR VEHICLE TURRET)                                 | RIGHT BUTTON      |
| CYCLE MISSILES   | WHEEL UP / DOWN   |
| NEAREST ATTACKER OR HOSTILE TARGET                               | MIDDLE BUTTON     |

### KEYBOARD CONTROLS

|   |                                 |
|---|---------------------------------|
| FORWARD / BACK (INCREASE / DECREASE THRUST)   | W / S                           |
| TURN LEFT / RIGHT                             | Q / E, INSERT / DELETE          |
| PITCH DOWN / UP                               | SHIFT+W / S, UP / DWN ARROW     |
| ROLL LEFT / RIGHT (SLIDE IN VTOL MODE)        | A / D, SHIFT+A / D, L / R ARROW |
| INCREASE / DECREASE ALTITUDE (VTOL MODE ONLY) | F / Z                           |
| LEVEL CRAFT / RESET VEHICLE TURRET            | NUMERIC KEY 5 (HOLD DOWN)       |
| FIRE GUN                                      | ENTER                           |
| FIRE MISSILE                                  | SPACEBAR                        |
| CYCLE MISSILES                                | BACKSPACE                       |
| DECOUPLE GUN CONTROLS (CAP SHIPS ONLY)        | SCROLL LOCK                     |
| HYPERJUMP TO TARGET – OR – EGRESS PLANET      | SHIFT+9                         |
| ALTITUDE HOLD SYSTEM (TOGGLE)                 | CTRL+M                          |

### TACTICAL COMMANDS

|   |                   |
|---|-------------------|
| REACTOR ON / OFF                          | CTRL+R            |
| ENGINE ON / OFF - OR – CALS (PLANET ONLY) | CTRL+E            |
| PTA SYSTEM ON / OFF                       | CTRL+T            |
| INCREASE / DECREASE PTA TURRET LEVEL      | SHIFT+' / SHIFT+; |
| INCREASE / DECREASE GUN LEVEL             | ' / ;             |
| SHIELD ON / OFF                           | CTRL+S            |
| INCREASE / DECREASE SHIELD LEVEL          | SHIFT+] / SHIFT+[ |
| CLOAKING SYSTEM ON / OFF                  | CTRL+C            |
| FLIGHT PATH DESIGNATED TARGET             | CTRL+F            |
| MISSILE JAMMER ON / OFF                   | J                 |
| PRIORITY LIST VIEWER                      | TAB               |
| AUTOPILOT TOGGLE                          | CTRL+A            |

AUTOPILOT DIRECT / AI MODE  
REQUEST DOCKING CLEARANCE  
EJECT FROM CRAFT  
REQUEST SOS TOW SHIP / SOS EMITTER  
REQUEST NEW ACM MISSION  
LOGISTIX / TACTICAL / NAVITRON  
TACOPS / PERSCAN / COMMLINK  
MISCON / ROSTER / CONFIG

CTRL+SHIFT+A  
ALT+D  
CTRL+ALT+E  
CTRL+ALT+T  
CTRL+ALT+C  
ALT+L / ALT+T / ALT+N  
ALT+S / ALT+P / ALT+C  
ALT+M / ALT+R / ALT+O

### NAVIGATION INFO DISPLAY MFD

ON / MODE CYCLE / OFF  
INCREASE / DECREASE RADAR ZOOM  
NEXT / PREVIOUS TARGET / WAYPOINT  
RADAR MODE  
IDENTIFY CURRENT TARGET IN VDD  
CLEAR CURRENT TARGET  
CLEAR ALL WAYPOINTS / TARGETS

N / SHIFT+N  
[ / ]  
. / ,  
R  
I  
X  
SHIFT+X

### TACTICAL RADAR SCANNER MFD

ON / MODE CYCLE / OFF  
NEXT / PREVIOUS TARGET  
NEXT / PREVIOUS TARGET TYPE IN CURRENT CLASS  
RADAR MODE  
IDENTIFY CURRENT TARGET IN VDD  
NEAREST TARGET IN MY LINE OF SIGHT  
SINGLE TARGET TRACKING MODE TOGGLE  
MATCH TARGET SPEED  
NEAREST ATTACKER OR HOSTILE TARGET  
NEAREST ENEMY TARGET  
NEAREST ATTACKER TO MY CURRENT TARGET  
NEAREST LAUNCHED MISSILE (MINE)  
NEAREST LAUNCHED MISSILE (HOSTILE)  
DESIGNATE TARGET  
TEAM ORDERS MENU  
ADD TARGET TO PRIORITY LIST  
CAPTURE & TRACTOR CURRENT TARGET (TOGGLE)  
CLEAR CURRENT TARGET  
CLEAR ALL FATAL TARGETS

T / SHIFT+T  
. / ,  
SHIFT+. / SHIFT+,  
R  
I  
/  
\  
M  
O  
K  
L  
Y  
U  
CTRL+P  
ESC  
P  
C  
X  
SHIFT+X

### VISUAL DATA DISPLAY MFD

ON / MODE CYCLE / OFF  
CYCLE NEXT / PREVIOUS CLASS (CARGO/CREW/TARGET)  
NEXT / PREVIOUS PAGE (CARGO/CREW/TARGET)  
VIEW CURRENT PERSON IN VDD

V / SHIFT+V  
SHIFT+. / SHIFT+,  
. / ,  
I

### MISCELLANEOUS

MULTIPLAYER CHAT WINDOW / LOG  
MULTIPLAYER ONLINE CLIENTS LIST  
TARGET TRACKING MODE TOGGLE  
HUD COLOR CHANGE  
HUD INFO DECLUTTER  
QUICK GAME SAVE  
EXIT GAME  
EXIT AND SAVE GAME (ROSTER)  
PAUSE GAME (PRESS ANY KEY TO RESUME)  
DISPLAY GAME INFO (FRAME RATE / VERSION)  
TAKE SCREEN SHOT (SAVED IN SHOTS FOLDER)  
NEXT / PREVIOUS SONG IN PLAYLIST

ESC  
SHIFT+ESC  
H  
SHIFT+H  
CTRL+H  
CTRL+Q  
ALT+Q  
ALT+G  
PAUSE  
CTRL+V  
CTRL+G  
ALT+, / ALT+.

### VIEWS

FORWARD / CLEAN SCREEN  
LEFT, RIGHT, REAR, TOP, BOTTOM  
NEAREST LAUNCHED MISSILE (MINE)  
NEAREST LAUNCHED MISSILE (HOSTILE)  
SELF - LOCKED/TACTICAL/FLOATING/INVERSE TACTICAL  
TARGET - LOCKED/TACTICAL/FLOATING/INVERSE TACTICAL  
CYCLE ESCORT TARGETS  
ROLL LEFT / RIGHT  
TURN LEFT / RIGHT  
PITCH UP / DOWN  
ZOOM IN / OUT COARSE  
ZOOM IN / OUT FINE  
LEVEL VIEW

F1  
F2, F3, F4, F5, F6  
F7  
F8  
F9  
F10  
F11  
LEFT / RIGHT ARROW  
INS / DEL  
UP / DOWN ARROW  
PAGEUP / PAGEDOWN  
HOME / END  
NUMERIC KEY 5 (HOLD DOWN)

## FIRST PERSON MODE

|  |   |
|--|---|
| EXIT CRAFT                                       | ALT+E   |
| ENTER CRAFT                                      | / OR ALT+D  |
| MOVE FORWARD / BACKWARD                          | W / S   |
| STRAFE LEFT / RIGHT                              | A / D   |
| TURN LEFT / RIGHT                                | Q / E   |
| MOVE UP / DOWN (JETPACK ON OR SWIM MODE)         | F / Z   |
| MOUSELOOK TOGGLE                                 | CTRL + RIGHT MOUSE BUTTON<br>OR MIDDLE MOUSE BUTTON |
| CROUCH   | C   |
| PRONE  | X   |
| JUMP   | SPACEBAR  |
| RUN / WALK TOGGLE                                | BACKSPACE   |
| RUN  | SHIFT+W   |
| SWIM (PRESS & HOLD)                              | SHIFT (RELEASE TO WADE)                             |
| SWIM MODE : LEFT / RIGHT / UP / DOWN             | SHIFT+Q, E, S, W                                    |
| WADE MODE : LEFT / RIGHT / FORWARD / UP / DOWN   | Q, E, W, F, Z                                       |
| JETPACK HOVER (PLANET ONLY)                      | F+Z (HOLD DOWN)                                     |
| JETPACK BOOST TOGGLE                             | BACKSPACE   |
| JETPACK ROLL LEFT / RIGHT (SPACE ONLY)           | SHIFT+A / SHIFT+D                                   |
| JETPACK PITCH DOWN / UP                          | SHIFT+W / SHIFT+S                                   |
| HUD MODE   | H   |
| MEDKIT   | M   |
| TOOLKIT  | K   |
| TRANSFER AMMO FROM BACKPACK TO POCKET            | ]   |
| FIRE WEAPON                                      | LEFT MOUSE BUTTON                                   |
| ZOOM MODES (WEAPON WITH ZOOM MODES ONLY)         | HOME / END OR MOUSE WHEEL                           |
| RELOAD WEAPON (MANUAL)                           | R   |
| SWITCH WEAPON MODE                               | G   |
| HOLSTER CURRENT WEAPON                           | 0   |
| STANDARD WEAPON / CYCLE ASSET GUNS               | 1   |
| PRIMARY WEAPON / CYCLE ASSET TURRETS             | 2   |
| SECONDARY WEAPON / CYCLE ASSET MISSILE LAUNCHERS | 3   |
| D.I.E ON / MODE CYCLE / TARGET CYCLE             | 4 / T   |
| T.D.U  | 5   |
| INVENTORY ITEM (PRL / PSU / PSS) CYCLE           | 6   |
| FRAG GRENADE                                     | 7   |
| SMOKE GRENADE                                    | 8   |
| PROXIMITY GRENADE                                | 9   |
| GESTURE - SALUTE                                 | ;   |
| GESTURE - WAVE                                   | ,   |
| GESTURE - FOLLOW ME                              | SHIFT+;   |
| GESTURE - HOLD POSITION                          | SHIFT+'   |