

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 / 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	CTRL+SHIFT+A

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

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 ENEMY ATTACKER
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 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+'