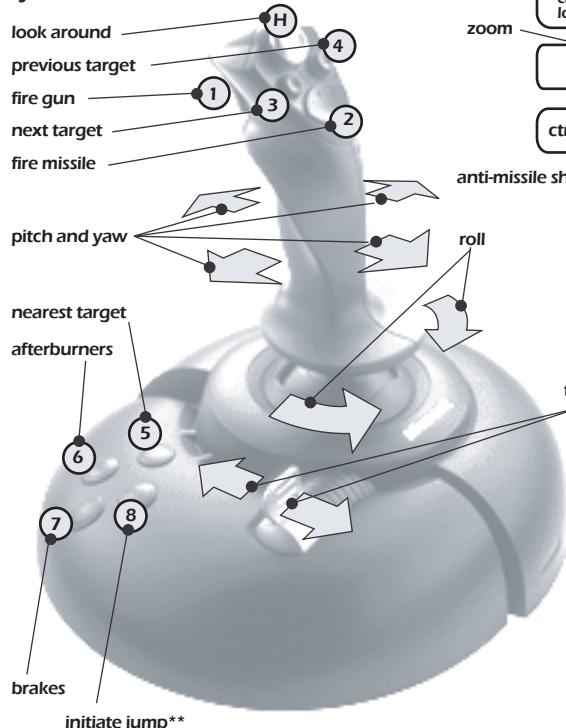




Quick Reference Card

Joystick Controls



This diagram illustrates the keyboard controls for a game, mapping specific keys and key combinations to various in-game functions. The controls are organized into several categories:

- Squad Chat:** F1 (Faction Chat), F2 (Sector Chat), F3 (Whisper Chat).
- Booth Chat:** F5, F6, F7, F8.
- Macros:** F9, F10, F11, F12.
- Targeting:** target <callsign>, target under reticle.
- Movement and Navigation:** esc (idle frame rate), ~ (look around), tab (next target), shift (nearest target), enter (initiate jump**), \ (target aggressor).
- Character Control:** caps lock (chase view), shift (previous target), shift (roll).
- Inventory and Equipment:** F1-F4 (missile shockwave*, change firing mode), space (toggle guns), alt (booster), ctrl (HUD toggle), alt (map), ctrl (target under reticle).
- System Functions:** blkspc (fire missile), = (snap picture*).

* Equiped MODx required

**** Initiate jump (only when inside a jumpgate)**



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