

Key Commands

Movement

[+] Accelerate

[-] Decelerate

[w] Pitch Down

[a] Roll Right

[s] Pitch Up

[d] Roll Left

[q] Turn Left

[e] Turn Right

Toggle Settings

[control-a] Toggle Aim Pip Visibility. Default status is visible.

[control-c] Decrease Distance to Far Clip Plane

[control-g] Toggle Bloom Filter (default on)

[control-n] Toggle Ship Name visibility

[control-t] Toggle Target Window visibility

[control-v] Toggle Volumetric Light (default is off)

[control-y] Toggle Target Window Label tab visibility.

[alt-n] Toggle FPS meter visibility

[alt-f10] Toggle Full-screen Mode

Chat

[enter] Enter Chat / Send Chat

[/] Enter Chat

[shift-w] Get a list of players.

Other

[F1] Toggle Help Menu

[F12] Take a screen shot

[escape] Deselect Target and/or Close active context window.

[c] Cycle Camera Mode. 3rd person Fixed Cam. 3rd Person Free Cam. 1st Person Fixed Cam

[f] Fire Laser

[i] Toggle inventory window. Default status is hidden.

[tab] Cycle through available Auto Targets.

[control-q] Quit App

Mouse

[mouse1 – Left Mouse Button] Set Target to object Clicked or Enter Chat mode if chat area clicked.
Hold and move mouse to pan camera view.

[mouse3 – Right Mouse Button] Brings up a menu of actions or an informational window related to the object clicked. Hold and move the mouse to zoom view in or out (Free Camera mode only)

[mouse2 – Middle Mouse Button] Hold and move mouse to change camera angle (Free Camera mode only)

Debug Settings

These functions are meant to assist with debugging and play testing the program and are not intended to be actual features of the finished game.

[control-r] Reset Ships position to near the targeted object

[control-e] Toggle Texture Visibility scene wide. Default is visible.

[control-f] Toggle Asteroid Field Visibility

[control-w] Toggle Wireframe Visibility. Default is hidden.

[shift-m] Set Speed to 1000

[control-m] Set Speed 10000

[space] Emergency Stop (instant Speed 0)

[control-o] Update Render Point (Sets the scene center to the ships position. This is called once per second by the engine and should need to be called by the user