

— Vehicles - Seats and Operator Modes

Emergency Exit Seat

Eject

Look behind

Toggle Mining Operator Mode

Toggle Salvage Operator Mode

Toggle Scanning Operator Mode

Toggle Quantum Operator Mode

Toggle Missile Operator Mode

Toggle Guns Operator Mode

Toggle Flight Operator Mode

Set Mining Operator Mode

Set Salvage Operator Mode

Set Scanning Operator Mode

Set Quantum Operator Mode

Set Missile Operator Mode

Set Guns Operator Mode

Set Flight Operator Mode

Button 5 (Input 2) (input2)

Button 12

Button 39 (Input 2) (input2)

Button 35 (Input 2) (input2)

Button 35 (Input 2) (input2)

Button 36



— Vehicles - Seats and Operator Modes

Emergency Exit Seat

Eject

Look behind

Toggle Mining Operator Mode

Toggle Salvage Operator Mode

Toggle Scanning Operator Mode

Toggle Quantum Operator Mode

Toggle Missile Operator Mode

Toggle Guns Operator Mode

Toggle Flight Operator Mode

Set Mining Operator Mode

Set Salvage Operator Mode

Set Scanning Operator Mode

Set Quantum Operator Mode

Set Missile Operator Mode

Set Guns Operator Mode

Set Flight Operator Mode

Button 5 (Input 2) (input2)

Button 12

Button 39 (Input 2) (input2)

Button 35 (Input 2) (input2)

Button 35 (Input 2) (input2)

Button 36



Set Flight Operator Mode

Enter Remote Turret 1

Enter Remote Turret 2

Enter Remote Turret 3

Next Operator Mode

Previous Operator Mode

— Vehicles - Cockpit

Self Destruct

Increase Cooler Rate

Decrease Cooler Rate

Flight / Systems Ready

Open/Close Doors (Toggle)

Open All Doors

Close All Doors

Lock/Unlock Doors (Toggle)

Lock All Doors

Unlock All Doors

Port Lock Toggle All

Button 27 (Input 2) (input2)

Button 25 (Input 2) (input2)

Button 12 (Input 2) (input2)

Button 9 (Input 2) (input2)

Button 11 (Input 2) (input2)

Button 10 (Input 2) (input2)

Button 8 (Input 2) (input2)



Port Lock Toggle All

Port Lock All

Port Unlock All

+ Vehicles - Multi Function Displays (MFDs)

- Vehicles - View

Look left

Look right

Look left / right

Look up

Look down

Look up / down

Cycle camera view

Cycle camera orbit mode

Zoom in (3rd person view)

Zoom out (3rd person view)

Freelook (Hold)

Dynamic Zoom In and Out (rel.)

Dynamic Zoom In (rel.)

Button 14 (Input 2) (input2)

Button 13 (Input 2) (input2)

X-Axis Rotation

Y-Axis Rotation

Button 34 (Input 2) (input2)

Button 34



Port Lock Toggle All

Port Lock All

Port Unlock All

Button 14 (Input 2) (input2)

Button 13 (Input 2) (input2)

+ Vehicles - Multi Function Displays (MFDs)

- Vehicles - View

Look left

Look right

Look left / right

Look up

Look down

Look up / down

Cycle camera view

Cycle camera orbit mode

Zoom in (3rd person view)

Zoom out (3rd person view)

Freelook (Hold)

Dynamic Zoom In and Out (rel.)

Dynamic Zoom In (rel.)

X-Axis Rotation

Y-Axis Rotation

Button 34 (Input 2) (input2)

Button 34



Dynamic Zoom In (rel.)

Dynamic Zoom Out (rel.)

Dynamic Zoom In and Out (abs.)

Dynamic Zoom Toggle (abs.)

@ui_v_ads_hold

@ui_v_ads_toggle

@ui_v_ads_stable_max_zoom_hold

@ui_v_ads_cycle_tracking

Flight - Movement

Pitch up

Pitch down

Pitch

Yaw left

Yaw right

Yaw

Roll left

Roll right

Roll

Button 28 (Input 2) (input2)

Button 28 (Input 2) (input2)

Button 28 (Input 2) (input2)

Y-Axis (Input 2) (input2)

X-Axis (Input 2) (input2)

Z-Axis (Input 2) (input2)



Roll

Swap Yaw / Roll (Toggle)

Strafe up (abs.)

Strafe down (abs.)

Strafe up / down (abs.)

Strafe left (abs.)

Strafe right (abs.)

Strafe left / right (abs.)

Throttle - Increase

Throttle - Decrease

Throttle - Forward / Back

Throttle - Forward / Back Invert

Throttle - Cruise Mode - Toggle

Throttle - Cruise Mode - Enable

Throttle - Cruise Mode - Disable

Throttle - Trim - Set (Long Press)

Throttle - Trim - Set (Short Press)

Throttle - Trim - Set To 100% (Long Press)

Z-Axis (Input 2) (input2)

Z-Axis

X-Axis

Y-Axis



Throttle - Trim - Set To 100% (Long Press)

Throttle - Trim - Set To 100% (Short Press)

Throttle - Trim - Set To 50% (Long Press)

Throttle - Trim - Set To 50% (Short Press)

Throttle - Trim - Release (Long Press)

Throttle - Trim - Release (Short Press)

Enable / Disable decoupled mode

Enable decoupled mode

Disable decoupled mode

Boost

Speed Limiter - Increase (hold)

Speed Limiter - Decrease (hold)

Speed Limiter - Step Up (tap)

Speed Limiter - Step Down (tap)

Speed Limiter (rel)

Speed Limiter (abs)

Speed Limiter - Enable / Disable

Speed Limiter - Enable

Button 22

Button 37



Speed Limiter - Enable

Speed Limiter - Disable

Acceleration Limiter - Increase (hold)

Acceleration Limiter - Decrease (hold)

Acceleration Limiter - Step Up (tap)

Acceleration Limiter - Step Down (tap)

Acceleration Limiter (rel)

Acceleration Limiter (abs)

Spacebrake

Lock Pitch / Yaw Movement (Toggle / Hold)

G-Force safety on

G-Force safety off

G-Force Safety On/Off (Toggle / Hold)

E.S.P. - Toggle On / Off (Press)

E.S.P. - Enable Temporarily (Hold)

Landing System (Toggle)

Landing System (Deploy)

Landing System (Retract)

Button 28



Button 27

Landing System (Retract)

Toggle VTOL

Enable VTOL

Disable VTOL

Expand Configuration

Retract Configuration

Cycle Configuration

Autoland

Request Landing

Request Cargo Loading

Cycle Master Mode (Short Press)

Cycle Master Mode (Long Press)

Set Master Mode to Nav

Set Master Mode to SCM

Jump Drive - Request Jump

Gravity Compensation - Toggle

Gravity Compensation - Enable

Gravity Compensation - Disable

Button 25

Button 27

Button 24

Button 35

Button 37 (Input 2) (input2)



Landing System (Retract)

Toggle VTOL

Enable VTOL

Disable VTOL

Expand Configuration

Retract Configuration

Cycle Configuration

Autoland

Request Landing

Request Cargo Loading

Cycle Master Mode (Short Press)

Cycle Master Mode (Long Press)

Set Master Mode to Nav

Set Master Mode to SCM

Jump Drive - Request Jump

Gravity Compensation - Toggle

Gravity Compensation - Enable

Gravity Compensation - Disable

Button 25

Button 27

Button 24

Button 35

Button 37 (Input 2) (input2)



Advanced HUD - Toggle

Advanced HUD - Enable

Advanced HUD - Disable

- Flight - Quantum Travel

Engage Quantum Drive (Hold)

+ Flight - Docking

- Vehicles - Targeting

Auto Targeting - Toggle On/Off (Long Press)

Auto Targeting - Toggle On/Off (Short Press)

Auto Targeting - Toggle On (Short Press)

Auto Targeting - Toggle On (Long Press)

Auto Targeting - Toggle Off (Short Press)

Auto Targeting - Toggle Off (Long Press)

Pin Index 1 - Lock / Unlock Pinned Target

Pin Index 2 - Lock / Unlock Pinned Target

Pin Index 3 - Lock / Unlock Pinned Target

Pin Index 1 - Pin / Unpin Selected Target

Pin Index 2 - Pin / Unpin Selected Target

Button 37 (Input 2) (input2)



Pin Index 3 - Pin / Unpin Selected Target (Hold)

Pin Selected Target

Unpin Selected Target

Pin Selected Target (Hold)

Unpin Selected Target (Hold)

Remove All Pinned Targets

Lock Selected Target

Unlock Current Target

Enable / Disable Look Ahead

Enable / Disable Target Padlock (Toggle, Hold)

Auto Zoom On Selected Target On / Off (Toggle, Hold)

— Vehicles - Target Cycling

Lock Target Under Reticle

Cycle Lock - In View - Back

Cycle Lock - In View - Forward

Cycle Lock - In View - Under Reticle

Cycle Lock - Pinned - Back

Cycle Lock - Pinned - Forward

Button 40 (Input 2) (input2)

Button 41 (Input 2) (input2)



Cycle Lock - Pinned - Forward

Cycle Lock - Pinned - Reset to First

Cycle Lock - Attackers - Back

Cycle Lock - Attackers - Forward

Cycle Lock - Attackers - Reset to Closest

Cycle Lock - Hostiles - Back

Cycle Lock - Hostiles - Forward

Cycle Lock - Hostiles - Reset to Closest

Cycle Lock - Friendlies - Back

Cycle Lock - Friendlies - Forward

Cycle Lock - Friendlies - Reset to Closest

Cycle Lock - All - Back

Cycle Lock - All - Forward

Cycle Lock - All - Reset to Closest

Cycle Lock - Sub-Target - Back

Cycle Lock - Sub-Target - Forward

Cycle Lock - Sub-Target - Reset to Main Target

Button 43 (Input 2) (input2)

Button 42 (Input 2) (input2)

Button 44 (Input 2) (input2)



+ Flight - Target Hailing

- Flight - Radar

Activate Ping (Hold & Release)

- Vehicles - Scanning

Activate Scanning

Increase Scanning Angle

Decrease Scanning Angle

+ Vehicles - Mining

+ Vehicles - Salvage

- Turret Movement

Pitch up

Pitch down

Pitch

Yaw left

Yaw right

Yaw

Toggle Turret Mouse Movement (VJoy, FPS style)

Exit Remote Turret

Button 39

Button 37 (Input 2) (input2)

Y-Axis (Input 2) (input2)

X-Axis (Input 2) (input2)

Button 23 (Input 2) (input2)



Exit Remote Turret

Turret Gyro Stabilization (Toggle)

Next Remote Turret

Previous Remote Turret

+ Turret Advanced

- Vehicles - Weapons

@ui_v_weapon_gimbals_state_toggle

@ui_v_weapon_gimbals_state_set_locked

@ui_v_weapon_gimbals_state_set_unlocked

@ui_v_weapon_gimbals_unlocked_cycle_source

@ui_v_weapon_aim_type_cycle

@ui_v_weapon_aim_type_set_pip_aiming

@ui_v_weapon_aim_type_set_painting

@ui_v_weapon_aim_type_set_auto

@ui_v_weapon_staggered_fire_toggle

@ui_v_weapon_staggered_fire_on

@ui_v_weapon_staggered_fire_off

Suppress Aim Assists (Hold)

Button 23 (Input 2) (input2)

Button 31 (Input 2) (input2)

Button 33 (Input 2) (input2)



Suppress Aim Assists (Hold)

Toggle Lead / Lag PIPs

Set Lag PIPs

Set Lead PIPs

PIP Combination Type: Toggle

PIP Combination Type: Set One PIP Per Weapon

PIP Combination Type: Set One PIP Per Weapon Type

PIP Precision Lines Toggle

PIP Precision Lines On

PIP Precision Lines Off

PIP Fading Toggle

PIP Fading On

PIP Fading Off

Gunnery UI Magnification Toggle

Gunnery UI Magnification On

Gunnery UI Magnification Off

Manual Convergence Distance (rel.)

Manual Convergence Distance - Increase

Button 20

Button 9

Button 6

Button 5

Button 7



Manual Convergence Distance - Increase

Manual Convergence Distance - Decrease

Manual Convergence Distance (abs.)

Manual Convergence Distance - Reset

Weapon Preset - Fire

Weapon Presets - Fire Guns Group 1

Weapon Presets - Fire Guns Group 2

Weapon Presets - Fire Guns Group 3

Weapon Presets - Fire Guns Group 4

Weapon Presets - Next

Weapon Presets - Previous

Weapon Presets - Next (Overflow)

Weapon Presets - Previous (Overflow)

Weapon Presets - Set Guns Group 1

Weapon Presets - Set Guns Group 2

Weapon Presets - Set Guns Group 3

Weapon Presets - Set Guns Group 4

Weapon Presets - Set EMPs

Slider 1

Button 37 (Input 2) (input2)

Button 38 (Input 2) (input2)



Button 4

Manual Convergence Distance - Increase

Manual Convergence Distance - Decrease

Manual Convergence Distance (abs.)

Manual Convergence Distance - Reset

Weapon Preset - Fire

Weapon Presets - Fire Guns Group 1

Weapon Presets - Fire Guns Group 2

Weapon Presets - Fire Guns Group 3

Weapon Presets - Fire Guns Group 4

Weapon Presets - Next

Weapon Presets - Previous

Weapon Presets - Next (Overflow)

Weapon Presets - Previous (Overflow)

Weapon Presets - Set Guns Group 1

Weapon Presets - Set Guns Group 2

Weapon Presets - Set Guns Group 3

Weapon Presets - Set Guns Group 4

Weapon Presets - Set EMPs

Slider 1

Button 37 (Input 2) (input2)

Button 38 (Input 2) (input2)

Button 4



Weapon Presets - Set EMPs

Button 4

Weapon Presets - Set Quantum Jammers (short range)

Button 1

Weapon Presets - Set Quantum Snares / Pulse (long range)

Button 3

Weapon Presets - Set QIDs

Button 2

— Vehicles - Missiles

Launch Missiles (Tap)

Button 37 (Input 2) (input2)

Launch Missiles (Hold)

Right (Hat 1) - (Input 2) (input2) (

Cycle Next Missile Type

Left (Hat 1) - (Input 2) (input2)

Cycle Previous Missile Type

Increase Number of Armed Missiles

Button 20 (Input 2) (input2)

Decrease Number of Armed Missiles

Reset Number of Armed Missiles

Bombs - Toggle Desired Impact Point (Tap)

Bombs - Toggle Desired Impact Point (Hold)

Bombs - Increase HUD Range

Bombs - Decrease HUD Range

Bombs - Reset HUD Range

Enable Cinematic Camera (Toggle)



Weapon Presets - Set EMPs

Button 4

Weapon Presets - Set Quantum Jammers (short range)

Button 1

Weapon Presets - Set Quantum Snares / Pulse (long range)

Button 3

Weapon Presets - Set QIDs

Button 2

Vehicles - Missiles

Launch Missiles (Tap)

Button 37 (Input 2) (input2)

Launch Missiles (Hold)

Cycle Next Missile Type

Right (Hat 1) - (Input 2) (input2) (

Cycle Previous Missile Type

Left (Hat 1) - (Input 2) (input2)

Increase Number of Armed Missiles

Button 20 (Input 2) (input2)

Decrease Number of Armed Missiles

Reset Number of Armed Missiles

Bombs - Toggle Desired Impact Point (Tap)

Bombs - Toggle Desired Impact Point (Hold)

Bombs - Increase HUD Range

Bombs - Decrease HUD Range

Bombs - Reset HUD Range

Enable Cinematic Camera (Toggle)



Enable Cinematic Camera (Toggle)

Enable Cinematic Camera (Hold)

— Vehicles - Shields and Countermeasures

Decoy - Launch Burst (tap), Set and Launch Burst (hold)

Decoy - Increase Burst Size (tap)

Decoy - Decrease Burst Size (tap)

Decoy - Panic Launch (tap)

Noise - Deploy (Tap)

Shield raise level front

Shield raise level back

Shield raise level left

Shield raise level right

Shield raise level top

Shield raise level bottom

Shield reset levels

Button 41

Button 44

Button 42

Button 40

Button 43

Up (Hat 1)

Down (Hat 1)

Left (Hat 1)

Right (Hat 1)

Button 21

Button 23



— Flight - Power

Toggle Power - All

Set Power On

Set Power On

Set Power Off

Toggle Power - Thrusters

Set Thrusters Power On

Set Thrusters Power Off

Toggle Power - Shields

Set Shields Power On

Set Shields Power Off

Toggle Power - Weapons

Set Weapons Power On

Set Weapons Power Off

Decrease Throttle

Decrease Throttle to Min

Increase Throttle

Increase Throttle to Max

Engines - Increase (Tap)

Engines - Decrease (Tap)

Engines - Set to Max (Hold)

Button 26

Button 29

Button 29 (Input 2) (input2)

(Double Tap)

(Double Tap)

Button 31

Button 33

Button 31



Set Power On

Set Power Off

Toggle Power - Thrusters

Set Thrusters Power On

Set Thrusters Power Off

Toggle Power - Shields

Set Shields Power On

Set Shields Power Off

Toggle Power - Weapons

Set Weapons Power On

Set Weapons Power Off

Decrease Throttle

Decrease Throttle to Min

Increase Throttle

Increase Throttle to Max

Engines - Increase (Tap)

Engines - Decrease (Tap)

Engines - Set to Max (Hold)

Button 26

Button 29

Button 29 (Input 2) (input2)

(Double Tap)

(Double Tap)

Button 31

Button 33

Button 31



Engines - Set to Max (Hold)

Engines - Set to Min (Hold)

Shields - Increase (Tap)

Shields - Decrease (Tap)

Shields - Set to Max (Hold)

Shields - Set to Min (Hold)

Weapons - Increase (Tap)

Weapons - Decrease (Tap)

Weapons - Set to Max (Hold)

Weapons - Set to Min (Hold)

Reset Assignments

+ Flight - HUD

- Lights

Headlights (Toggle)

Headlights

Headlights

+ Vehicle - Mobiglas

+ Stop Watch

Button 31

Button 33

Button 30

Button 32

Button 30

Button 32

Button 30 (Input 2) (input2)

Button 32 (Input 2) (input2)

Button 30 (Input 2) (input2)

Button 32 (Input 2) (input2)

Button 21 (Input 2) (input2)



Engines - Set to Max (Hold)

Engines - Set to Min (Hold)

Shields - Increase (Tap)

Shields - Decrease (Tap)

Shields - Set to Max (Hold)

Shields - Set to Min (Hold)

Weapons - Increase (Tap)

Weapons - Decrease (Tap)

Weapons - Set to Max (Hold)

Weapons - Set to Min (Hold)

Reset Assignments

+ Flight - HUD

- Lights

Headlights (Toggle)

Headlights

Headlights

+ Vehicle - Mobiglas

+ Stop Watch

Button 31

Button 33

Button 30

Button 32

Button 30

Button 32

Button 30 (Input 2) (input2)

Button 32 (Input 2) (input2)

Button 30 (Input 2) (input2)

Button 32 (Input 2) (input2)

Button 21 (Input 2) (input2)

