

# UNIVERSAL COMBAT COLLECTORS' EDITION v2.0™

## 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
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)  
TURN LEFT / RIGHT  
PITCH DOWN / UP  
ROLL LEFT / RIGHT (SLIDE IN VTOL MODE)  
INCREASE / DECREASE ALTITUDE (VTOL MODE ONLY)  
LEVEL CRAFT / RESET VEHICLE TURRET  
FIRE GUN  
FIRE MISSILE  
CYCLE MISSILES  
DECOUPLE GUN CONTROLS (CAP SHIPS ONLY)  
HYPERJUMP TO TARGET – OR – EGRESS PLANET  
ALTITUDE HOLD SYSTEM ON/OFF

W - S  
Q - E, INSERT / DELETE  
SHIFT+W / S, UP / DWN ARROW  
A - D, SHIFT+A - D, L / R ARROW  
F - Z  
NUMERIC KEY 5 (HOLD DOWN)  
ENTER  
SPACEBAR  
BACKSPACE  
SCROLL LOCK  
SHIFT+9  
CTRL+M

## ANALOG GAMEPAD

CURSOR NAVIGATION  
MENU SELECT  
NOSE DOWN / VTOL UP  
NOSE UP / VTOL DOWN  
ROLL/YAW LEFT / VTOL TURN LEFT  
ROLL/YAW RIGHT / VTOL TURN RIGHT  
ROLL/YAW TOGGLE  
INCREASE THRUST (DETERMINED BY THRUST PRESET)  
DECREASE THRUST (DETERMINED BY THRUST PRESET)  
FIRE GUN  
FIRE MISSILE  
CYCLE MISSILES  
MISSILE JAMMER  
NEXT TARGET / WAYPOINT  
PREVIOUS TARGET / WAYPOINT  
HYPERJUMP TO TARGET / LEAVE PLANET  
COCKPIT VIEW/TARGET TOGGLE  
TARGET MODE  
NEAREST ENEMY ATTACKER  
NEAREST ENEMY TARGET  
PREVIOUS ENEMY TARGET  
NEXT ENEMY TARGET  
VIEW MODE  
FORWARD  
DOWN / REAR  
LEFT / RIGHT

DPAD  
BUTTON 10  
LJ FORWARD  
LJ BACK  
LJ LEFT  
LJ RIGHT  
PRESS LJ (BUTTON 11)  
BUTTON 5 (PRESS + HOLD)  
BUTTON 6 (PRESS + HOLD)  
BUTTON 1  
BUTTON 2  
BUTTON 9  
BUTTON 7  
BUTTON 3  
BUTTON 4  
BUTTON 8  
PRESS RJ (BUTTON 12)

FORWARD  
BACK  
LEFT  
RIGHT

BUTTON 10  
FORWARD / BACK  
LEFT / RIGHT

## **XBOX 360 CONTROLLER FOR WINDOWS**

CURSOR NAVIGATION  
MENU SELECT  
NOSE DOWN / VTOL UP  
NOSE UP / VTOL DOWN  
ROLL/YAW LEFT / VTOL TURN LEFT  
ROLL/YAW RIGHT / VTOL TURN RIGHT  
ROLL/YAW TOGGLE  
INCREASE THRUST (DETERMINED BY THRUST PRESET)  
DECREASE THRUST (DETERMINED BY THRUST PRESET)  
FIRE GUN  
FIRE MISSILE  
CYCLE MISSILES  
MISSILE JAMMER  
NEXT TARGET / WAYPOINT  
PREVIOUS TARGET / WAYPOINT  
HYPERJUMP TO TARGET / LEAVE PLANET  
COCKPIT VIEW/TARGET TOGGLE  
TARGET MODE  
NEAREST ENEMY ATTACKER  
NEAREST ENEMY TARGET  
PREVIOUS ENEMY TARGET  
NEXT ENEMY TARGET  
VIEW MODE  
FORWARD  
DOWN / REAR  
LEFT / RIGHT

## **TACTICAL COMMANDS**

REACTOR ON / OFF  
ENGINE ON / OFF - OR - CALS (PLANET ONLY)  
PTA SYSTEM ON / OFF  
INCREASE / DECREASE PTA TURRET LEVEL  
INCREASE / DECREASE GUN LEVEL  
SHIELD ON / OFF  
INCREASE / DECREASE SHIELD LEVEL  
CLOAKING SYSTEM ON / OFF  
FLIGHT PATH DESIGNATED TARGET  
MISSILE JAMMER ON / OFF  
PRIORITY LIST VIEWER (PLV)  
TEAM ORDERS MENU (TOM)  
AUTOPILOT ON/OFF  
AUTOPILOT DIRECT / AI MODE  
REQUEST DOCKING CLEARANCE  
EJECT FROM CRAFT  
REQUEST SOS TOW SHIP (TOGGLE)

DPAD  
START  
LJ FORWARD  
LJ BACK  
LJ LEFT  
LJ RIGHT  
PRESS LJ  
LB (PRESS + HOLD)  
RB (PRESS + HOLD)  
X  
A  
RT  
LT  
Y  
B  
BACK  
PRESS RJ  
  
FORWARD  
BACK  
LEFT  
RIGHT  
  
START  
FORWARD / BACK  
LEFT / RIGHT

CTRL+R  
CTRL+E  
CTRL+T  
SHIFT+' - SHIFT+;  
' - ;  
CTRL+S  
SHIFT+] - SHIFT+[  
CTRL+C  
CTRL+F  
J  
TAB  
ESC  
CTRL+A  
CTRL+SHIFT+A  
ALT+D  
CTRL+ALT+E  
CTRL+ALT+T

REQUEST NEW ACM MISSION  
LOGISTIX / TACTICAL / NAVITRON  
TACOPS / PERSCAN / COMMLINK

### 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

### 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 AHEAD LINE OF SIGHT  
SINGLE TARGET TRACKING MODE ON/OFF  
MATCH CURRENT TARGET SPEED ON/OFF  
NEAREST ENEMY ATTACKER  
NEAREST ENEMY TARGET  
NEAREST ATTACKER TO MY CURRENT TARGET  
NEAREST LAUNCHED MISSILE (MINE)  
NEAREST LAUNCHED MISSILE (HOSTILE)  
DESIGNATE CURRENT TARGET  
ADD CURRENT TARGET TO PRIORITY LIST  
CAPTURE & TRACTOR CURRENT TARGET ON/OFF  
CLEAR CURRENT TARGET  
CLEAR ALL FATAL TARGETS

### 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

CTRL+ALT+C  
ALT+L / ALT+T / ALT+N  
ALT+S / ALT+P / ALT+C

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

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

V - SHIFT+V  
SHIFT+. - SHIFT+,  
. - ,  
I

## MISCELLANEOUS

NIGHT VISION (PLANET ONLY)  
HUD COLOR CHANGE  
GALAXY MAP  
GAME COMMANDS  
GAME MANUAL  
GAME TUTORIAL  
QUIT GAME  
QUIT AND SAVE GAME  
QUICK SAVE  
PAUSE GAME (TOGGLE)  
DISPLAY GAME INFO (FRAME RATE / VERSION)  
TAKE SCREEN SHOT (SAVED IN SHOTS FOLDER)  
NEXT / PREVIOUS SONG IN PLAYLIST

SHIFT+\  
H  
SHIFT+M  
SHIFT+H  
ALT+H  
CTRL+H  
ALT+Q  
ALT+G  
CTRL+SHIFT+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  
ENTER TARGETED CRAFT  
MOVE FORWARD / BACKWARD  
STRAFE LEFT / RIGHT  
TURN LEFT / RIGHT  
MOVE UP / DOWN (JETPACK ON OR SWIM MODE)  
MOUSELOOK TOGGLE  
CROUCH  
PRONE  
DIVE PRONE  
JUMP  
RUN / WALK TOGGLE  
RUN  
SWIM (PRESS & HOLD)  
SWIM MODE : LEFT / RIGHT / UP / DOWN  
WADE MODE : LEFT / RIGHT / FORWARD / UP / DOWN  
JETPACK HOVER (PLANET ONLY)  
JETPACK BOOST TOGGLE  
JETPACK ROLL LEFT / RIGHT (SPACE ONLY)  
JETPACK PITCH DOWN / UP  
HUD MODE  
MEDKIT  
TOOLKIT  
T.D.U  
USE DJP OR SUPPLY STATION  
FIRE WEAPON  
ZOOM MODES (WEAPON WITH ZOOM MODES ONLY)  
RELOAD WEAPON  
SWITCH WEAPON MODE  
HOLSTER CURRENT WEAPON  
STANDARD WEAPON / CYCLE ASSET GUNS  
PRIMARY WEAPON / CYCLE ASSET TURRETS  
SECONDARY WEAPON / CYCLE ASSET MISSILE LAUNCHERS  
D.I.E ON / MODE CYCLE / TARGET CYCLE  
ANTI PERSONNEL MINE  
FLASH BANG GRENADE  
FRAG GRENADE  
SMOKE GRENADE  
PROXIMITY GRENADE  
MAP MODE CYCLE  
MAP ZOOM  
NIGHT VISION (PLANET ONLY)  
S.O.S EMITTER (TOGGLE)  
GESTURE – SALUTE, WAVE, FOLLOW ME, HOLD POSITION

ALT+E  
ALT+D  
W - S  
A - D  
Q - E  
F - Z  
CTRL + RIGHT OR MIDDLE BUTTON  
C  
X  
V  
SPACEBAR  
BACKSPACE  
SHIFT+W  
SHIFT (RELEASE TO WADE)  
SHIFT+Q, E, S, W  
Q, E, W, F, Z  
F+Z (HOLD DOWN)  
BACKSPACE  
SHIFT+A - SHIFT+D  
SHIFT+W - SHIFT+S  
H  
M  
K  
J  
U  
LEFT MOUSE BUTTON  
HOME / END OR MOUSE WHEEL  
R  
G  
0  
1  
2  
3  
4 - T  
5  
6  
7  
8  
9  
T  
[ - ]  
SHIFT+\ OR CTRL+N  
CTRL+ALT+T  
; - ' - SHIFT+; - SHIFT+'