

# UNIVERSAL COMBAT - THE LYRIUS CONFLICT™

## Game Commands

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### TACTICAL

|   |                       |
|---|-----------------------|
| 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 (PLV)                | TAB                   |
| TEAM ORDERS MENU (TOM)                    | ESC                   |
| AUTOPILOT ON/OFF                          | CTRL+A                |
| AUTOPILOT DIRECT / AI MODE                | CTRL+SHIFT+A          |
| REQUEST DOCKING CLEARANCE                 | ALT+D                 |
| EJECT FROM CRAFT                          | CTRL+ALT+E            |
| REQUEST SOS TOW SHIP (TOGGLE)             | CTRL+ALT+T            |
| REQUEST NEW ACM MISSION                   | CTRL+ALT+C            |
| LOGISTIX / TACTICAL / NAVITRON            | ALT+L   ALT+T   ALT+N |
| TACOPS / PERSCAN / COMMLINK               | ALT+S   ALT+P   ALT+C |

### NAVIGATION INFO DISPLAY MFD

|                                   |             |
|-----------------------------------|-------------|
| ON / MODE CYCLE / OFF             | N   SHIFT+N |
| INCREASE / DECREASE RADAR ZOOM    | [   ]       |
| NEXT / PREVIOUS TARGET / WAYPOINT | .   ,       |
| RADAR MODE                        | R           |
| IDENTIFY CURRENT TARGET IN VDD    | I           |
| CLEAR CURRENT TARGET              | X           |
| CLEAR ALL WAYPOINTS / TARGETS     | SHIFT+X     |

### TACTICAL RADAR SCANNER MFD

|  |                   |
|--|-------------------|
| ON / MODE CYCLE / OFF                        | T   SHIFT+T       |
| NEXT / PREVIOUS TARGET                       | .   ,             |
| NEXT / PREVIOUS TARGET TYPE IN CURRENT CLASS | SHIFT+.   SHIFT+, |
| RADAR MODE                                   | R                 |
| IDENTIFY CURRENT TARGET IN VDD               | I                 |
| NEAREST TARGET IN MY AHEAD LINE OF SIGHT     | /                 |
| SINGLE TARGET TRACKING MODE ON/OFF           | \                 |
| MATCH CURRENT TARGET SPEED ON/OFF            | M                 |
| NEAREST ENEMY ATTACKER                       | O                 |
| NEAREST ENEMY TARGET                         | K                 |
| NEAREST ATTACKER TO MY CURRENT TARGET        | L                 |
| NEAREST LAUNCHED MISSILE (MINE)              | Y                 |

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

## MISCELLANEOUS

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

## 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

## INFANTRY 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

U  
CTRL+P  
P  
C  
X  
SHIFT+X

V | SHIFT+V  
SHIFT+. | SHIFT+,  
. | ,  
I

SHIFT+H  
ALT+H  
CTRL+H  
SHIFT+M  
PAUSE  
ALT+Q  
ALT+G  
CTRL+SHIFT+G  
SHIFT+\  
H  
CTRL+M  
CTRL+V  
CTRL+G  
ALT+, | ALT+.

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)

ALT+E  
ALT+D  
W | S  
A | D  
Q | E  
F | Z  
CTRL + RIGHT BUTTON

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)  
 GESTURES:  
     SALUTE  
     WAVE  
     FOLLOW ME  
     HOLD POSITION

## MOUSE

TOGGLE MOUSE SELECTION / FLIGHT MODE / TURRET CONTROL  
 TURN LEFT / RIGHT  
 TURN / ROLL TOGGLE  
 PITCH UP / DOWN  
 FIRE GUN (OR VEHICLE TURRET)  
 FIRE MISSILE (OR VEHICLE TURRET)  
 CYCLE MISSILES  
 NEAREST ATTACKER OR HOSTILE TARGET

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+\  
 CTRL+ALT+T  
  
 ;  
 `  
 SHIFT+;  
 SHIFT+'

ALT  
 LEFT | RIGHT  
 SHIFT (HOLD DOWN)  
 UP | DOWN  
 LEFT BUTTON  
 RIGHT BUTTON  
 WHEEL UP | DOWN  
 MIDDLE BUTTON

## KEYBOARD

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

## JOYSTICK

NOSE DOWN / VTOL UP  
NOSE UP / VTOL DOWN  
ROLL LEFT / VTOL TURN LEFT (TOGGLE DEPENDENT)  
ROLL RIGHT / VTOL TURN RIGHT (TOGGLE DEPENDENT)  
INCREASE / DECREASE THRUST  
FIRE GUN  
FIRE MISSILE  
NEAREST TARGET IN MY LINE OF SIGHT  
NEAREST ATTACKER  
NEAREST ENEMY TARGET  
NEAREST ATTACKER TO MY CURRENT TARGET  
PREVIOUS ENEMY TARGET  
NEXT ENEMY TARGET  
CYCLE MISSILES  
CALIBRATE JOYSTICK  
HAT MODE [VIEW / TARGET] TOGGLE

VIEW MODE:

FRONT / REAR VIEW  
LEFT / RIGHT

TARGET MODE:

NEXT WEAPON  
PREVIOUS / NEXT TARGET  
VDD DAMAGE STATUS MODE

W | S  
Q | E, INSERT | DELETE  
SHIFT+W | S  
UP | DOWN ARROW  
A | D, SHIFT+A | D  
LEFT | RIGHT ARROW  
F | Z  
NUMERIC KEY 5 (HOLD DOWN)  
ENTER  
SPACEBAR  
BACKSPACE  
SCROLL LOCK  
SHIFT+9  
CTRL+M

FORWARD  
BACK  
LEFT  
RIGHT  
THROTTLE  
BUTTON 1  
BUTTON 2  
BUTTON 3  
BUTTON 4  
BUTTON 5  
BUTTON 6  
BUTTON 7  
BUTTON 8  
BUTTON 9  
CTRL+ALT+J  
ALT+J

FORWARD / BACK  
LEFT | RIGHT

FORWARD  
LEFT | RIGHT  
BACK

## XBOX 360 CONTROLLER

|   |                   |
|---|-------------------|
| CURSOR NAVIGATION                             | DPAD              |
| MENU SELECT                                   | START             |
| NOSE DOWN / VTOL UP                           | LJ FORWARD        |
| NOSE UP / VTOL DOWN                           | LJ BACK           |
| ROLL/YAW LEFT / VTOL TURN LEFT                | LJ LEFT           |
| ROLL/YAW RIGHT / VTOL TURN RIGHT              | LJ RIGHT          |
| ROLL/YAW TOGGLE                               | PRESS LJ          |
| INCREASE THRUST (DETERMINED BY THRUST PRESET) | LB (PRESS + HOLD) |
| DECREASE THRUST (DETERMINED BY THRUST PRESET) | RB (PRESS + HOLD) |
| FIRE GUN                                      | X                 |
| FIRE MISSILE                                  | A                 |
| CYCLE MISSILES                                | RT                |
| MISSILE JAMMER                                | LT                |
| NEXT TARGET / WAYPOINT                        | Y                 |
| PREVIOUS TARGET / WAYPOINT                    | B                 |
| HYPERJUMP TO TARGET / LEAVE PLANET            | BACK              |
| COCKPIT VIEW/TARGET TOGGLE                    | PRESS RJ          |
| TARGET MODE                                   |                   |
| NEAREST ENEMY ATTACKER                        | FORWARD           |
| NEAREST ENEMY TARGET                          | BACK              |
| PREVIOUS ENEMY TARGET                         | LEFT              |
| NEXT ENEMY TARGET                             | RIGHT             |
| VIEW MODE                                     |                   |
| FORWARD                                       | START             |
| DOWN / REAR                                   | FORWARD   BACK    |
| LEFT / RIGHT                                  | LEFT   RIGHT      |

## **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