VBS Key Actions

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List of actions that can either be invoked by the user in-game, or using script commands.
Columns:

- **Key**: Sting that is used by commands like setAction or bindKey.
  String is also used in the VBS user profile (`%userprofile%\documents\vbs2\username.VBS2Profile`) to define the assigned keystroke.
  In this case the string is preceded by 'key' (e.g. 'keyAction').
- **Action**: Brief description of what the action does (same as in the User Options Control window).
- **Default Assignments**: Which keys are assigned to this action by default (assignments can be read, using actionKeysNames).
- **Notes**: Special usage notes, or explanations, regarding the action.
- **External**: Whether action is compatible with setExternalControl entities.

Created from version *V3.7*.

Infantry controls

Key	Action	Default Assignments	Notes	External
Action	"Perform action"	"Enter" or "Middle Mouse Btn."	Executes selected mouse wheel action	no
AimDown	"Aim down"	"Mouse Down" or "XBox Right Thumb Y Down"		yes
AimHeadDown	"Look down"	"Mouse Down"	FreeLook - Look Down	yes
AimHeadLeft	"Look left"	"Mouse Left"	FreeLook - Look Left	yes
AimHeadRight	"Look right"	"Mouse Right"	FreeLook - Look Right	yes
AimHeadUp	"Look up"	"Mouse Up"	FreeLook - Look Up	yes
AimLeft	"Aim left"	"Mouse Left" or "XBox Right Thumb X Left"		yes
AimRight	"Aim right"	"Mouse Right" or "XBox Right Thumb X Right"		yes
AimUp	"Aim up"	"Mouse Up" or "XBox Right Thumb Y Up"		yes
Binocular	"Binoculars"	"B"		yes
Chat	"Chat"	"/"	Send text message to players on same side	no
Compass	"Compass"	"G"		yes
CompassToggle	"Compass (toggle)"	"2xG"	Toggle compass	no
Crouch	"Crouch"	"X"		yes
Dagr	"Defense Advanced GPS"			yes
DagrToggle	"Defense Advanced GPS (toggle)"		Toggles Defense Advanced GPS (DAGR)	no
DefaultAction	"Fire"	"Prim. Mouse Btn."		yes
Diary	"Show diary"			yes
EvasiveForward	"Evasive forward"	"2xW"		yes
EvasiveLeft	"Evasive left"	"2xQ"		yes
EvasiveRight	"Evasive right"	"2xE"		yes
ForceCommandingMode	"Commanding mode"	"Left Windows"	Opens commanding menu and marks all subordinates	no
FuseDec	"Decrement fuse distance"			yes

FuseInc	"Increment fuse distance"			yes
Gear	"Gear"	"I"	Opens inventory	no
Handgun	"Switch gun/handgun"	";"		yes
HideMap	"Hide map"	"M"	Hides map	no
HoldBreath	"Hold breath"	"Hold Sec. Mouse Btn."		yes
Jump	"Jump"	"F"		yes
LeanLeft	"Lean left"	"Q" or "TrackIR Left"		yes
LeanLeftToggle	"Lean left toggle"			yes
LeanRight	"Lean right"	"E" or "TrackIR Right"		yes
LeanRightToggle	"Lean right toggle"			yes
LoadGun	"Load gun"			no
LockTarget	"Lock target"	"Hold Sec. Mouse Btn."	Locks targer (hold Second mouse button)	no
LockTargets	"Next target"	"Tab"		yes
LookAround	"Look"	"Left Alt"		yes
LookAroundToggle	"Freelook"	"* [NUM]" or "2xLeft Alt"	Freelook on/off	no
LookCenter	"Center look"	"5 [NUM]"	Centers look while in freelook	no
LookDown	"Look down"	"2 [NUM]"		yes
LookDownCont	"Look down (analog)"	"TrackIR Rot Down"		yes
LookLeft	"Look left"	"4 [NUM]"		yes
LookLeftCont	"Look left (analog)"	"TrackIR Rot Left"		yes
LookLeftDown	"Look left down"	"1 [NUM]"		yes
LookLeftUp	"Look left up"	"7 [NUM]"		yes
LookRight	"Look right"	"6 [NUM]"		yes
LookRightCont	"Look right (analog)"	"TrackIR Rot Right"		yes
LookRightDown	"Look right down"	"3 [NUM]"		yes
LookRightUp	"Look right up"	"9 [NUM]"		yes
LookUp	"Look up"	"8 [NUM]"		yes
LookUpCont	"Look up (analog)"	"TrackIR Rot Up"		yes
MenuBack	"Back"	"Back Space"	Backspace menu	no
MiniMap	"GPS"			yes
MiniMapToggle	"GPS (toggle)"	"Right Ctrl+M"	Toggles minimap	no
MoveBack	"Move back"	"S" or "DOWN"		yes
MoveDown	"Go prone"	"Page Down"		yes
MoveFastForward	"Fast forward"	"Right Ctrl+W"		yes
MoveForward	"Move forward"	"W" or "UP"		yes
MoveLeft	"Turn left"			yes
MoveRight	"Turn right"			yes
MoveSlowForward	"Slow forward"			yes
MoveUp	"Up"	"Page Up"		yes
NextAction	"Next"	"]" or "Mouse Wheel Down"	Next mouse wheel action	no
NextChannel	"Next channel"	"."	Next chat channel	no
PersonView	"Toggle view"	"Enter [NUM]"	Switches between first person view and third person view	no
PrevAction	"Previous"	"[" or "Mouse Wheel Up"	Previous mouse wheel action	no
PrevChannel	"Previous channel"	","	Previous chat channel	no
Prone	"Prone"	"Z"		yes
PushToTalk	"Push to talk"	"Caps Lock"		yes

PushToTalkAll	"Talk on global channel"			yes
PushToTalkDirect	"Talk on direct channel"			yes
PushToTalkGroup	"Talk on group channel"			yes
PushToTalkSide	"Talk on side channel"			yes
PushToTalkVehicle	"Talk on vehicle channel"			yes
QuickMenu	"Quick menu"	"Left Windows"		yes
ReloadMagazine	"Reload"	"R" or "Home"		yes
RevealTarget	"Reveal target"	"Hold Sec. Mouse Btn."	Reveals target (second mouse button)	no
SafetySwitch	"Safety switch"	"Left Ctrl+Left Shift"		yes
Salute	"Salute"	"\"		yes
ShowMap	"Map"	"M"	Shows map	no
SitDown	"Sit down"			yes
Stand	"Stand up"	"C"		yes
SwimDown	"Swim Down"	"Z"		yes
SwimUp	"Swim Up"	"Q"		yes
SwitchWeapon	"Switch weapon"	""		yes
TacticalView	"Tactical view"	". [NUM]"	Switches to tactical view (different 3rd person view)	no
TeamSwitch	"Team switch"	"Right Ctrl+T"		yes
TeamSwitchNext	"Team switch to next"		Switches to next unit added by AddSwitchableUnit script command	no
TeamSwitchPrev	"Team switch to previous"		Switches to previous unit added by AddSwitchableUnit script command	no
TempRaiseWeapon	"Raise weapon"			yes
ToggleOptic	"Toggle optics"	v	Toggles between optics and internal camera	no
ToggleRadioSettings	"Open Radio Settings"			no
ToggleRaiseWeapon	"Toggle raise weapon"	"2xLeft Ctrl"		yes
ToggleWeapons	"Toggle weapons"	"Space"	Changes between weapons (SPACE)	no
ToggleWeaponsDialog	"Toggle weapons Dialog"	"Right Ctrl+Right Alt"		yes
ToggleWeaponsModes	"Toggle weapons Modes"	"Right Shift+Space"		yes
ToggleWeaponsReverse	"Toggle weapons Reversed"	"Right Ctrl+Space"		yes
Turbo	"Turbo"			yes
TurnLeft	"Strafe left"	"A" or "LEFT"		yes
TurnRight	"Strafe right"	"D" or "RIGHT"		yes
VoiceOverNet	"Voice over net"			yes
WalkRunTemp	"Walk or run temporary"	"Left Shift"		yes
WalkRunToggle	"Walk or run toggle"			yes
Watch	"Watch"	"T"		yes
WatchToggle	"Watch (toggle)"	"2xT"	Toggles watch	no

Skydiving controls

Key	Action	Default Assignments	Notes	External
FFDeArch	"De-arch"	"Q"		yes
FFForwardTrack	"Forward track"	"W"		yes
FFHardArch	"Hard-arch"	"Z"		yes
FFHeadDownDelta	"Head down delta"	"2xW"		yes
FFHighLiftTrack	"High lift track"	"Left Shift+W"		yes

				yes
FFReverseTrack	"Reverse track"	"S"		yes
FFRotateLeft	"Rotate left"	"X"		yes
FFRotateRight	"Rotate right"	"C"		yes
FFSideSlipLeft	"Side slip left"	"A"		yes
FFSideSlipRight	"Side slip right"	"D"		yes
ParaAccelerate	"Parachute accelerate"	"W"		yes
ParaBankLeft	"Parachute bank left"	"A"		yes
ParaBankRight	"Parachute bank right"	"D"		yes
ParaBrake	"Parachute brake"	"S"		yes
ParaFlare	"Parachute flare"	"Left Shift+S"		yes

Optics controls

Key	Action	Default Assignments	Notes	External
CycleAllOptics	"Cycle optics (all modes)"	"N" or "XBox X"	Cycle through all optics, their modes and submodes (N key)	no
CycleOpticVisionModes	"Cycle optics (vision modes)"			yes
CycleVisionModeModes	"Cycle optics polarity"		Cycling only through inner modes of one vision mode	no
Focus	"Focus analog"			yes
FocusFar	"Focal plane far"		Sets focal plane to far for DOF rifle	no
FocusNear	"Focal plane near"		Sets focal plane to near for DOF rifle	no
HmdCenter	"HMD Re-center"	"Left Alt+Left Shift"		yes
NightVision	"Night vision"	"N" or "XBox X"	Toggles night vision	no
Optics	"Optics"	"V" or "0 [NUM]"	Toggles optics	no
TI_AutoContrast_Toggle	"EO toggle automatic"	"Left Alt+~"	Sets auto contrast for thermal imaging	no
TI_Brightness_Dec	"EO decrease brightness"	"Left Alt+1"		yes
TI_Brightness_Inc	"EO increase brightness"	"Left Alt+2"		yes
TI_Contrast_Dec	"EO decrease contrast"	"Left Alt+3"		yes
TI_Contrast_Inc	"EO increase constrast"	"Left Alt+4"		yes
ToggleOptic	"Toggle optics"			yes
ZoomContIn	"Zoom in (continuous)"	"TrackIR -tZ"		yes
zoomContOut	"Zoom out (continuous)"	"TrackIR +tY"		yes
ZoomCycle	"Cycle magnification"			yes
ZoomIn	"Zoom in"	"+ [NUM]"		yes
ZoomOut	"Zoom out"	"- [NUM]"		yes
zoomOutToggle	"Zoom out (toggle)"	"2x- [NUM]"		yes

Vehicle controls

Key	Action	Default Assignments	Notes	External
AidedLay	"Lead lock"			yes
CarAccelerate	"Car accelerate"			yes
CarAimDown	"Look down"	"Mouse Down" or "XBox Right Thumb Y Down"	Controls turret aiming. This action sets target optic speed to: value * 3 rad / second	yes
CarAimLeft	"Look left"	"Mouse Left" or "XBox Right Thumb X Left"	Controls turret aiming. This action sets target optic speed to: value * 3 rad / second	yes

CarAimRight	"Look right"	"Mouse Right" or "XBox Right Thumb X Right"	Controls turret aiming. This action sets target optic speed to: value * 3 rad / second	yes
CarAimUp	"Look up"	"Mouse Up" or "XBox Right Thumb Y Up"	Controls turret aiming. This action sets target optic speed to: value * 3 rad / second	yes
CarBack	"Car back"	"S" or "DOWN" or "XBox Down"	Controls backward move and reverse (in full auto gearbox mode, other modes uses it as a brake)	yes
CarBrake	"Car brake"		Controls brake pedal	yes
CarFastForward	"Car fast forward"	"E"	Controls forward move (accelerates up to 100% of max speed)	yes
CarForward	"Car forward"	"W" or "UP" or "XBox Up"	Controls forward move (accelerates up to 40% of max speed)	yes
CarGearDwn	"Car gear down"		Sequential shifter - gear down	yes
CarGearUp	"Car gear up"		Sequential shifter - gear up	yes
CarLeft	"Car left"	"A" or "LEFT" or "XBox Left"	Non-linear steering, designed for keyboard and keypad steering	yes
CarRight	"Car right"	"D" or "RIGHT" or "XBox Right"	Non-linear steering, designed for keyboard and keypad	yes
CarSlowForward	"Car slow forward"	"Q"	Controls forward move (accelerates up to 20% of max speed)	yes
CarSoftBrake	"Car soft brake"		Controls brake pedal (but only up to 50% of brake force)	yes
CarWheelLeft	"Car more left"	"Mouse Left"	Linear incremental steering, designed for mouse	yes
CarWheelRight	"Car more right"	"Mouse Right"	Linear incremental steering, designed for mouse	yes
CommandBack	"Command back"	"S" or "DOWN"	Command back, when inside vehicle as commander	no
CommanderOverride	"Commander override"	"Scroll Lock"		yes
CommandFast	"Command fast"	"E"	Command fast, when inside vehicle as commander	no
CommandForward	"Command forward"	"W" or "UP"	Command forward, when inside vehicle as commander	no
CommandLeft	"Command left"	"A" or "LEFT"	Command left, when inside vehicle as commander	no
CommandRight	"Command right"	"D" or "RIGHT"	Command right, when inside vehicle as commander	no
CommandSlow	"Command slow"	"Q"	Command slow, when inside vehicle as commander	no
CommandWatch	"Command watch"	"Left Alt"		yes
ConvoyLight	"Convoy light"	"K"	Will disable driving and indicator lights while on.	yes
countermeasures	"Systems Menu"	"Y"		yes
Eject	"Eject"	"Left Shift+2xH"		yes
Fire	"Command fire"	"2xLeft Ctrl"	Commands gunner to fire	no
FuseDec	"Decrement fuse distance"			yes
FuseInc	"Increment fuse distance"			yes
GetOut	"Get Out"	"2xH"		yes
GetUp	"Get up"			yes
Headlights	"Headlights on/off"	"L"		yes
IndicateHazard	"Hazard lights"	"Home"		yes
IndicateLeft	"Indicate left"	"Insert"		yes
IndicateRight	"Indicate right"	"Page Up"		yes
InteractVeh	"Interact with vehicle"	"U"		yes
Lase	"Lase target"	"F"	Lases target	no
LeanForward	"Lean forward"	"R"		yes
LightSystemToggle1	"Toggle light system 1"	"Right Ctrl+1 [NUM]"		yes
LightSystemToggle10	"Toggle light system 10"	"Right Ctrl+0 [NUM]"		yes
LightSystemToggle2	"Toggle light system 2"	"Right Ctrl+2 [NUM]"		yes
LightSystemToggle3	"Toggle light system 3"	"Right Ctrl+3 [NUM]"		yes

Key	Action	Default Assignment	Notes	External
LightSystemToggle4	"Toggle light system 4"	"Right Ctrl+4 [NUM]"		yes
LightSystemToggle5	"Toggle light system 5"	"Right Ctrl+5 [NUM]"		yes
LightSystemToggle6	"Toggle light system 6"	"Right Ctrl+6 [NUM]"		yes
LightSystemToggle7	"Toggle light system 7"	"Right Ctrl+7 [NUM]"		yes
LightSystemToggle8	"Toggle light system 8"	"Right Ctrl+8 [NUM]"		yes
LightSystemToggle9	"Toggle light system 9"	"Right Ctrl+9 [NUM]"		yes
LoadGun	"Load gun"			no
PersItems	"Toggle personal items"	"2xSpace"		yes
QuickEnter	"Quick enter"	"2xU"		yes
ShipManeuverThrust	"Ship Maneuver Thrust"	"X"		yes
ShipReversingBucket	"Ship Reversing Bucket"			yes
SideLights	"Side light"	"J"		yes
SwapGunner	"Swap gunner"			yes
ToggleLaser	"Toggle laser"			yes
ToggleWeaponsDialog	"Toggle weapons Dialog"	"Right Ctrl+Right Alt"		yes
ToggleWeaponsModes	"Toggle weapons Modes"	"Right Shift+Space"		yes
ToggleWeaponsReverse	"Toggle weapons Reversed"	"Right Ctrl+Space"		yes
TurnIn	"Turn in"	"Z"		yes
TurnOut	"Turn out"	"Z"		yes
TurretLights	"Toggle turret lights"	"L+Left Shift"		yes
VehicleTurbo	"Vehicle turbo"	"Left Shift"		yes
VehLockTargets	"Next target"	"Tab"		yes

Vehicle advanced controls

Key	Action	Default Assignments	Notes	External
CarAccelerate	"Car accelerate"			yes
CarBrake	"Car brake"		Controls brake pedal	yes
CarGearDwn	"Car gear down"		Sequential shifter - gear down	yes
CarGearUp	"Car gear up"		Sequential shifter - gear up	yes
CarLinearLeft	"Car linear left"		Linear steering, designed for steering wheel	yes
CarLinearRight	"Car linear right"		Linear steering, designed for steering wheel	yes
CarParkingBrake	"Car parking brake"			yes
CarShiftFwd1	"Car shift fwd 1"			yes
CarShiftFwd2	"Car shift fwd 2"			yes
CarShiftFwd3	"Car shift fwd 3"			yes
CarShiftFwd4	"Car shift fwd 4"			yes
CarShiftFwd5	"Car shift fwd 5"			yes
CarShiftFwd6	"Car shift fwd 6"			yes
CarShiftFwd7	"Car shift fwd 7"			yes
CarShiftFwd8	"Car shift fwd 8"			yes
CarShiftRvs1	"Car shift rvs 1"			yes
CarShiftRvs2	"Car shift rvs 2"			yes
CarTransferRangeDown	"Car transfer range down"			yes
CarTransferRangeUp	"Car transfer range up"			yes
LowerMainRamp	"Lower main ramp"			yes

Key	Action	Default Assignments	Notes	External
RaiseMainRamp	"Raise main ramp"			yes
ShipManeuverThrust	"Ship Maneuver Thrust"	"X"		yes
ShipReversingBucket	"Ship Reversing Bucket"			yes

Helicopter controls

Key	Action	Default Assignments	Notes	External
AlignVehicle	"Align vehicle"			yes
AutoHover	"Auto-Hover On"	"2xS"		yes
AutoHoverCancel	"Auto-Hover Off"	"2xW" or "2xA" or "2xD"		yes
FuseDec	"Decrement fuse distance"			yes
FuseInc	"Increment fuse distance"			yes
HeliBack	"Nose up"	"S" or "DOWN" or "Mouse Up" or "XBox Down"		yes
HeliBrake	"Helicopter wheel brake"			yes
HeliBrakesOff	"Wheel brakes off"			yes
HeliBrakesOn	"Wheel brakes on"			yes
HeliBrakesOnOff	"Helicopter wheel brakes on/off"			yes
HeliCyclicLeft	"Bank left"	"A" or "LEFT"		yes
HeliCyclicRight	"Bank right"	"D" or "RIGHT"		yes
HeliDown	"Decrease thrust"	"Z" or "XBox Left Trigger"		yes
HeliDumbCollective	"Helicopter dump collective"			yes
HeliFastForward	"Fast forward"	"E"		yes
HeliForward	"Nose down"	"W" or "UP" or "Mouse Down" or "XBox Up"		yes
HeliLeft	"Left turn"	"Mouse Left" or "XBox Left"		yes
HeliManualFire	"Toggle manual fire"			yes
HeliRight	"Right turn"	"Mouse Right" or "XBox Right"		yes
HeliRudderLeft	"Left pedal"	"X" or "Insert"		yes
HeliRudderRight	"Right pedal"	"C" or "Page Up"		yes
HeliUp	"Increase thrust"	"Q" or "XBox Right Trigger"		yes
MaintainHeight	"Maintain Height On"			yes
MaintainHeightCancel	"Maintain Height Off"			yes
ToggleWeaponsDialog	"Toggle weapons Dialog"	"Right Ctrl+Right Alt"		yes
ToggleWeaponsModes	"Toggle weapons Modes"	"Right Shift+Space"		yes
ToggleWeaponsReverse	"Toggle weapons Reversed"	"Right Ctrl+Space"		yes

Helicopter RTD controls

Key	Action	Default Assignments	Notes	External
heliCollectiveLower	"Dec collective"			yes
heliCollectiveLowerCont	"Dec collective analog"			yes
heliCollectiveRaise	"Inc collective"			yes
heliCollectiveRaiseCont	"Inc collective analog"			yes
HelicopterAutoTrimOff	"Auto trim off"			yes
HelicopterAutoTrimOn	"Auto trim on"			yes
HeliTrimBackward	"Trim back"			yes

Key	Action	Default Assignments	Notes	External
HeliTrimForward	"Trim forward"			yes
HeliTrimLeft	"Trim roll left"			yes
HeliTrimRight	"Trim roll right"			yes
HeliTrimRudderLeft	"Trim rudder left"			yes
HeliTrimRudderRight	"Trim rudder right"			yes

Aircraft controls

Key	Action	Default Assignments	Notes	External
AutoHover	"Auto-Hover On"	"2xS"		yes
AutoHoverCancel	"Auto-Hover Off"	"2xW" or "2xA" or "2xD"		yes
CommanderOverride	"Commander override"	"Scroll Lock"		yes
Eject	"Eject"	"Left Shift+2xH"		yes
Fire	"Command fire"	"2xLeft Ctrl"	Commands gunner to fire	no
FlapsDown	"Flaps down"	"F"		yes
FlapsUp	"Flaps up"	"R"		yes
GetOut	"Get Out"	"2xH"		yes
GetUp	"Get up"			yes
HeliBack	"Nose up"	"S" or "DOWN" or "Mouse Up" or "XBox Down"		yes
HeliBrakesOff	"Wheel brakes off"			yes
HeliBrakesOn	"Wheel brakes on"			yes
HeliCyclicLeft	"Bank left"	"A" or "LEFT"		yes
HeliCyclicRight	"Bank right"	"D" or "RIGHT"		yes
HeliDown	"Decrease thrust"	"Z" or "XBox Left Trigger"		yes
HeliDumbCollective	"Helicopter dump collective"			yes
HeliFastForward	"Fast forward"	"E"		yes
HeliForward	"Nose down"	"W" or "UP" or "Mouse Down" or "XBox Up"		yes
HeliLeft	"Left turn"	"Mouse Left" or "XBox Left"		yes
HeliManualFire	"Toggle manual fire"			yes
HeliRight	"Right turn"	"Mouse Right" or "XBox Right"		yes
HeliRudderLeft	"Left pedal"	"X" or "Insert"		yes
HeliRudderRight	"Right pedal"	"C" or "Page Up"		yes
HeliUp	"Increase thrust"	"Q" or "XBox Right Trigger"		yes
InteractVeh	"Interact with vehicle"	"U"		yes
LandGear	"Gear down"	"G"		yes
LandGearUp	"Gear up"	"G"		yes
LeanForward	"Lean forward"	"R"		yes
LoadGun	"Load gun"			no
MaintainHeight	"Maintain Height On"			yes
MaintainHeightCancel	"Maintain Height Off"			yes
MarkerLights	"Marker lights on/off"	"J"		yes
PersItems	"Toggle personal items"	"2xSpace"		yes
SeagullBack	"Seagull back"	"S" or "DOWN"		yes
SeagullDown	"Seagull down"	"Z" or "Page Down" or "Mouse Up"		yes
SeagullFastForward	"Seagull fast forward"	"E"		yes

Key	Action	Default Assignments	Notes	External
SeagullForward	"Seagull forward"	"W" or "UP"		yes
SeagullUp	"Seagull up"	"Q" or "Page Up" or "Mouse Down"		yes

Buldozer controls

Key	Action	Default Assignments	Notes	External
BuldBack	"Buldozer back"	"DOWN"		yes
BuldDown	"Buldozer down"	"Page Down"		yes
BuldForward	"Buldozer forward"	"UP"		yes
BuldFreeLook	"Buldozer free look"	"5 [NUM]"		yes
BuldLeft	"Buldozer left"	"LEFT"		yes
BuldLookDown	"Buldozer look down"	"2 [NUM]"		yes
BuldLookLeft	"Buldozer look left"	"4 [NUM]"		yes
BuldLookRight	"Buldozer look right"	"6 [NUM]"		yes
BuldLookUp	"Buldozer look up"	"8 [NUM]"		yes
BuldMagnetizePlanes	"Buldozer magnetize planes"	"F6"		yes
BuldMagnetizePoints	"Buldozer magnetize points"	"F5"		yes
BuldMagnetizeYFixed	"Buldozer magnetize fixed Y"	"F7"		yes
BuldMoveBack	"Buldozer move back"	"Mouse Down"		yes
BuldMoveForward	"Buldozer move forward"	"Mouse Up"		yes
BuldMoveLeft	"Buldozer move left"	"Mouse Left"		yes
BuldMoveRight	"Buldozer move right"	"Mouse Right"		yes
BuldResetCamera	"Buldozer reset camera"	"0 [NUM]"		yes
BuldRight	"Buldozer right"	"RIGHT"		yes
BuldSelect	"Buldozer select"	"Space"		yes
BuldSelectionType	"Buldozer selection type"	"S"		yes
BuldSwitchCamera	"Buldozer switch camera"	"Insert"		yes
BuldTerrainLower1m	"Buldozer lower terrain 1 m"	"J"		yes
BuldTerrainLower5m	"Buldozer lower terrain 5 m"	"K"		yes
BuldTerrainRaise1m	"Buldozer raise terrain 1 m"	"U"		yes
BuldTerrainRaise5m	"Buldozer raise terrain 5 m"	"I"		yes
BuldTerrainShowNode	"Buldozer show terrain node"	"H"		yes
BuldTextureInfo	"Buldozer show texture info"	"T"		yes
BuldTurbo	"Buldozer turbo"	"Left Shift"		yes
BuldUp	"Buldozer up"	"Page Up"		yes
BuldZoomIn	"Buldozer zoom in"	"+ [NUM]"		yes
BuldZoomOut	"Buldozer zoom out"	"- [NUM]"		yes
SwitchCameraCrosshair	"Camera crosshair on/off"	"L"	Turns camera scrosshair on/off	no

Editor controls

Key	Action	Default Assignments	Notes	External
Edit3DMove	"Show 3D move arrows"	"Left Alt"		yes
Edit3DRotate	"Show 3D rotation circles"	"Space"		yes
Edit3DScale	"Show 3D scale arrows"			yes

EditCamAccelerate	"Accelerate editor camera"	"]"		yes
EditCamDecelerate	"Decelerate editor camera"	"["		yes
EditCamLower	"Lower editor camera"	"Z"		yes
EditCamMovBack	"Move editor camera back"	"S"		yes
EditCamMovForward	"Move editor camera forward"	"W"		yes
EditCamMovLeft	"Move editor camera left"	"A"		yes
EditCamMovRight	"Move editor camera right"	"D"		yes
EditCamRaise	"Raise editor camera"	"Q"		yes
EditCamRotDown	"Rotate editor camera down"	"Mouse Down"		yes
EditCamRotForce	"Force rotation of camera"	"Left Ctrl"		yes
EditCamRotLeft	"Rotate editor camera left"	"Mouse Left"		yes
EditCamRotRight	"Rotate editor camera right"	"Mouse Right"		yes
EditCamRotUp	"Rotate editor camera up"	"Mouse Up"		yes
EditCamSlow	"Editor camera slower"	"Left Ctrl"		yes
EditCamTurbo	"Editor camera turbo"	"Left Shift"		yes
EditObjBack	"Nudge object back"	"Left Alt+S" or "Left Alt+DOWN" or "Left Alt+2 [NUM]"		yes
EditObjClockwise	"Nudge object clockwise"	"Left Alt+C" or "Left Alt+3 [NUM]"		yes
EditObjCounterCw	"Nudge object counter-clockwise"	"Left Alt+X" or "Left Alt+1 [NUM]"		yes
EditObjDown	"Nudge object down"	"Left Alt+Z" or "Left Alt+Page Down"		yes
EditObjForward	"Nudge object forward"	"Left Alt+W" or "Left Alt+UP" or "Left Alt+8 [NUM]"		yes
EditObjLeft	"Nudge object left"	"Left Alt+A" or "Left Alt+LEFT" or "Left Alt+4 [NUM]"		yes
EditObjRight	"Nudge object right"	"Left Alt+D" or "Left Alt+RIGHT" or "Left Alt+6 [NUM]"		yes
EditObjUp	"Nudge object up"	"Left Alt+Q" or "Left Alt+Page Up"		yes
EditPlayerVehicleRecording	"Player path recording"	"P"		yes
EditRotate	"Camera and object rotations"	"Hold Sec. Mouse Btn."		yes
EditScePreview	"Scenario preview"	"H"	Scenario preview (from OME)	no

System controls

Key	Action	Default Assignments	Notes	External
CancelAction	"Cancel action"			yes
Cheat1	"Cheat 1"			yes
Cheat2	"Cheat 2"			yes
FpsDisp	"FPS display"			yes
Help	"Last help"		Shows last hint	no
IngamePause	"Pause"	"Escape"	Pause / menu (escape)	no
MenuSelect	"Select"		Selects item from backspace menu	no
NetworkPlayers	"List of participants"	"P"		no
NetworkStats	"Scenario statistics"	"Right Ctrl+I"		yes
ScreenShot1	"Screenshot with UI"	"System Request"		yes

ScreenShot2	"Screenshot without UI"	"Right Shift+System Request"		yes
SelectAll	"Select all units"	"~"	Selects all subordinates	no
StartRecording	"Start recording"	"Left Ctrl+R"		yes
StopInputRecording	"Stop input recording"	"Left Ctrl+Escape"	Stops input recording macro	no
StopRecording	"Stop recording"	"Left Ctrl+R"		yes
TimeDec	"Time deceleration"	"-"		yes
TimeInc	"Time acceleration"	"="		yes
UserDefAction1	"User defined 1"	"XBox Left Thumb Y Up"		yes
UserDefAction10	"User defined 10"	"XBox Start"		yes
UserDefAction11	"User defined 11"	"XBox Left Thumb X Right"		yes
UserDefAction12	"User defined 12"	"XBox Left Thumb X Left"		yes
UserDefAction13	"User defined 13"			yes
UserDefAction14	"User defined 14"			yes
UserDefAction15	"User defined 15"			yes
UserDefAction16	"User defined 16"			yes
UserDefAction17	"User defined 17"			yes
UserDefAction18	"User defined 18"			yes
UserDefAction19	"User defined 19"			yes
UserDefAction2	"User defined 2"	"XBox Left Thumb Y Down"		yes
UserDefAction20	"User defined 20"			yes
UserDefAction3	"User defined 3"	"XBox Right Trigger"		yes
UserDefAction4	"User defined 4"	"XBox Left Trigger"		yes
UserDefAction5	"User defined 5"	"XBox White"		yes
UserDefAction6	"User defined 6"	"XBox Black"		yes
UserDefAction7	"User defined 7"	"XBox Y"		yes
UserDefAction8	"User defined 8"	"XBox A"		yes
UserDefAction9	"User defined 9"	"XBox Back"		yes
ZoomCont	"Zoom in/out"			yes

Uncategorized

Key	Action	Default Assignments	Notes	External