

Movement

| W or Up arrow | Move forward |
|------------------|---------------|
| A or Left arrow | Move left |
| S or Down arrow | Move backward |
| D or Right arrow | Move right |
| Space | Jump |
| Left Shift | Sprint |
| = | Auto sprint |
| Left Ctrl | Crouch |

Combat

| Left click | Fire |
|-------------|-----------------|
| Right click | Aim |
| R | Reload |
| E | Use |
| 1 | Harvesting tool |
| 2 | Weapon slot 1 |
| 3 | Weapon slot 2 |
| 4 | Weapon slot 3 |
| 5 | Weapon slot 4 |
| 6 | Weapon slot 5 |

Building

| Left Ctrl | Crouch while building |
|---------------------------|--------------------------|
| F1 | Wall |
| F2 | Floor |
| F3 or T | Stairs |
| F4 or Y | Roof |
| F5 or U | Trap |
| Left click | Place building |
| F or ThumbMouseButton2 | Repair / upgrade |
| R | Rotate building |
| Right click | Change building material |
| Left Ctrl | Crouch while editing |
| Left click | Select building edit |
| | |

Communication

| Middle click | Ping / Place marker |
|--------------|---------------------|
| Middle click | Push to talk |
| V | Team talk |
| Enter | Chat |

"Place enemy marker" is unassigned by default. You can assign a hotkey to this action in Settings.

Emote

| В | Emote |
|---|-------|

Hotkeys can be assigned to specific emote slots. You can also assign a hotkey to "repeat last emote".

Misc

| G | Building edit |
|-----------------------|------------------------|
| L | Toggle harvesting tool |
| Q | Switch quickbar |
| Wheel down | Slot up |
| Wheel up | Slot down |
| Wheel down | Previous picker wheel |
| Wheel up | Next picker wheel |
| Left Alt or Right Alt | Cursor mode |
| М | Toggle map |
| l | Toggle inventory |

Vehicles

| E | Get out of the vehicle |
|-------------|------------------------|
| Left Ctrl | Vehicle change seat |
| Right click | Vehicle honk korn |
| S | Vehicle pitch forward |
| W | Vehicle pitch backward |

Vehicles - Shopping cart

| Space | Shopping cart push (tap) / Coast |
|-------|----------------------------------|
| | (hold) |

Vehicles - Pirate cannon

| Left click | Fire cannon |
|------------|----------------------------------|
| Space | Cannon push (tap) / Coast (hold) |

Vehicles - All terrain kart (ATK)

| Space | ATK Powerslide |
|-------|----------------|
|-------|----------------|

Vehicles - Quadcrasher

Space Quadcrasher boost

Vehicles - Driftboard

| Left Shift | Accelerate driftboard |
|------------|-----------------------|
| E | Use driftboard |

Vehicles - Baller

| Space | Baller boost |
|-------------|---------------------------------|
| Left click | Baller shoot / Contract grapple |
| Right click | Baller extend grapple |

Vehicles - X-4 Stormwing

| Space | Biplane boost |
|-------------|----------------------|
| Left click | Biplane shoot |
| С | Biplane roll right |
| Z | Biplane roll left |
| X | Biplane roll invert |
| W or Space | Biplane Start engine |
| Left Shift | Biplane stop engine |
| Right click | Biplane free look |

Creative

| Right click | Creative pick up / exit |
|-------------|-------------------------------------|
| Left click | Creative copy |
| Х | Creative delete |
| Left click | Creative prop copy |
| G | Creative prop toggle drop |
| R | Creative prop rotate clockwise |
| Z | Creative prop rotate |
| | counterclockwise |
| Tab | Creative prop rotation axis (tap) / |
| | Reset (hold) |
| F | Creative prop push |
| С | Creative prop pull |
| Right click | Creative prop exit |
| V | Creative prop grid snap |

| Left click | Creative building copy |
|--------------------|----------------------------------|
| R | Creative building rotate |
| | clockwise |
| Z | Creative building rotate |
| | counterclockwise |
| M | Creative building mirror |
| Right click or Esc | Creative building exit |
| V | Creaative building grid snap |
| Left Shift | Creative fly up |
| Left Ctrl | Creative fly down |
| Q | Creative island panel support |
| | creator |
| E | Creative island panel start game |

Replay

| M | Toggle map |
|------------------|---|
| Space | Play / pause |
| M | Map and player list |
| W or A or S or D | Move camera |
| Q | Camera height down. In third person view, adjust distance |
| Е | Camera height up. In third person view, adjust distance |
| - | Decrease speed |
| = | Increase speed |
| 1 | Third person camera |
| 2 | DroneFollow camera |
| 3 | DroneAttach camera |
| 4 | DroneFree camera |
| 5 | Gameplay camera |
| R | Reset camera angle |
| Н | Cycle through HUD modes |
| , | Previous player |
| | Next player |
| | |

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More information: defkey.com/mg/fortnite-battle-royale-shortcuts

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