



Star Citizen cheat sheet

Flight controls

Cockpit

Right Alt + Y	Eject
Y	Exit seat
Backspace	Self Destruct
U + Left Shift	Emergency Exit Seat
R	Flight / Systems Ready

View

Move the mouse	Look
F4	Cycle camera view
Wheel up	Zoom in (3rd person view)
Wheel down	Zoom out (3rd person view)
Z	Freelook (Hold)
Left Alt + Wheel up and wheel down	Dynamic Zoom In and Out (rel.)

Movement

Move the mouse	Pitch / Yaw
Q	Roll left
E	Roll right
Space	Strafe up
Left Ctrl	Strafe down
A	Strafe left
D	Strafe right
W	Throttle forward
S	Throttle back
V	Decoupled mode (Toggle)
Left Shift	Afterburner
Wheel up and wheel down	Speed Limiter (Rel.)
Right Alt + Wheel up and wheel down	Acceleration Limiter Up / Down (rel.)
X	Spacebrake
Right Shift	(hold) Lock Pitch / Yaw Movement (Toggle)
C	Cruise Control (Toggle)
N	Landing System (Toggle)
K	Toggle VTOL
N	Autoland

B Quantum Travel System (Toggle)

B Quantum Drive

O @ui_CIDockToggleView

Targeting

1 Pin Index 1 - Lock / Unlock Pinned Target

2 Pin Index 2 - Lock / Unlock Pinned Target

3 Pin Index 3 - Lock / Unlock Pinned Target

Left Alt + 1 Pin Index 1 - Pin / Unpin Selected Target

Left Alt + 2 Pin Index 2 - Pin / Unpin Selected Target

Left Alt + 3 Pin Index 3 - Pin / Unpin Selected Target

O Remove All Pinned Targets

Left Alt + T Unlock Locked Target

Left Alt + L Enable / Disable Look Ahead

Target cycling

R Cycle Selection - Forward

Left Alt + R Cycle Selection - Reset to Auto

T Cycle Lock - In View - Forward

T Cycle Lock - In View - Under Reticle

4 Cycle Lock - Attackers - Forward

Left Alt + 4 Cycle Lock - Attackers - Reset to Closest

5 Cycle Lock - Hostiles - Forward

Left Alt + 5 Cycle Lock - Hostiles - Reset to Closest

6 Cycle Lock - Friendlies - Forward

Left Alt + 6 Cycle Lock - Friendlies - Reset to Closest

7 Cycle Lock - All - Forward

Left Alt + 7 Cycle Lock - All - Reset to Closest

8 Cycle Lock - Sub-Target - Forward

Left Alt + 8 Cycle Lock - Sub-Target - Reset to Main Target

Target hailing

Move the mouse	Pitch / Yaw
Q	Toggle Turret Mouse Movement (VJoy, FSP style)
Y	Exit Remote Turret
Scanning	
Tab	Scanning Mode (Toggle)
Left click	Activate Scanning
Right click	Scanning Radar Ping
Wheel up	Scanning Increase Radar Angle
Wheel down	Scanning Decrease Radar Angle
Mining	
M	Mining Mode (Toggle)
Left click	Fire Mining Laser (Toggle)
Right click	Switch Mining Laser
Wheel up	Increase Mining Laser Power
Wheel down	Decrease Mining Laser Power
Left Alt + 1	Activate Mining Module (Slot 1)
Left Alt + 2	Activate Mining Module (Slot 2)
Left Alt + 3	Activate Mining Module (Slot 3)
Left Alt + J	Jettison Cargo
Weapon	
Left click	Fire Weapon Group 1
Right click	Fire Weapon Group 2
Left Alt + G	Manual Gimbal Mode - Swap VJoy / Look Direction (Toggle, Hold)
Right Alt + G	Manual Gimbal Mode - Lock Aim Vector
G	Cycle Gimbal Assist / Standard Gimbal / Gimbal Lock modes
B	Weapon fire mode
Missiles	
Middle click	Acquire missile lock
Middle click	(hold) Launch missile
Bombs & Missiles	
Middle click	Enter Missile Operator Mode
Left click	Launch missiles
Right click	Cycle next missile type
G	Increase number of armed missiles
Left Alt + G	Reset number of armed missiles

T	Toggle desired impact point
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Double click	Dumbfire missile (launch straight)
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Power Changes

F5	Increase power to weapons
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F5	Set power to weapons max
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F6	Increase power to engines
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F6	Set power to engines max
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F7	Increase power to shields
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F7	Set power to shields max
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F8	Reset power adjustments
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Defensive

H	Decoy - Launch Burst (tap), Set and Launch Burst (Hold)
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Right Alt + H	Decoy - Increase Burst Size
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Left Alt + H	Decoy - Decrease Burst Size
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J	Noise - Deploy (tap)
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Num 8	Shield raise level front
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Num 2	Shield raise level back
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Num 4	Shield raise level left
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Num 6	Shield raise level right
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Num 7	Shield raise level top
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Num 9	Shield raise level bottom
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Num 5	Shield reset levels
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Power

U	Toggle Power - All
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I	Toggle Power - Thrusters
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O	Toggle Power - Shields
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P	Toggle Power - Weapons
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F5	Increase Priority - Thrusters
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F6	Increase Priority - Shields
----	-----------------------------

F7	Increase Priority - Weapons
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F8	Reset Priority
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F9	Decrease Throttle
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F9 then F9	Decrease Throttle to Min
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F10	Increase Throttle
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F10 then F10	Increase Throttle to Max
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HUD

F1	mobiGlas (Toggle)
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Tab	Scoreboard
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F2	Map
Left Alt + X	Wipe Helmet Visor
Lights	
L	Headlights toggle

Turrets

Movement	
Move the mouse	Pitch / yaw
Q	Toggle Turret Mouse Movement (VJoy, FSP style)
Y	Exit Remote Turret
Advanced	
E	Toggle E.S.P. on / off
C	Recenter Turret (Hold)
G	Turret Gyro Stabilization (Toggle)
Left Shift	Turret - Speed Limiter - On / Off (Hold / Toggle)
Wheel up and wheel down	Turret - Speed Limiter (rel)
W	[PH] Turret - Speed Limiter - Increase (rel)
S	[PH] Turret - Speed Limiter - Decrease (rel)
B	Cycle fire mode (staggered / combined)

On foot

A	Move Left
D	Move Right
W	Move Forward
S	Move Backwards
Space	Jump
Left Ctrl	Crouch
X	Prone
Left Shift	Sprint
Q	Lean Left
E	Lean Right
Left click	Firearm - Attack
Left click	Melee - Attack Light Left
Right click	Melee - Attack Light Right

Left click	(hold) Melee - Attack Heavy Left
Right click	(hold) Melee - Attack Heavy Right
Left click	(hold) Melee - Block
A then A	Dodge Left
D then D	Dodge Right
S then S	Dodge Back
Middle click Melee + Attack (Ranged Weapon +	Takedowns)
Left click	Throw - Overarm & Two-Handed
Right click	Throw - Underarm
Right click	Aim Down Sight
Wheel down	Zoom Out (ADS)
Wheel up	Zoom In (ADS)
1	Select Sidearm
2	Select Primary Weapon
3	Select Secondary Weapon
4	Select Gadget
5	Select Melee
6	Select Contract Item
0	Unarmed Combat
R	Reload
R	Holster Weapon
J	Customize Weapon
Left Shift	Hold Breath (ADS)
U	FPS Underbarrel Attachment Action
V	Change Fire Mode
Page Down	Weapon Zeroing Speed Decrease
Page Up	Weapon Zeroing Speed Increase / Auto
Wheel up	Default Movement Speed Increase
Wheel down	Default Movement Speed Decrease
T	Flashlight (Toggle)
Left Alt + X	Wipe Helmet Visor
F4	Third Person View (Toggle)
Z	Free View Camera (Hold)

F1	mobiGlas (Toggle)
Tab	Scoreboard
Left click	Firearm - Attack
Left click	Port Modification Interact
F2	Map
Backspace	Force Re-spawn (E.V.A. / On Foot)
Q then Q	Roll Left (while prone)
E then E	Roll Right (while Prone)
Wheel up	Tractor Beam - Increase Distance
Wheel down	Tractor Beam - Decrease Distance

E. V. A.

Move the mouse	View
Q	Roll Left
E	Roll Right
Space	Strafe Up
Left Ctrl	Strafe Down
A	Strafe Left
D	Strafe Right
W	Strafe Forward
S	Strafe Backward
X	Brake
Left Shift	Boost
W	@ui_CIEVAPushForward
S	ui_CIEVAPushBack
Space	ui_CIEVALaunch
Y	ui_CIEVADetach
Z	Freelook (Hold)

Ground vehicles

General

Y	Leave Vehicle Seat (Hold)
Space	Horn
F4	Cycle camera view
Wheel up	Zoom in (3rd person view)
Wheel down	Zoom Out (3rd person view)
Move the mouse	Look

Z	Freelook (Hold)
Left click	Fire Weapon Group 1
Right click	Fire Weapon Group 2
F1	mobiGlas (Toggle)
R	Flight / Systems Ready
F2	Map
Left Alt + X	Wipe Helmet Visor
Movement	
W	Drive Forward
S	Drive Backward
A	Turn Left
D	Turn Right
X	Brake
Left click	Primary Fire
Right click	Secondary Fire
Left Alt + Wheel up and wheel down	Dynamic Zoom In and Out (rel.)
Left Shift	Boost
Right Shift	Lock Pitch / Yaw Movement (Toggle / Hold)
V	@ui_CI_MGV_ToggleBreakOnIdle
Electronic Access - Spectator	
Right click	Spectator Camera Target (Next)
Left click	Spectator Camera Target (Previous)
1	Spectator Camera Lock Target
Wheel up and wheel down	Spectator Camera Zoom
Move the mouse	Spectator Camera Rotate Yaw / Pitch
B	Spectator Camera HUD (Toggle)
F4	Spectator Camera Mode (Next)

Social

General

X	Re-spawn
Y	Exit seat
F11	CommLink App (Toggle)
F12	Chat Window (Toggle)
Enter	Chat Window Focus

Invites

[	Accept Invite
]	Reject Invite
]	(hold) Ignore Invite (hold)

Emotes

Num 5	Forward
Num 1	Left
Num 3	Right
Num 2	Stop
Num 4	Yes
Num 6	No

Other assignable emotes: Agree, Angry, At Ease, Attention, Blah, Bored, Bow, Burp, Cheer, Chicken, Clap, Come, Cry, Dance, Disagree, Failure, Flex, Flirt, Gasp, Gloat, Greet, Laugh, Confirm Launch, Point, Rude, Salute, Sit, Sleep, Smell, Taunt, Threaten, Wait, Wave, Whistle. Agree, Angry, At Ease, Attention, Blah, Bored, Bow, Burp, Cheer, Chicken, Clap, Come, Cry, Dance, Disagree, Failure, Flex, Flirt, Gasp, Gloat, Greet, Laugh, Confirm Launch, Point, Rude, Salute, Sit, Sleep, Smell, Taunt, Threaten, Wait, Wave, Whistle.

VOIP, FOIP and Head Tracking

Num /	Enable Head Tracking (Toggle)
Num +	VOIP Push To Talk
Left Alt + Num +	VOIP Push To Talk (Proximity Only)
Num -	FOIP Selfie Cam
Num *	FOIP Recalibrate
Num .	Cycle through audio channels

Quick Keys, Interactions, and Inner Thought

F	Interaction Mode
Right click or Left click	Activate Inner Thought
Middle click	Focus
Wheel up	Interactive Mode Zoom In
Wheel down	Interactive Mode Zoom Out

A MFD Left

D MFD Right

W MFD Up

S MFD Down

F + Personal Inner Thought (PIT)

Right click

Right click @ui_CICameraOrbit

Num 0 Exit

I Personal Commodity Inventory (Toggle)

Left Alt + M Mining Mode Actions - PIT Category

1 or 2 or 3 Weapon Select Radial Menu

G Throwable Select Radial Menu

C @ui_Consumable_QuickSelectRadialMenu

Left Shift + Tab Flight Select Radial Menu

Camera - Advanced Camera Controls

F4 or Z	Advanced Camera Controls Modifier (Hold)
Num 1	Save View 1
Num 2	Save View 2
Num 3	Save View 3
Num 4	Save View 4
Num 5	Save View 5
Num 6	Save View 6
Num 7	Save View 7
Num 8	Save View 8
Num 9	Save View 9
Num 1	Load View 1
Num 2	Load View 2
Num 3	Load View 3
Num 4	Load View 4
Num 5	Load View 5
Num 6	Load View 6
Num 7	Load View 7
Num 8	Load View 8
Num 9	Load View 9
Num 0	Clear Saved View
Right	X Offset Positive

arrow

Left Y Offset Positive
arrow

Up Y Offset Positive/ Spectator Freecam Focal
arrow Point Forward

Down Y Offset Negative / Spectator Freecam
arrow Focal Point Backward

Page Z Offset Positive
Up

Page Z Offset Negative
Down

Num + Increase FoV

Num - Decrease FoV

Home Increase DoF

End Decrease DoF

Num * Reset Current View

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