

## Void Destroyer 2 Default Key Mapping (controls are re-bindable)

Last Updated: 09-20-2016

### Common

Function:	Key:	Notes:
Toggle Overworld Mode/Ship Mode	SHIFT + ENTER	Away from hostiles and gravity objects
Toggle Tactical/Ship	SPACE	
Toggle Tactical Classic/Pretty	SHIFT + SPACE	
Ship Switch Screen	ENTER/RETURN	And fleet overview
Time Dilation	PAUSE	Slow down time - toggle (not ESC key)
Toggle Autopilot	ALT + A	
Return To Main Ship	HOME	Where player's "body" is located
Quick Save	F8	Can save in Overworld mode and Docked

### Ship Mode

#### General

Function:	Key:	Notes:
Cockpit	F1	
Near Chase	F2	
Far Chase	F3	
Turret	F4	
Command	F5	
Orbit	F6	
Next Ship	V	Fleet ships (not hired)
Previous Ship	B	Fleet ships (not hired)
Toggle HUD	SHIFT + H	
Toggle Mouse Maneuver Mode	M	Not available in cockpit view

#### Weapons

Function:	Key:	Notes:
Fire Primary		Right mouse click or joystick/controller
Fire Secondary	X	
Launch Fighter	L	
Launch All Fighters	SHIFT + L	
Turret Track Target	SHIFT + A	
Turret Target Issue	SHIFT + T	
Turrets Auto/Primary Toggle	/	Turrets become independent toggle

## Movement

Function:	Key:	Notes:
Auto Thrust	F	Toggle flight thruster assist
Cruise Speed	BACKSPACE	Ship specific efficient speed/thrust
Zero Speed	BACKSLASH	
Increase Speed Setting	=	No speed limits
Decrease Speed Setting	-	Can travel backwards
Afterburner	TAB	
Thrust Foreward	W	No speed limits
Thrust Back	A	Can travel backwards
Thrust Right	A	
Thrust Left	D	
Thrust Up	Q	
Thrust Down	E	
Roll Right	Z	
Roll Left	C	
Initialize Gravity Drive	SHIFT + G	
Set Gravity Drive Speed	SHIFT + BACKSPACE	

## Targeting

Function:	Key:	Notes:
Click/Crosshair Select		Left mouse or joystick/controller
Next Target	[	
Previous Target	]	
Target Targeting You	R	Good battle tactic for survival
Nearest Enemy	T	
Missile Targeting You	SHIFT + M	
Target's Target	SHIFT + T	
Target Gravity Anchor	G	

## Command Mode

Function:	Key:	Notes:
Go To	1	
Thruster Go To	2	
Rotate	3	
Return to Neutral	4	
Cancel Command	0	
Toggle SPROG mode	SHIFT+ S	Fleet linked fire
Camera Up	SHIFT + Q	Better view if obscured
Camera Down	SHIFT + E	Better view if obscured
Primary Fire Toggle	SHIFT + F5	Turret(s) become indepenent toggle
Turret Track Target	SHIFT + A	Turret(s) track targets toggle
Set Target for Turret(s) Only	SHIFT + T	As opposed to both turret(s) and ship

### Active Abilities (if available in ship)

Function:	Key:	Notes:
Ability 1	SHIFT + 1	
Ability 2	SHIFT + 2	
Ability 3	SHIFT + 3	
Ability 4	SHIFT + 4	
Ability 5	SHIFT + 5	
Ability 6	SHIFT + 6	
Ability 7	SHIFT + 7	
Ability 8	SHIFT + 8	
Ability 9	SHIFT + 9	
Ability 10	SHIFT + 10	
Ability Selection - Next	PAGE UP	
Ability Selection - Previous	PAGE DOWN	
Selected Ability - Activate	END	

### Wingmen Comms

Function:	Key:	Notes:
Attack My Target	CTRL + A	Including hired ships
Hold Current Positions	CTRL + H	Including hired ships
Form Up	CTRL + F	Including hired ships
Repair Target (or me if no target)	CTRL + R	Including hired ships

### Target Comms:

Function:	Key:	Notes:
Taunt/Insult	CTRL + T	Must have target

### Comms Screen:

Function:	Key:	Notes:
Open Comms	SHIFT + C	Must have target
Close Comms	ESC	
Insult		Potentially initiate hostilities
Compliment		Potentially cease hostilities
Demand Payment		Ransom (pirate reputation needed)
Give Payment		Potentially cease hostilities
Demand Cargo		Ransom (pirate reputation needed)
Give Cargo		Potentially cease hostilities
Offer Protection		Potentially trigger escort mission
Request Protection		Potentially hire a ship
Offer Repair		Repairs given - receive credits
Request Repair		Repairs received - cost credits

## Tactical Mode

### General

<b>Function:</b>	<b>Key:</b>	<b>Notes:</b>
Mouse Select/Confirm Mouse Orbit/Right Select Toggle GUI  Select Current Ship Select Command Ship Select Nearest Base Select Nearest Shipyard  Create Nav Object Delete Nav/Placeholder  Camera Follow Toggle Camera Foreward Camera Back Camera Up Camera Down Camera Right Camera Left	SHIFT + H  F1 F2 F3 F4  N DELETE  F W S Q E D A	Left mouse click Right mouse click           Focus On/Track an object

### Ship Commands

<b>Function:</b>	<b>Key:</b>	<b>Notes:</b>
Hold Position Idle Turn Patrol Area Move To Position Move To Position (Attack) Wait Here Cancel Wait Attack Issue order	H I R P M SHIFT + A T SHIFT + T SHIFT + A	         EG: select ship(s) then right click on target