



Star Citizen : Assignation des touches

Alpha v2.4



Clavier/souris	Joystick	VOL GENERAL
Alt droit + L **		Eject : Ejection
Alt gauche + F		Exit Seat
Alt droit + Retour		Self Destruct
Alt gauche + T		Lights (Toggle)
		ENERGIE DU VAISSEAU
1		Power preset 1 (in/decrease ohters)
2		Power preset 2 (in/decrease ohters)
3		Power preset 3 (in/decrease ohters)
0		Reset Power Distribution
=		Increase Power
)		Decrease Power
= **		Decrease Power Min
) **		Increase Power Max
4		Power preset 1 (toggle) (On/Off)
5		Power preset 2 (toggle) (On/Off)
6		Power preset 3 (toggle) (On/Off)
		VUE DEPUIS LE VAISSEAU
		look left
		look right
X-axis + Souris		look left/right
		look up
		look down
Y-axis + Souris		look up/down
f4		Cycle camera view
Alt gauche + z		Cycle camera orbit mode
Molette Haut Souris		Zoom in (3rd person view)
Molette Bas Souris		Zoom out (3rd person view)
w		Freelook (Toggle)
maxis_w		Dynamic zoom in and out
		Dynamic zoom in
		Dynamic zoom out
Alt gauche + w		Look behind
w+q		MFD Left (Multi-Function Display)
w+d		MFD Right (Multi-Function Display)
w+z		MFD Up (Multi-Function Display)
w+s		MFD Down (Multi-Function Display)
		CIBLAGE DU VAISSEAU (Pilote)
X-axis + Souris		Aim left/right
		Aim left
		Aim right
Y-axis + Souris		Aim up/down
		Aim up
		Aim down
alt droit + m		Look Ahead
		Reset aim
shift droit		Cycle mouse aim mode
Alt droit + j		Gimbal lock
r		Reticle focus
i		Cycle all targets
k		Cycle all targets (back)
u		Cycle friendly targets
j		Cycle friendly targets (Back)
p		Pin focused target
o		Cycle pinned targets
L		Cycle pinned targets (Back)

Bouton 3 (souris)		Acquire missile lock
y		Cycle hostile targets
h		Cycle hostile targets (Back)
t		Target nearest hostile
alt droit +k		Reticle Mode (toggle)
alt gauche + r		Target Focus
		CIBLAGE DU VAISSEAU (Tourelle)
alt droit + j		Gimbal lock
X-axis + Souris		Aim left/right
		Aim left
		Aim right
Y-axis + Souris		Aim up/down
		Aim up
		Aim down
		Reset aim
r **		Reticle Focus
i		Cycle all targets
k		Cycle all targets (back)
u		Cycle friendly targets
j		Cycle friendly targets (Back)
p		Pin focused target
Bouton 3 (souris)		Cycle pinned targets
		Cycle pinned targets (Back)
		Acquire missile lock
y		Cycle hostile targets
h		Cycle hostile targets (Back)
r		Target nearest hostile
		ARMES DU VAISSEAU
bouton 1 (souris)		Fire weapon group 1
Bouton 2 (souris)		Fire weapon group 2
Bouton 5 (souris)		Fire weapon group 3
		Fire weapon group 4
		DEFENSE DU VAISSEAU
Bouton 4 (souris)		Launch countermeasure
g		Cycle countermeasure
P.num 8		Shield raise level front
P.num 2		Shield raise level back
P.num 4		Shield raise level left
P.num 6		Shield raise level right
P.num 9		Shield raise level top
P.num 7		Shield raise level bottom
P.num 5		Shield reset levels
		ATH DU VAISSEAU
f5		HUD show overview
f6		HUD show weapons grouping
f7		HUD show power management
f8		HUD show shield management
f1		Mobiglass
f10		Scoreboard (Toggle)
f3		HUD interact mode (Toggle)
e		HUD Cycle Screen Forward
a		HUD Cycle screen backward
z		HUD move focus up
s		HUD move focus down
q		HUD move focus left
d		HUD move focus right
f		HUD confirm Confirmation ATH
r		HUD back / cancel

		MOUVEMENT DU VAISSEAU
		Pitch up
		Pitch down
Y-axis + Souris		Pitch
		Yaw left
		Yaw right
X-axis + Souris		Yaw
a		Roll left
e		Roll right
		Roll
z		Throttle up
s		Throttle down
		Throttle up/down (abs.)
		Throttle up/down (rel.)
x		Spacebrake
		Match target velocity
c		Decoupled mode (Toggle)
Barre espace		Strafe up
Ctrl gauche		Strafe down
		Strafe up / down
q		Strafe left
d		Strafe right
		Strafe left / right
Alt Gauche + z		Strafe forward
Alt Gauche + s		Strafe back
		Strafe forward / back
Alt Gauche + v		Cycle IFCS safety
		G-force safety (Toggle)
		Command level stability (Toggle)
Alt droit + o		E.S.P (Toggle)
		Decoupled strafe up
		Decoupled strafe down
		Decoupled strafe up / down
q		Decoupled strafe left
d		Decoupled strafe right
		Decoupled strafe left / right
z		Decoupled strafe forward
s		Decoupled strafe back
		Decoupled strafe forward / back
		Decoupled yaw (axe)
		Decoupled yaw left
		Decoupled yaw right
		Decoupled pitch (axe)
		Decoupled pitch up
		Decoupled pitch down
a		Decoupled roll left
e		Decoupled roll right
		Decoupled roll (axe)
x		Decoupled Spacebrake
Shift gauche		Boost
Shift **		Afterburner
n		Landing System (toggle)
alt droit + n		Autoland Mode (toggle)
f		Landing Target lock on
b		Quantum Travel System (toggle)
f		Quantum Drive (toggle)
		MISSILES DU VAISSEAU
		Launch missile

		RADAR DU VAISSEAU
.	(period)	Personal Identification Broadcast System (toggle)
,	(virgule /comma)	Radar cycle range