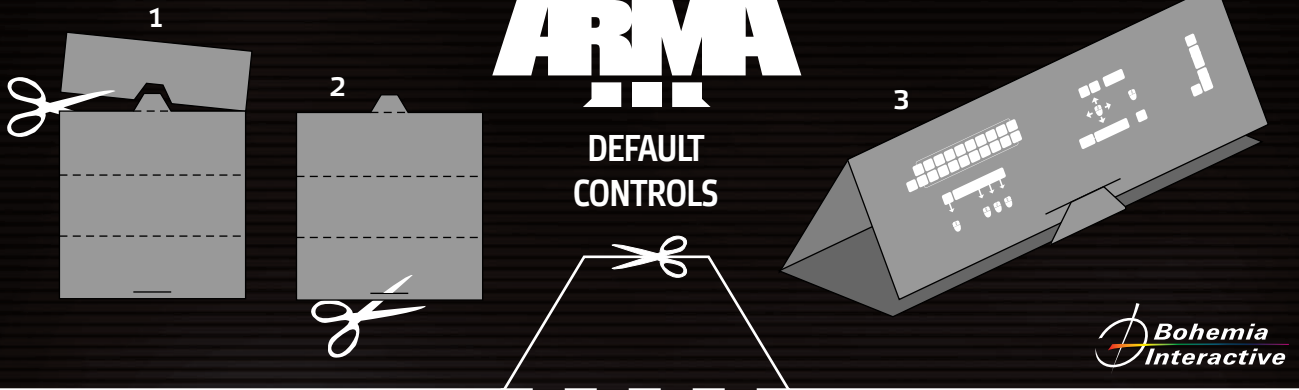


# ARMA

## DEFAULT CONTROLS



### INFANTRY CONTROLS

MOVEMENT		VIEW		WEAPONS		MISC		MENU	
EXIT MENU: <b>Esc</b>	LOOK / AIM: <b>Mouse</b>	WEAPON SWITCHING / CYCLING FIREMODES: <b>1 2 3</b>	PANEL LEFT / RIGHT: <b>[ ]</b>	PANEL MODE: <b>[ LCtrl ]</b>	WEAPON ZEROING, DISTANCE +/-: <b>Page Up / Page Down</b>	FREE LOOK TOGGLE: <b>*</b>	ZOOM OUT: <b>-</b>	ZOOM IN: <b>+</b>	1ST/3RD PERSON VIEW: <b>Enter</b>
HOLD VOIP TOGGLE*: <b>Caps Lock</b>	LEAN LEFT: <b>Q</b>	LEAN RIGHT: <b>E</b>	RELOAD: <b>R</b>	TACTICAL PING: <b>T</b>	INVENTORY: <b>U</b>	WATCH: <b>I</b>	PLAYER STATUS: <b>O</b>	PLAYER LIST: <b>P</b>	LOOK DIR.: <b>4 5 6</b>
HOLD BREATH / SPRINT: <b>LShift</b>	STRAFE LEFT: <b>A</b>	STRAFE RIGHT: <b>D</b>	WEAPON MODE: <b>F</b>	THROW (GRENADE THROW): <b>B</b>	DIARY*: <b>J</b>	COMPASS: <b>K</b>	LIGHT / LASER: <b>L</b>	TASKS: <b>J</b>	SCOPE VIEW: <b>0</b>
RAISE / LOWER WEAPON TOGGLE* / ADJUST STANCE: <b>LCtrl</b>	PRONE: <b>Z</b>	CROUCH: <b>X</b>	COMBAT PACE TOGGLE* / DEPLOYMENT: <b>C</b>	BINO-CULARS: <b>N</b>	MAP: <b>M</b>	PREV. CHANNEL: <b>/</b>	NEXT. CHANNEL: <b>/</b>	CHAT: <b>M</b>	TOGGLE SIGHTS: <b>LCtrl</b>
FREE LOOK TOGGLE: <b>Alt</b>	DEFAULT ACTION: <b>Space</b>	WALK / RUN TOGGLE: <b>LCtrl C</b>	MENU CONTROL (MOUSE WHEEL): <b>Mouse Wheel</b>	FIRE: <b>Mouse</b>	CLICK - IRON SIGHTS HOLD - ZOOM: <b>Mouse</b>	WEAPON ZEROING, DISTANCE +/-: <b>LCtrl</b>	TOGGLE SIGHTS: <b>LCtrl</b>		

\*DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY

### VEHICLE CONTROLS

MOVEMENT		VIEW		WEAPONS		MISC		MENU	
TURN IN: <b>LCtrl Q</b>	LOWER TURRET: <b>Q</b>	FWD: <b>W</b>	RAISE TURRET: <b>E</b>	TURN OUT: <b>LCtrl R</b>	NEXT TARGET: <b>R</b>	LOCK / LAZE: <b>T</b>	WEAPON ZEROING, DISTANCE +/-: <b>Page Up / Page Down</b>	FREE LOOK TOGGLE: <b>*</b>	ZOOM OUT: <b>-</b>
STEER LEFT: <b>A</b>	BACK: <b>S</b>	STEER R.: <b>D</b>	SWITCH WEAPONS: <b>F</b>	LIGHTS: <b>L</b>	LOOK DIR.: <b>4 5 6</b>	SCOPE VIEW: <b>0</b>	1ST/3RD PERSON VIEW: <b>Enter</b>		
CYCLE GUNNER'S WEAPONS: <b>LCtrl F</b>	SLOW FWD: <b>LCtrl W</b>	FAST FWD: <b>LShift W</b>	DEFAULT ACTION: <b>Space</b>	STABILIZE TURRET: <b>LCtrl T</b>	RADAR ON/OFF: <b>LCtrl R</b>	FIRE ORDER: <b>LCtrl 0</b>	FIRE: <b>Mouse</b>	HOLD - ZOOM: <b>Mouse</b>	STEER AIM TURRET LOOK: <b>Mouse</b>

### AIRCRAFT CONTROLS

MOVEMENT		VIEW		WEAPONS		MISC		MENU	
RUDDER LEFT: <b>Q</b>	NOSE DOWN: <b>W</b>	RUDDER RIGHT: <b>E</b>	NEXT TARGET: <b>R</b>	LOCK / LAZE: <b>T</b>	FREE LOOK TOGGLE: <b>*</b>	ZOOM OUT: <b>-</b>	ZOOM IN: <b>+</b>	1ST/3RD PERSON VIEW: <b>Enter</b>	
BANK LEFT: <b>LShift A</b>	NOSE UP: <b>S</b>	BANK R.: <b>D</b>	SWITCH WEAPONS: <b>F</b>	LIGHTS: <b>L</b>	LOOK DIR.: <b>4 5 6</b>	SCOPE VIEW: <b>0</b>	1ST/3RD PERSON VIEW: <b>Enter</b>		
INCREASE THRUST: <b>LCtrl F</b>	DEC. THRUST: <b>LCtrl W</b>	AUTO-HOVER: <b>LShift W</b>	COUNTER-MEASURES: <b>LCtrl C</b>	VISION MODES: <b>N</b>	GPS: <b>M</b>	SCOPE VIEW: <b>0</b>	DEFAULT ACTION: <b>Space</b>	FIRE ORDER: <b>LCtrl T</b>	TARGETING CAMERA: <b>LCtrl R</b>

### GROUP / TEAM COMMAND CONTROLS

COMMAND		VIEW		SELECTION		MOVEMENT	
SELECT UNITS: <b>F1-F12</b>	PREVIOUS UNITS: <b>F10</b>	NEXT UNITS: <b>F11</b>	COMPLEX COMMAND SHORTCUTS: <b>1-0</b>	LOOK: <b>Mouse</b>	ZOOM OUT: <b>-</b>	ZOOM IN: <b>+</b>	1ST/3RD PERSON VIEW: <b>Enter</b>
(DE)SELECT ALL UNITS: <b>LCtrl</b>	QUICK COMMAND: <b>Mouse</b>	NAVIGATE UP/DOWN: <b>Mouse</b>	CLOSE COMMAND MENU: <b>Mouse</b>	ALTERNATE QUICK COMMAND: <b>Mouse</b>	COMPLEX COMMAND MENU: <b>←</b>	TOGGLE HIGH COMMAND INTERFACE: <b>LCtrl Space</b> or <b>Icon</b>	LEAVE UAV: <b>Enter</b>
ADD UNIT WAYPOINT: <b>LCtrl</b>	SPACE: <b>Space</b>	ALT SPACE: <b>Alt Space</b>				TACTICAL VIEW: <b>Mouse</b>	