

HOTKEYS LIST

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Note: hotkeys added/updated after the 4870 release are underlined.

SELECTING MERCs and SQUADS

TACTICAL SCREEN

- F1 - F6** Selects mercs in the current squad.
- MOUSE WHEEL UP / DOWN** Select previous / next merc.
(cursor must be in tactical map)
- SPACE** Selects the next merc in the current squad. Function depends on the option 'Space selects next squad' in the Options menu.
- SHIFT + SPACE** Selects next squad.
- = (equals)** Selects all mercs in the current sector, regardless of squad.
- 1 - 0** Change to that squad number, if they are in the same sector.
- / (forward slash)** Center on currently selected merc.
- ALT + F** Keeps the screen centered on the selected merc during turn based combat.

MAP SCREEN

- LEFT / RIGHT** Select previous / next merc.
- PGUP / PGDN** Select first/last merc in list.
- 1 - 0** Select all members of that squad number. You can also do this by right clicking on the "SQUAD" textbox next to the merc's name.
- SHIFT + 1 - 0** Select all members of squads 11 thru 20.
- CTRL** Hold down CTRL while selecting mercs to add additional mercs to the selection group.
- SHIFT** Hold down SHIFT while selecting mercs to select a range of mercs.

TACTICAL SCREEN

- MOVEMENT, STANCE, ACTIONS

- SHIFT** In Movement Mode, SHIFT makes a merc's movement path visible. It also forces the cursor to HUG the ground, which is very handy in tight quarters.
- ALT** While moving a merc, holding down ALT makes:
 - a STANDING merc sidestep or back-up
 - a CROUCHING merc back-up
 - a PRONE merc roll to the side or back-up
- L (or MIDDLE MOUSE BUTTON)** Look / Turn cursor. Use to change merc's facing. Use again in the same direction to raise weapon. Note that some bonuses (like scope vision range bonus) only apply when a weapon is raised.
- PGUP / PGDOWN** Cycles through stances. Pressing it while Standing next to / on a building with a flat roof will cause the merc to climb onto/off the roof.
- P** Changes to PRONE stance.
- C** Changes to CROUCH stance.
- S** Changes to STANDING stance.
- R** Changes to RUN mode.
- J** Before an obstacle/roof to jump/climb with selected merc.
- SHIFT + J** Jump through window (merc must be facing the window; the window must be broken; and there must be a free tile on the other side of the window).
- X** Exchanges places with another merc, militiaman or civilian.
- Z** Activate STEALTH mode (for selected merc/s).
- ALT + Z** Activate STEALTH mode for the entire squad.
- CTRL + SHIFT + X** Turn real time sneaking on/off.
- CTRL + X** Enter turn based (while sneaking in real time).
- ESC** Aborts action (such as movement, firing or first aid).

- CTRL** Hold to bring up the HAND cursor.
- A** Auto-Bandage your mercs (if possible).
- B** Toggles BURST / AUTO mode for burst and auto capable guns.
- . (DOT)** Toggle between a gun's different scopes/sights (if a gun has one or more scope/sights attached).
- SHIFT + R** Reload all weapons (in hand) of your squad. Reloads from mercs' inventory in turn-based. When in real time mode, reloads all weapons in squad inventory using ammo from sector inventory (if available, if not – reloads from mercs' inventory). Also fills any magazines if they aren't full.
- SHIFT + N** Toggles NVGs/sun goggles for all mercs in active team. Goggles will be worn for daytime, and NVG for nighttime. The unused gear will be placed in inventory or attached to the helmet (if worn) (also works in Strategic Map)
- SHIFT + K** Swap valid weapons between gunsling and primary hand (also works in Strategic Map)
- SHIFT + B** Drop backpacks for all mercs in the current sector.
(NewInv mode only)
- CTRL + SHIFT + F** Pickup all dropped backpacks (NewInv mode only), then automatically perform both SHIFT + F and SHIFT + S hotkeys (see below).
- CTRL + SHIFT + M** Merges all mergable items while stacking and sorting. This means medkits, toolkits, canteens, gas cans, alcohol, first aid kits, ammo.
- CTRL + SHIFT + A** Create (or add to existing) ammo crates using all ammo found in sector inventory.
- SHIFT + A** Create (or add to existing) ammo boxes using all ammo found in sector inventory.
- SHIFT + F** Remove all removable attachments from items and unload all weapons in sector inventory.
- SHIFT + S** Sort items in sector inventory. Also merges ammo items.
- SHIFT + M** Moves all items in sector to location of selected merc.
- SHIFT + T** Resort teams based on hire date.

TACTICAL SCREEN - INTERFACE

- D** DONE with turn (Turn based combat only).
- E** Cycles through all enemies seen by the selected merc.
- ENTER** Cycles through all enemies your team knows about.
- N** Cycles between targets that overlap on the screen.
- TAB** Toggles cursor level (ground/upper level).
- F** Displays useful info about a given tile, relative to the selected merc. It shows cover, range (and your current gun range) and CTH. Also shows the level of brightness and "muzzle stability" if using NCTH.
- INSERT** Displays overhead view of current sector.
- HOME** Toggles 3D cursor.
- DELETE** Shows COVER spots relative to seen enemies.
- END** Shows LINE of SIGHT of selected merc.
- SHIFT + C** Toggles COVER display
- SHIFT + V** Toggles LINE of SIGHT display
- ALT** When mousing over an enemy soldier -> displays soldier tool tip info.
- ~ (TILDE)** Toggles between Team and Inventory panels.
- G** Turns off merc lights in nighttime.
- H** Brings up context sensitive HELP.
- I** Toggles glowing Items on and off.
- K** Opens the KEYS panel.
- M** Map Screen.
- O** Options Screen.
- T** Toggles Treetops on and off.
- V** Shows various info: Version Release, Difficulty Level, Bobby Rays Selection, Items info, Game Style, and Current/Max Progress.
- W** Toggle additional building Wireframes.
- *(STAR)** Toggles between red and white glowing objects.
- SHIFT** Hold down while scrolling the Tactical Screen to increase scrolling speed.
- BACKSPACE** Cancels current dialogue (if any).
- PAUSE** Pauses the game.
- CTRL + ALT + SHIFT + T** Enter/exit forced turn base mode.
- (SUBTRACT on keypad)** Speeds up the game in turn-based or real-time mode. Usefull for speeding up those long enemy turns. You can also bind a different key for this shortcut in JA2_Options.INI [Clock Settings]

Shortcuts for the 'Tripwire-triggered mines' feature

ALT + Shift + C Toggle on/off Display of ALL (also enemy) planted BOMBS/MINES/TRIPWIRE when the selected merc has a metal detector in his hand

ALT + SHIFT + V Toggle Display of bombs/mines/tripwires planted by your team. Toggles between different displays:

- Display trap network: mines are red, tripwire is yellow, tiles with both tripwire and mines are orange
- Display network colouring: network A is red, network B is orange, network C is yellow, network D is green
- Display trap network A,B,C or D: only tripwire of this network is displayed. hierarchy 1 is green, 2 is yellow, 3 is orange, 4 is red
- no display of traps (standard mode)

TACTICAL SCREEN - MOUSE COMMANDS

Click (on portrait) Select merc / move screen to mercenary (if already selected).

ALT + Click (on portrait) Centre screen on mercy (if not visible) / show merc's location (if visible). (depends on the setting 'Old selection method' in Game options)

Click (on figure) Select merc.

ALT + Click Add merc to selection (if not selected) / Deselect merc (if already selected).

Right-Click Toggle current action (depending on item in hand slot – weapon, medkit...).

Right-Click and Hold Change merc's assignment (click on mercenary) / Select click action from toolbox (click on other tile).

Left-Click and Drag Select multiple mercs (when using selection cursor) / Fire (when using targetting cursor) / Walk gunfire (when using targetting cursor with weapon in BRST or AUTO) / Change stance (when clicking on mercenary and dragging up or down) / Scale obstacle (when clicking on mercenary and dragging up).

Left-Click and Hold, Right-Click, Release Left Order all mercs of selected squad to move to the specified Location.

SHIFT In a merc's inventory use the SHIFT key to select stacked units of a given item. For example, to pick up and move 3 clips of .45 ammo from a merc's inventory, just hold down SHIFT and click on the stack of 3 clips. (also works in the Strategic Map and Sector Inventory)

Shift + Right click on a gun with ammo inside to unload its magazine and place it on your cursor. This way you don't have to go to the weapon description box to unload it. (also works in the Strategic Map and Sector Inventory).

Ctrl + Click on an item with an item in your cursor to auto-attach/merge them. Works with mergeable items (kits, canteens...), clips and stacks of clips (example Ctrl + click with a full clip in cursor on a stack of 2 half-empty clips -> the two clips will be filled with ammo from the one you had in the cursor). (also works in the Strategic Map and Sector Inventory).

CTRL + Z (or CTRL + Y) When playing the game in Windowed mode this "Locks" / "Releases" the mouse cursor inside the window. This is very helpful for doing scrolling with the mouse (by moving the mouse to the window edge) in windowed mode

SCROLL WHEEL UP / DOWN Select next/previous merc.

ALT + SCROLL WHEEL UP / DOWN Add / subtract bullets when aiming in auto fire mode.

MIDDLE MOUSE BUTTON Look (same as 'L' hotkey).

ALT + MIDDLE MOUSE BUTTON Changes firing mode (SINGLE, BURST, AUTO).

ALT + WHEEL UP / DOWN Changes stance.

4th MOUSE BUTTON Enables/disables STEALTH mode.

ALT + 4th MOUSE BUTTON Reloads weapon.

5th MOUSE BUTTON Switch cursor to roofs.

ALT + 5th MOUSE BUTTON Climb on roof.

STREATEGIC MAP

ESC Enter into currently highlighted sector.

+ (plus) / - (minus) Speeds up / slows down Time compression

SPACE Toggles between Pause mode and your last mode of time compression.

SHIFT When plotting travel routes on the Map Screen, hold down SHIFT to make mercs travel the most direct route (instead of the fastest).

INSERT / DELETE Up/Down one map sublevel.

ENTER Enter/Exit merc inventory.

F1 thru F6 Sort merc list by column 1-6 (NAME, ASSIGN, SLEEP STATUS...)

L Brings up the Laptop

C Selected merc contract

W, M, T, Z, R, A, I Toggles map filters in order: ToWns; Mines; Teams & Enemies; Militia & Enemies(Z); Mobile Milita Restrictions ; Airspace; Inventory

U Open Inventory Screen of highlighted sector on map

STRATEGIC MAP - SECTOR INVENTORY

SHIFT + E Drop all carried Items (of selected merc). Does not include "body" and hand positions. Also opens sector inventory.

SHIFT + W Drop all carried Items (of selected merc), including "body" and hand positions. Also opens sector inventory.

CTRL + SHIFT + E Pickup as many sector items as possible. Only works if a vehicle is in the sector and active. Also opens the vehicle inventory and sector inventory panels.

, (comma) Previous Page

. (dot) Next page

ESC Exit Sector Inventory

ALT + LMB Sell one item in Sector Inventory

CTRL + LMB Permanently delete one item in Sector Inventory

ALT + SHIFT + LMB Sell all items from selected slot in Sector Inventory

CTRL + SHIFT + LMB Permanently delete all items from selected slot from Sector Inventory.

ALT + Y + LMB Sell all items of the same type from Sector Inventory

CTRL + Y + LMB Delete all items of the same type from Sector Inventory.

CTRL + DEL Permanently delete all items from Sector Inventory.

LAPTOP

TAB / CTRL + TAB Next / previous button in Navigation Panel

ESC Shut down the Laptop

AIM WEBSITE (WHEN BROWSING MERC DETAILS)

LEFT ARROW Previous Merc

RIGHT ARROW Next Merc

ENTER Contact Merc

1 – 5 Select Kit 1 – 5 (starting gear)

BOBBY RAYS' WEBSITE

LEFT ARROW Previous Items

RIGHT ARROW Next Items

Shift + LEFT ARROW Jump 5 pages Back

Shift + RIGHT ARROW Jump 5 pages Forward

ENTER Order Form

1 – 4 Purchase 1 item ('1' for 1st item, '2' for 2nd item, ...)

Shift + (1 - 4) Purchase all items

Ctrl + (1 - 4) Unpurchase 1 item

Shift + Ctrl + (1 - 4) Unpurchase all items

SYSTEM COMMANDS

CTRL + S Brings up the save screen.

CTRL + L Brings up the load screen.

ALT + S Quick Save.

ALT + L Quick Load.

ALT + A Auto Save, Load last auto save (only available in Load savegame screen).

ALT + B Auto Save, Load previous save prior to last save (only available in Load savegame screen).

CTRL Hold to display game settings for save game (Load Screen only).

CTRL + T Toggles between unshaded and shaded background for text.

ALT + X Exit the game.

SHORTCUTS FROM OPTIONS MENU

Q	Switch between standard GL angles and higher angles. Higher angles enable you to launch grenades farther and over some obstacles.
SHIFT + G	Swap cursors for the GL burst from the standard toss cursor (gives CTH) to the burst cursor (allows spread fire).

GABBI / IGUANA Cheat Keys

CTRL + GABBI On Tactical Map: Enables cheat mode in English Version.

CTRL + IGUANA On Tactical Map: Enables cheat mode in German Version

Tactical Screen

ALT + E	Make all characters (enemies and NPCs) and items visible.
ALT + O	Kill all enemies in current sector.
ALT + T	Teleport selected character to cursor location.
CTRL + H	Hurt character under cursor location.
ALT + D	Refresh APs of all mercenaries. (May require multiple uses to fully restore)
ALT + R	Reload selected character's gun.
CRTL + U	Refresh all character's health and energy (heals them).
ALT + ENTER	Aborts enemies turn.
ALT + G	Adds a random merc to roster.
ALT + I	Adds a random gun beneath your cursor.
ALT + B	Adds an enemy soldier beneath the cursor.
ALT + C	Adds a civilian beneath the cursor.
ALT + 2	Adds a baby crepitus beneath your cursor.
ALT + 4	Puts the selected merc in a wheelchair.
ALT + 5	Turns selected merc into a large crepitus.
ALT + W	Progressive scrolling through item list. (When viewing a large item-screen in tactical screen) scrolls through the item-list in a progressive fashion. Put the item you're going to view in the upper hand, or the game will 'create' an item in the upper hand: item #1.
ALT + SHIFT + W	Same as ALT + W but cycle backwards through item list.
ALT + K	Mustard Gas explosion at cursor.
CRTL + K	Hand Grenade explosion at cursor.
ALT + V	Create a robot.
ALT + Q	View interior of all buildings.
CRTL + T	All mercs in current sector arrested by the Queen.
CRTL + F	Display the frame rate.
ALT + Keypad 1	Merc changes into a tank.
CRTL + O	Creates a large crepitus.

Map Screen

CRTL + T In travel mode, teleport squad to sector under cursor.

ALT + AUTO RESOLVE Kill all enemies in sector.

Laptop

+ (plus) / - (minus)	Increase/decrease funds by \$10,000.
+ / - (on keypad)	Increase/decrease funds by \$100,000.