

ESC	F1 veh: driver	F2 veh: seat 1 gunner	F3 veh: seat 2 cmdr	F4 veh: seat 3	F5 veh: seat 4	F6 veh: seat 5	F7 veh: seat 6	F8 veh: seat 7	F9 veh: seat 8	F10 veh: seat 9	F11 reload	F12 XXXXXX XXXXXX			
~ score- board	1 primary	2 scondry	3 grenade	4 smoke	5 med kit	6 shovel bpack binoc	7 item 7	8 item 8	9 item 9	0 chat squad	- chat team	+ chat all	BSPCE XXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXX		
TAB command menu	Q l_right	W forward	E l_left	R radial menu	T deploya t_left	Y deploya t_right	U	I	O	P XXXXXX XXXXXX	[]	\		
CAPSLOCK ranging/ turret zoom	A s_left	S back	D s_right	F use/entr vehicle	G engine on/off	H	J	K	L	;	'	ENTER deployment menu			
SHIFT jump/ hold engine gear	Z turret stablzr	X	C view on target	V order move	B order constrct	N order defend	M order observe	, point of interest	. radio squad	/	SHIFT				
CTRL free look	CMD order attack	ALT bipod	SPACE sprint/aim steady/ handbrake/designate target for gunner (veh/w stabilized turrets)									ALT	CMD	= XXXXXX XXXXXX	CTRL voice local

LEFT: fire/overhead throw

MIDDLE: order attack

RIGHT: aim down sights/underhand throw

SCROLL: inventory, map zoom

SCROLL + CAPSLOCK: range selection

END map	5 med kit	6 shovel bpack binoc	1 rifle
PG UP radio local	./NUM radio squad	4 smoke	3 grenade
INS crouch	HOME prone	, point of interest	M order observe

OBS:
CTRL+[start recording
CTRL+] stop recording



F11
reload
F11
reload

PRT SCR XXXXXX XXXXXX	SCR LK console	PAUSE	NUMLOCK	/ radio all SLs	* cmd menu	- disap- prove
INS crouch	HOME prone	PG UP local radio	7 direct to SL7	8 direct to SL8	9 direct to SL9	+ approve
DEL XXXXXX XXXXXX	END map	PG DN map zoom	4 direct to SL4	5 direct to SL5	6 direct to SL6	
			1 direct to SL1	2 direct to SL2	3 direct to SL3	ENTER deploy- ment menu
			0 direct to commander	.	radio squad	