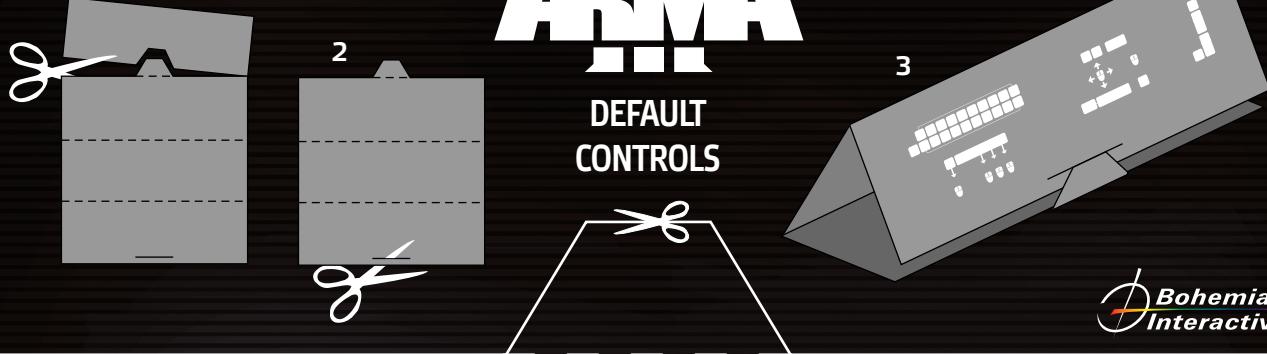


# ARMA III

## DEFAULT CONTROLS



**Bohemia Interactive**

### INFANTRY CONTROLS (DEFAULT)

WEAPON SWITCHING / CYCLING FIREMODES				WEAPON ZEROING, DISTANCE +/-				FREE LOOK TOGGLE			
1	2	3		Page Up	*	-	ZOOM OUT				
EXIT MENU	LOOK / AIM			Page Down	8	9 Pg Up	ZOOM IN				
Esc				7 Home	4	5					
HOLD VOIP TOGGLE*	LEAN LEFT	RUN FORWARD	WEAPON MODE	J	K	L	LOOK DIR.				
Caps Lock	Q W E	LEAN RIGHT	RELOAD	DIARY*	COMPAS	TACTICAL PING					
SPRINT	A S D	STRAFE LEFT	T-Shift	M	,	.	1 End	2	3 Pg Dn	Enter	1ST/3RD PERSON VIEW
RAISE / LOWER WEAPON TOGGLE / ADJUST STANCE	Z X C	BACK	G	MAP	PREV. CHANNEL	NEXT CHANNEL					
W A S D	V	COMBAT PACE TOGGLE / DEPLOYMENT	B	CHAT							
Alt	Space	CONFIRM (CLICK)	N	GPS							
FREE LOOK TOGGLE*	LCtrl	WALK / RUN TOGGLE	CONFIRM (CLICK)	0	CLICK / HOLD FIRE	0	TOGGLE SIGHTS	0	LCtrl		
			CONFIRM (CLICK)	0	CLICK - IRON SIGHTS HOLD - ZOOM	0					
				0	CLICK - IRON SIGHTS HOLD - BREATH	0					

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

### VEHICLE CONTROLS (DEFAULT)

WEAPON SWITCHING / CYCLING FIREMODES				WEAPON ZEROING, DISTANCE +/-				FREE LOOK TOGGLE			
1	2	3	4	Page Up	*	-	ZOOM OUT				
TURN IN	LOWER TURRET	Raise Turret	TURN OUT	Page Down	8	9 Pg Up	ZOOM IN				
LCtrl	Q W E	Fwd	LCtrl	7 Home	4	5					
STEER LEFT	A S D	STEER R.	F	M	1 End	2	Enter				
X C	V N	BACK	L	RCtrl							
HAND BRAKE	COUNTER-MEASURES	GET OUT OF VEHICLE / FAST EJECT*	GPS	GPS							
LCtrl	F	SLOW FWD	SCOPE VIEW	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE
LCtrl	0	FAST FWD	DEFAULT ACTION	Space	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM
LCtrl											

### AIRCRAFT CONTROLS (DEFAULT)

WEAPON SWITCHING / CYCLING FIREMODES				WEAPON ZEROING, DISTANCE +/-				FREE LOOK TOGGLE			
1	2	3	4	Page Up	*	-	ZOOM OUT				
RUDDER LEFT	NOSE DOWN	RUDDER RIGHT	NEXT TARGET	Page Down	8	9 Pg Up	ZOOM IN				
Q W E	R	T	LOCK / REPORT TARGET	7 Home	4	5					
STEER LEFT	A S D	F	SWITCH WEAPONS	M	1 End	2	Enter				
X C	V N	L	LIGHTS	RCtrl							
BANK LEFT	NOSE UP	STEER R.	G	GPS							
LShift	Z	C	GEAR	GPS							
INCREASE THRUST	DEC. THRUST	AUTO-HOVER	VISION MODES	SCOPE VIEW	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0
CYCLE GUNNER'S WEAPONS	THROTTLE	COUPLER	CHANGE COUNTERMEASURES	Space	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE	0	CLICK / HOLD FIRE
LCtrl	F	W	L	DEFAULT ACTION	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM	0	CLICK - IRON SIGHTS HOLD - ZOOM
LCtrl	0	W	W								

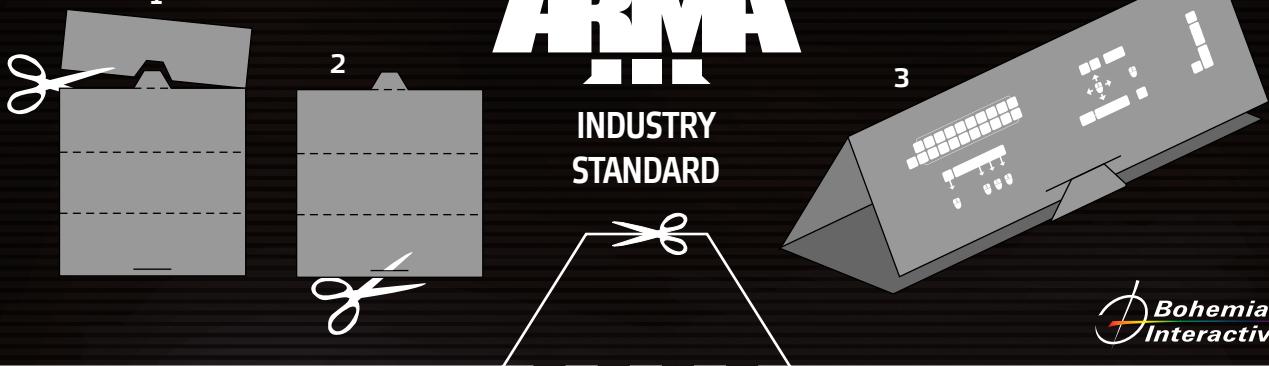
\*DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY

### GROUP / TEAM COMMAND CONTROLS (DEFAULT)

SELECT UNITS												COMMAND				VIEW				SELECTION				MOVEMENT			
F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	PREVIOUS UNITS				NEXT UNITS				COMPLEX COMMAND SHORTCUTS:				LOOK			
1	2	3	4	5	6	7	8	9	0	COMPLEX COMMAND MENU				ZOOM OUT				ZOOM IN				LEAVE UAV					
(DE)SELECT ALL UNITS	NAVIGATE UP/DOWN				ALTERNATE QUICK COMMAND				TACTICAL VIEW				1 MOVE				1ST/3RD PERSON VIEW				LEAVE UAV						
LCtrl	0	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	1 MOVE				ZOOM OUT				LEAVE UAV							
ADD UNIT WAYPOINT	QUICK COMMAND	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	2 TARGET				ZOOM IN				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	3 ENGAGE				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	4 MOUNT				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	5 STATUS				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	6 ACTION				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	7 COMBAT MODE				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	8 FORMATION				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	9 TEAM				LEAVE UAV				LEAVE UAV							
Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	Space	0 RADIO				LEAVE UAV				LEAVE UAV							

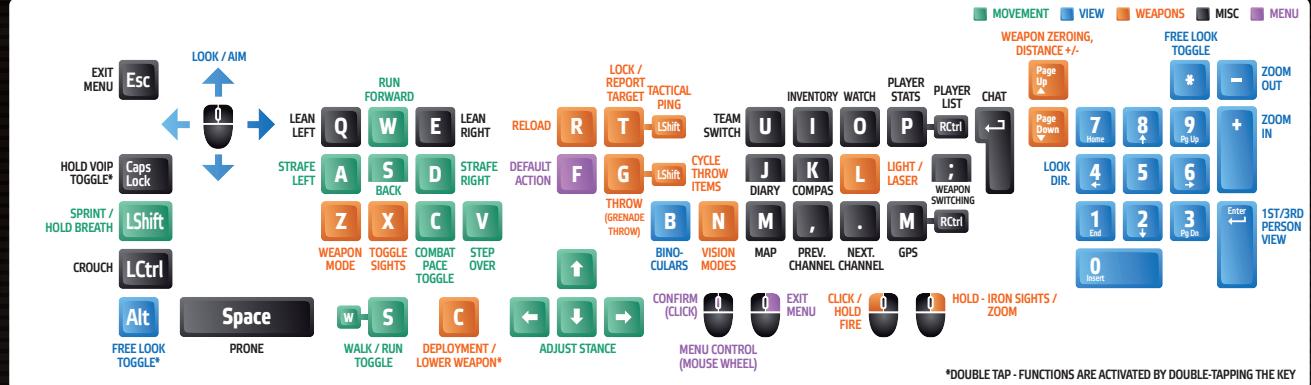
# ARMA

## INDUSTRY STANDARD



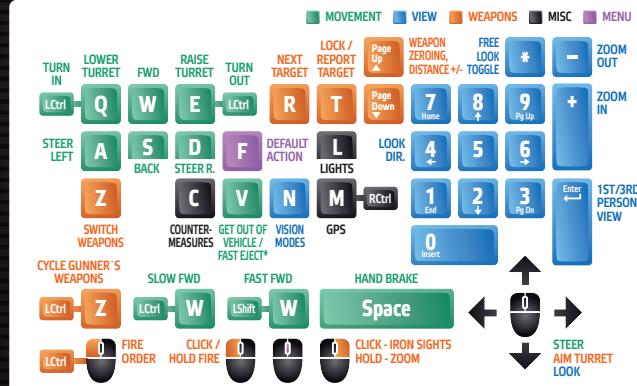
**Bohemia**  
**Interactive**

### INFANTRY CONTROLS (INDUSTRY STANDARD)

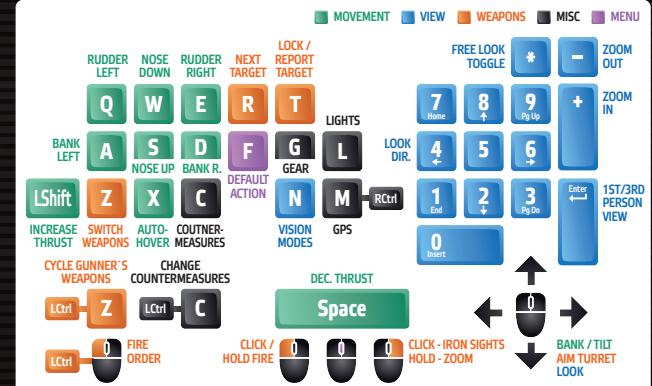


\*DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY

### VEHICLE CONTROLS (INDUSTRY STANDARD)



### AIRCRAFT CONTROLS (INDUSTRY STANDARD)



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

### GROUP / TEAM COMMAND CONTROLS (INDUSTRY STANDARD)

