

Press: Aim Down Sights (Toggle)  
Hold: Zoom In (Temporary)

## Infantry / General Controls

Press/Hold: Fire Weapon

LT

LB

RB

RT

Press/Hold: Modifier 1  
(see below)

Press/Hold: Modifier 2 (next page)  
Press (x2): Freeload (Toggle)  
Hold: Freeload (Temporary)

Click: Hold Breath

/Sprint  
Click (x2): Toggle Sprint

Press: Toggle Primary/Handgun  
Hold: Switch to Secondary Weapon

Press: Throw/Grenade

Press: Back/Exit  
(Action/Command Menu)  
Hold: First/Third Person View

Press: Reload

Press: Action  
Press (x2): Vault

When Standing/Crouched

Press: Lean Left/Right

When Prone

Press: Evade (Roll) Left/Right

Click: Crouch/Stand  
Hold: Prone/Stand

Press: Toggle Map  
Hold: Escape/Pause

Press: Action Menu Open,  
then up/down navigation  
(both action/command menu)

Weapons Group 1-4

Q = select all units

W = Watch

E = Engine On/Off

R = Radar On/Off

T = Task Overview

U = Team Switch

I = Inventory

A = Av Camera

D = Diary

X = Targeting Camera

C = Compass

Z = Zeus Mode

Press: Push to talk

Press (x2) VOIP Toggle

Menus 0-9

O = Left Panel Next

P = Right Panel Next

N = Night Vision

M = Map

B = Binoculars

L = Lights/IR Laser On/Off

H = High Command

V = Last Help

F = Change Firing Mode

Z = Stabilize Turret/Camera

S = Statistics (player)

S (x2) = List of Players

G = GPS

Chat

Next / Previous Units  
Next / Previous Channels

Modifier 1 Pressed

Press: Scope View (toggle)

RB+A button:  
Adjust stance in  
Direction

Click: Deploy Weapon  
(Bi-pod /Rest Weapon)

Press: Raise/Lower Weapon

Press: Cycle Grenades

Press: Change Weapon  
Firing Mode

Press (x2): Tactical Ping  
Hold + Left Stick: Stance Adj

Press: Binoculars  
Hold: Night Vision

Press: Compass

Click: Lights /  
IR Laser On/Off

Press: Lase Range/  
Lock Target/  
Reveal Target

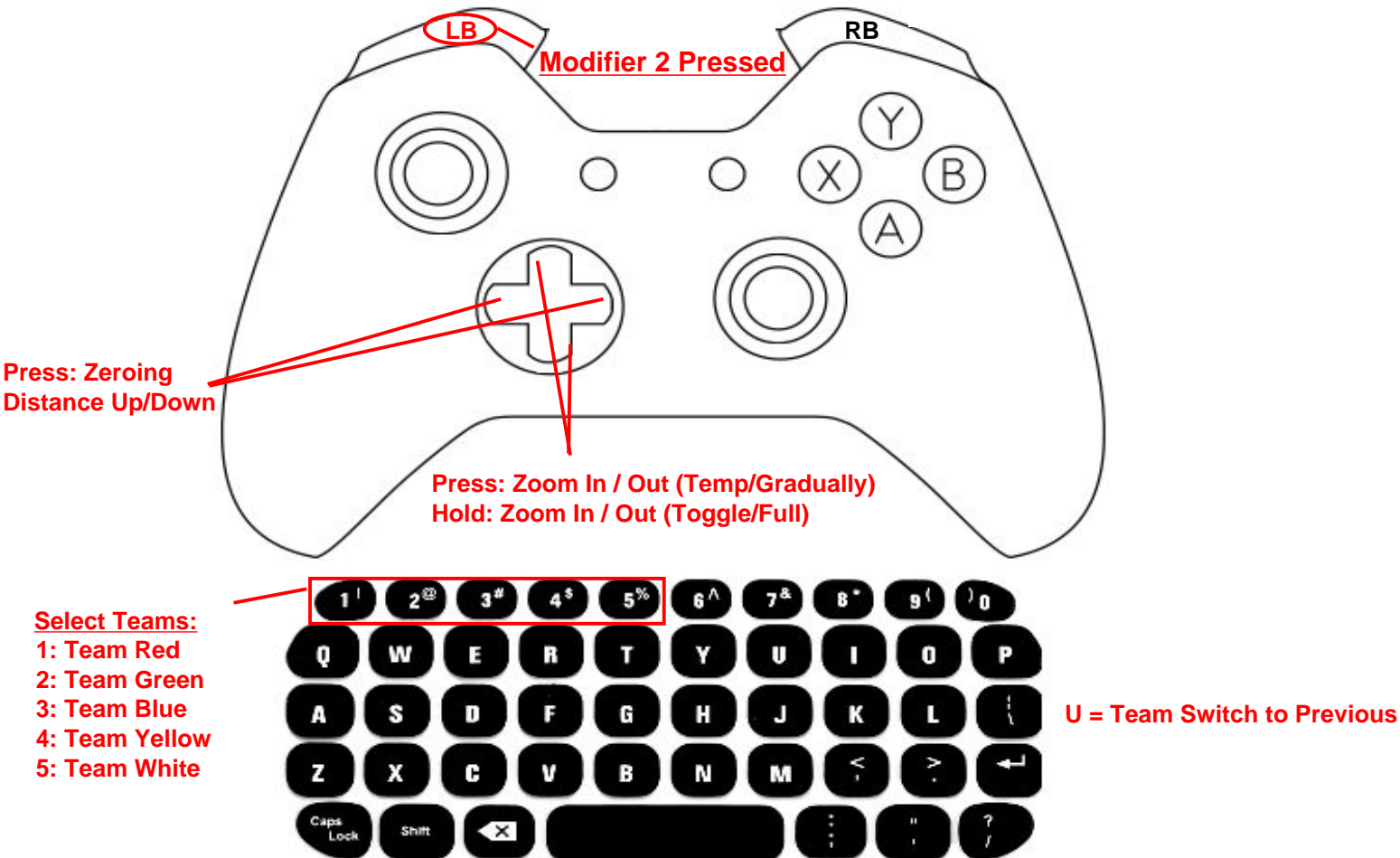
Select all (AI) units

Select Units 1-10  
(if available)

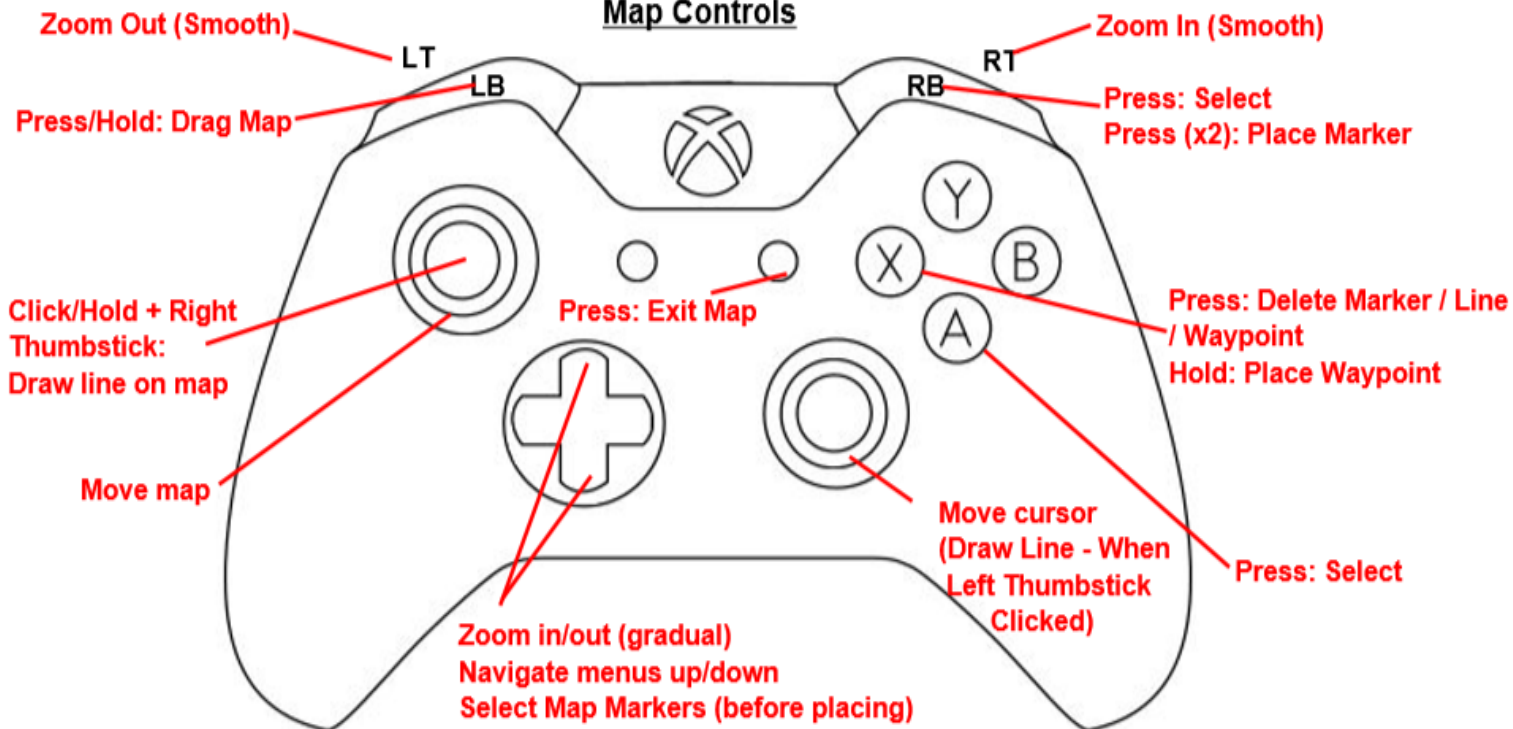
O = Left Panel Mode  
P = Right Panel Mode

U = Team Switch to Next

## Infantry / General Controls (Continued)



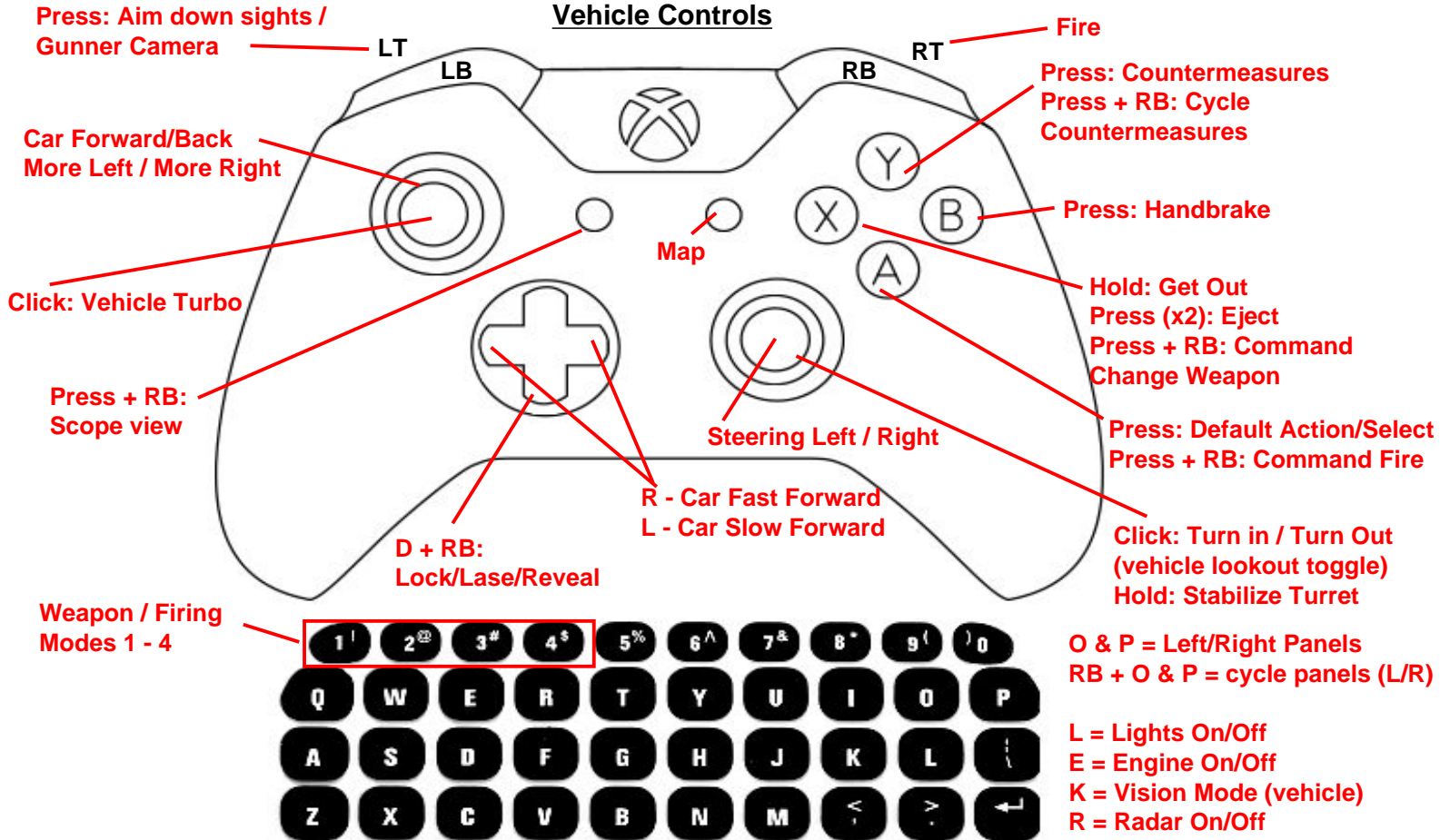
## Map Controls



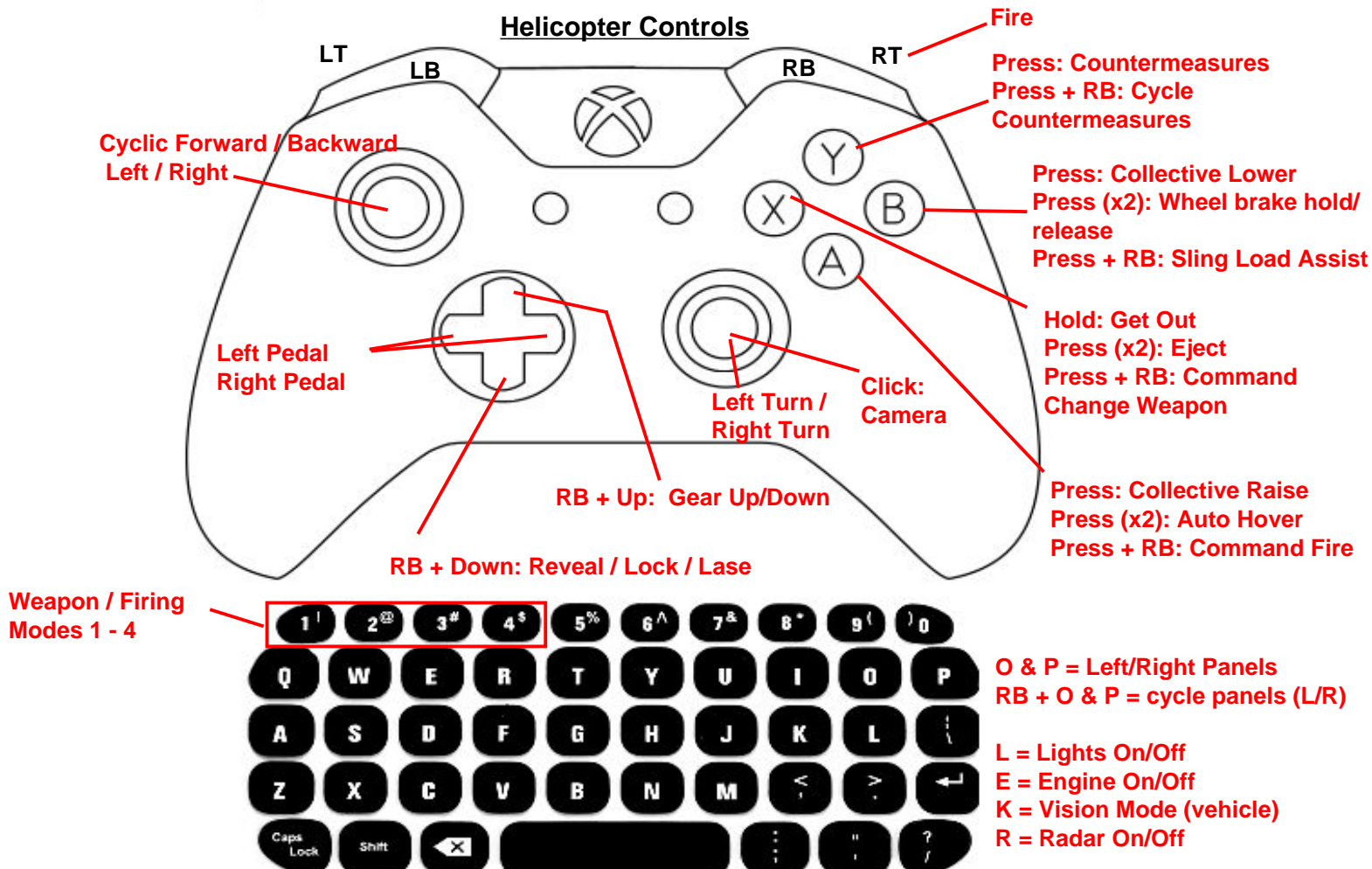
**Note:** The RB and LB modifiers work in the menu screen for selecting all units, individual units, and teams

**RB + A (x2) = Tactical Ping**

## Vehicle Controls

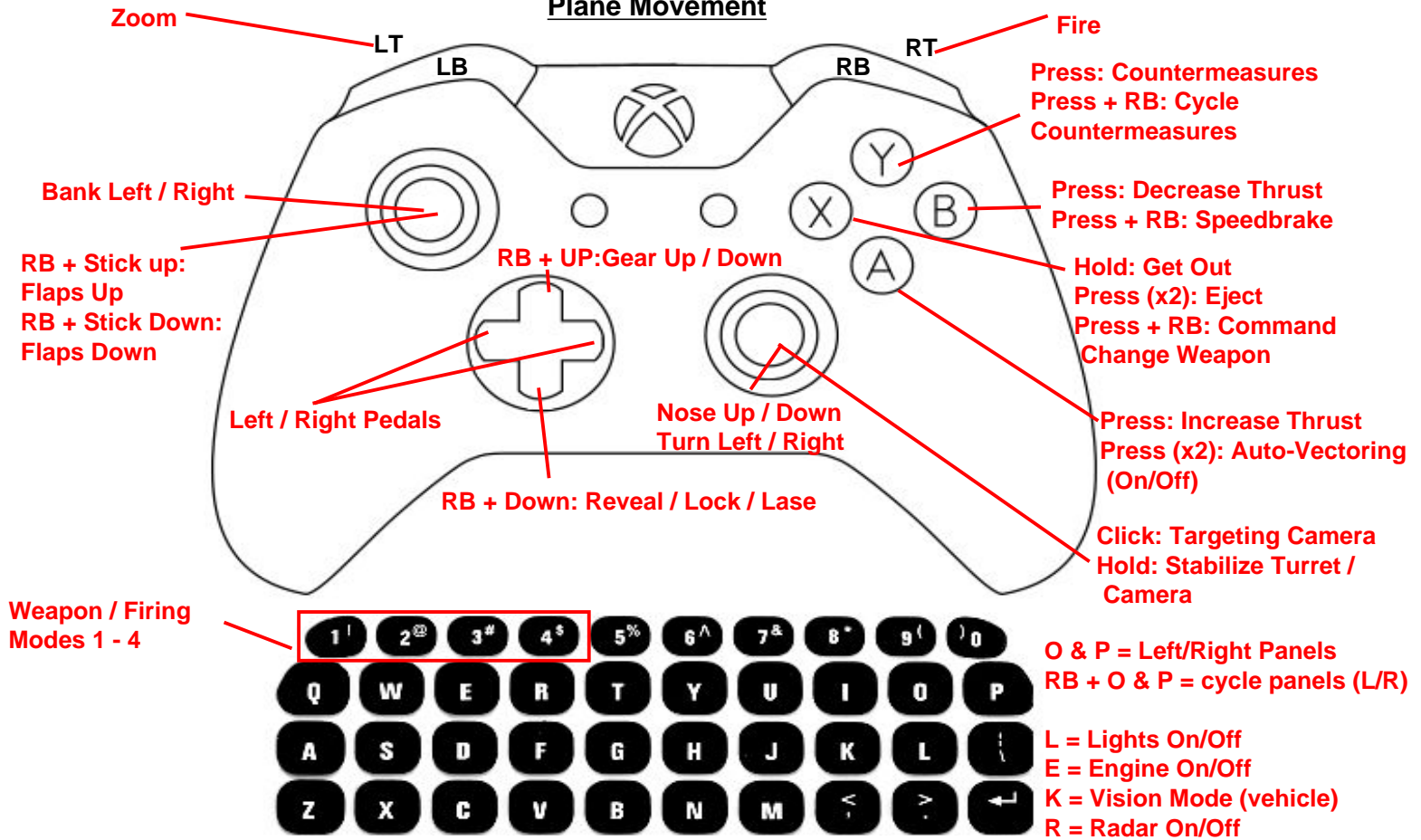


## Helicopter Controls





## Plane Movement



## Submarine Movement

