

TheCore Lite 2.0 Cheatsheet

Macro group keys :

- Z CC/Nexus+Tech, Hatch
- Shift+Z jump to rally point
- X Prod facilities, Queens+Tech

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| | Command keys (precision key, can be kept pressed, click defines the target) |
| | Command keys (Rapid Fire, being kept pressed selects action and target in a queue) |
| | General UI hotkeys |

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| | Modifiers for group/cameras (light red is optional) |
| | Control group keys |
| | Camera location keys (light blue=alternates to inhibit other layer behavior) |

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| | Commander keys |
| | AI related keys |

Without modifier : group selection, direct access to commands (light green are rapid fire keys)

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|------------------|--------------------|---------------------------|----------------------------|-------------------|-------------------|-------------------|--|--|--|
| Cancel | Idle Worker | Toggle mini map colors | commander Ab 1 | commander Ab 2 | commander Ab 3 | commander Ab 4 | | | |
| select 1 | select 2 | select 3 | select 4 | | | | | | |
| Subgroup Next | select 7 | select 8 | Precision Key 1 | | Patrol | | | | |
| | select 9 | select 0 | Attack | | Hold | Move | | | |
| Shift | Select 5 CC/H/N | Select 6 Prod/Queens | Precision Key 2 | Stop | Base Camera | | | | |
| Ctl | Win | Alt | Smart command (rapid fire) | | | | | | |

With Shift modifier : queued commands, camera jump, **select production facilities/inject queens**

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|----------------------|----------------------|-----------------------|--------------------|-------------------|-------------------|-------------------|-----------------|-----------------|--|
| Cancel | | Team Ressources | commander Ab 1 | commander Ab 2 | commander Ab 3 | commander Ab 4 | Toggle Sound | Toggle Music | |
| Jump Alert | Jump 1 | Jump 2 | Jump 3 | | | | | | |
| Subgroup Previous | Jump 4 | Jump 5 | Precision Key 1 | | Patrol | | | | |
| | Jump 6 | Jump 7 | Attack | | Hold | Move | | | |
| Shift | Jump 0 Rally/Hive | select Prod/Queens | Precision Key 2 | Base Camera | Base Camera | | | | |
| Ctl | Win | Alt | | | | | | | |

With Alt modifier : Camera creation, with camera center Alt+Shift, and **append to CC/N/H group**

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| | Push to talk | | | | | | | | |
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Right click : Quick Ping (map or minimap)

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|----------------------|------------------------|--------------------------|----------------------|--|---------------------|--|--|--|--|
| Append/S 5 CC/H/N | Create 1 | Create 2 | Create 3 | | | | | | |
| Append/S 5 CC/H/N | Create 4 | Create 5 | | | rotate cam left | | | | |
| Append/S 5 CC/H/N | Create 6 | Create 7 | Append/S 5 CC/H/N | | rotate cam right | | | | |
| Shift | Create 0 Rally/Hive | Center on sel | | | | | | | |
| Ctl | Win | Alt (Show Enemy life) | | | | | | | |

With Ctl modifier : add to a group + steal if selection was in another group, **control camera overlay**

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| | | | | | | | | | |
| Append/Steal 1 | Append/Steal 2 | Append/Steal 3 | Append/Steal 4 | | | | | | |
| Select All Army | Append/Steal 7 | Append/Steal 8 | Jump 3 | Create 3 | | | | | |
| | Append/Steal 9 | Append/Steal 0 | Jump 2 | Create 2 | | | | | |
| Shift | Append/Steal 5 | Append/Steal 6 | Jump 1 | Create 1 | | | | | |
| Ctl | Win | Alt Select 5 prod | | | | | | | |

With Ctl+Shift modifier : create a group + steal if selection was in another group

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| Create/Steal 1 | Create/Steal 2 | Create/Steal 3 | Create/Steal 4 | | | | | | |
| Select All Army | Create/Steal 7 | Create/Steal 8 | | | | | | | |
| | Create/Steal 9 | Create/Steal 0 | | | | | | | |
| Shift | Create/Steal 5 | Create/Steal 6 | | | | | | | |
| Ctl | Win | Alt | | | | | | | |

With Shift+Alt(+Ctl) modifier : create a group + no steal, and sophisticated operations

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| | | | | | | | | | |
| Create 1 | Create 2 | Create 3 | Create 4 | AI Build Style | | | | | |
| | Create 7 | Create 8 | AI ClearAll | AI Delete | AI Scout | | | | |
| | Create 9 | Create 0 | AI Attack | AI Detect | AI Comm | | | | |
| Shift | Create 5 | Create 6 | Base Camera | AI Expand | | | | | |
| Ctl | Win | Alt | | | | | | | |

With Ctl+Alt modifier : no longer used

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| Ctl | Win | Alt | | | | | | | |