

# TheCore Lite 2.0 Cheatsheet

Macro group keys :

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

|  |  |
|--|--|
|  | 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   |

|  |   |
|--|---|
|  | Modifiers for group/cameras (light red is optional) |
|  | Control group keys                                  |
|  | Camera location keys                                |

|  |                 |
|--|-----------------|
|  | Commander keys  |
|  | AI related keys |

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

|                  |                    |                           |                            |                   |                   |                   |  |  |  |
|------------------|--------------------|---------------------------|----------------------------|-------------------|-------------------|-------------------|--|--|--|
| Cancel           | Idle<br>Worker     | Toggle mini<br>map colors | commander<br>Ab 1          | commander<br>Ab 2 | commander<br>Ab 3 | commander<br>Ab 4 |  |  |  |
| select<br>1      | select<br>2        | select<br>3               | select<br>4                |                   |                   |                   |  |  |  |
| Subgroup<br>Next | select<br>7        | select<br>8               | Precision<br>Key 1         |                   | Patrol            |                   |  |  |  |
|                  | select<br>9        | select<br>10              | Attack                     |                   | Hold              | Move              |  |  |  |
| Shift            | Select 5<br>CC/H/N | Select 6<br>Prod/Queens   | Precision<br>Key 2         | Stop              | Base<br>Camera    |                   |  |  |  |
| Ctl              | Win                | Alt                       | Smart command (rapid fire) |                   |                   |                   |  |  |  |

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

|                      |                      |                       |                    |                   |                   |                   |                 |                 |  |
|----------------------|----------------------|-----------------------|--------------------|-------------------|-------------------|-------------------|-----------------|-----------------|--|
| Cancel               |                      | Team<br>Ressources    | commander<br>Ab 1  | commander<br>Ab 2 | commander<br>Ab 3 | commander<br>Ab 4 | Toggle<br>Sound | Toggle<br>Music |  |
| Jump<br>Alert        | Jump<br>1            | Jump<br>2             | Jump<br>3          |                   |                   |                   |                 |                 |  |
| Subgroup<br>Previous | Jump<br>4            | Jump<br>5             | Precision<br>Key 1 |                   | Patrol            |                   |                 |                 |  |
|                      | Jump<br>6            | Jump<br>7             | Attack             |                   | Hold              | Move              |                 |                 |  |
| Shift                | Jump 8<br>Rally/Hive | select<br>Prod/Queens | Precision<br>Key 2 | Base<br>Camera    | Base<br>Camera    |                   |                 |                 |  |
| Ctl                  | Win                  | Alt                   |                    |                   |                   |                   |                 |                 |  |

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

|  |                 |  |  |  |  |  |  |  |  |
|--|-----------------|--|--|--|--|--|--|--|--|
|  | Push<br>to talk |  |  |  |  |  |  |  |  |
|--|-----------------|--|--|--|--|--|--|--|--|

Right click : Quick Ping (map or minimap)

|                    |                        |                          |                    |  |                     |  |  |  |  |
|--------------------|------------------------|--------------------------|--------------------|--|---------------------|--|--|--|--|
| Append 5<br>CC/H/N | Create<br>1            | Create<br>2              | Create<br>3        |  |                     |  |  |  |  |
| Append 5<br>CC/H/N | Create<br>4            | Create<br>5              |                    |  | rotate<br>cam left  |  |  |  |  |
| Append 5<br>CC/H/N | Create<br>6            | Create<br>7              | Append 5<br>CC/H/N |  | rotate<br>cam right |  |  |  |  |
| Shift              | Create 8<br>Rally/Hive | Center<br>on sel         |                    |  |                     |  |  |  |  |
| Ctl                | Win                    | Alt<br>(Show Enemy life) |                    |  |                     |  |  |  |  |

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

|                    |                  |                   |                   |              |             |  |  |  |  |
|--------------------|------------------|-------------------|-------------------|--------------|-------------|--|--|--|--|
|                    |                  |                   |                   |              |             |  |  |  |  |
| AppendSteal<br>1   | AppendSteal<br>2 | AppendSteal<br>3  | AppendSteal<br>4  |              |             |  |  |  |  |
| Select All<br>Army | AppendSteal<br>7 | AppendSteal<br>8  | AI<br>ClearAll    | AI<br>Delete | AI<br>Scout |  |  |  |  |
|                    | AppendSteal<br>9 | AppendSteal<br>10 | AI<br>Attack      | AI<br>Detect | AI<br>Comm  |  |  |  |  |
| Shift              | AppendSteal<br>5 | AppendSteal<br>6  | AI<br>Build Style | AI<br>Expand |             |  |  |  |  |
| Ctl                | Win              | Alt               |                   |              |             |  |  |  |  |

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

|                    |                  |                   |                  |  |  |  |  |  |  |
|--------------------|------------------|-------------------|------------------|--|--|--|--|--|--|
|                    |                  |                   |                  |  |  |  |  |  |  |
| CreateSteal<br>1   | CreateSteal<br>2 | CreateSteal<br>3  | CreateSteal<br>4 |  |  |  |  |  |  |
| Select All<br>Army | CreateSteal<br>7 | CreateSteal<br>8  |                  |  |  |  |  |  |  |
|                    | CreateSteal<br>9 | CreateSteal<br>10 |                  |  |  |  |  |  |  |
| Shift              | CreateSteal<br>5 | CreateSteal<br>6  |                  |  |  |  |  |  |  |
| Ctl                | Win              | Alt               |                  |  |  |  |  |  |  |

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

|             |             |              |                |  |  |  |  |  |  |
|-------------|-------------|--------------|----------------|--|--|--|--|--|--|
|             |             |              |                |  |  |  |  |  |  |
| Create<br>1 | Create<br>2 | Create<br>3  | Create<br>4    |  |  |  |  |  |  |
|             | Create<br>7 | Create<br>8  |                |  |  |  |  |  |  |
|             | Create<br>9 | Create<br>10 |                |  |  |  |  |  |  |
| Shift       | Create<br>5 | Create<br>6  | Base<br>Camera |  |  |  |  |  |  |
| Ctl         | Win         | Alt          |                |  |  |  |  |  |  |

With Ctl+Alt modifier control cameras

|                    |             |             |             |  |  |  |  |  |  |
|--------------------|-------------|-------------|-------------|--|--|--|--|--|--|
|                    |             |             |             |  |  |  |  |  |  |
| Select All<br>Army |             |             |             |  |  |  |  |  |  |
|                    | Jump<br>1   | Jump<br>2   | Jump<br>3   |  |  |  |  |  |  |
| Shift              | Create<br>1 | Create<br>2 | Create<br>3 |  |  |  |  |  |  |
| Ctl                | Win         | Alt         |             |  |  |  |  |  |  |