**Key Bindings as at April 1, 11PM:**

**Main:**

F1: flat/wire/smooth

F6: toggleSkins

F8: Toggle splitscreen

Alt-Enter: fullScreen

b: Debugger

h: help

z: skySphere

**PlayerInput:**

-/+ : zoom

0: resetZoom

1-4: camera at lightpost

l: toggle light

t: toggle textures/bound boxes

[/]: roll with freelook

/: reset pitch/roll with freelook

F2: Freelook Camera

F3: Commander Camera

F4: Circular Camera

F5: Follow Camera

F10: toggle TeamNumber

**GamePlay:**

space: levitate ufo

wasd: move ufo in commander view… move robot in robot view

r: set robot destination with ufo

f: mate ufo with robot

up/down/left/right: camera forward and strafe

page up/down: yaw

end: reset camera angle

**Toggle robot components:**

i: cycle components

j: turn component off

u: turn component on