TAKGM Inputs

WASD – Movement (TAKGM Pawn or Drone)

Left Mouse Button – click and drag to move cameras around

Right Mouse Button – Move the FuturePlayer NPC to the clicked location

B – Enable/Disable Free Camera while toggled to an assets camera

G – swap control to the Humvee

F3 – Display or hide the drag & drop menu

3 – Swap views between TAKGM Pawn, Missile, and VTOL

R – print randomized dialog if an NPC is in the TAKGM Pawns line of sight

1 – Swap between TAKGM Pawn and Drone Camera

V – Cycle through Filters while controlling the Drone

Q/E – Ascend/Descend while controlling the Drone

Mousewheel – Zoom in/out while controlling the Drone

K – Spawn NPC’s around a Locus Point Or Cycle their Formation

J – Tell A locus point to begin moving along a patrol path