

# Controls

How to control vessels and kerbals so you can build and explore.



*Note: These show the stock game controls and do not reflect settings customizations.*

# General Controls

## Camera



Turn view - left / right / up / down



Zoom in

Numpad



Zoom out

Numpad

## Screen Elements



Take screenshot



Toggle UI visibility



Toggle results screen



Toggle ship labels



Toggle temperature gauges



Toggle temperature overlay



Toggle aerodynamic forces overlay

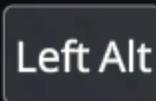
## Save/Load Game



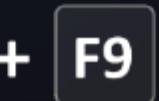
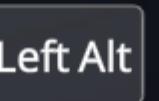
Quicksave



Quickload (hold key)



Quicksave as "name"



Load specific quicksave

*Note: These show the stock game controls and do not reflect settings customizations.*

# Map and Time Controls

## Map View

- M** Toggle map mode
- Tab** Focus on next item
- Left Shift** + **Tab** Focus on previous item
-  Reset focus to default item
-  Toggle NavBall visibility

Numpad

## Time Warp Controls

-  Time warp increase
-  Time warp decrease
- Left Alt** +  Physics warp increase
- Left Alt** +  Physics warp decrease

## Debug Options

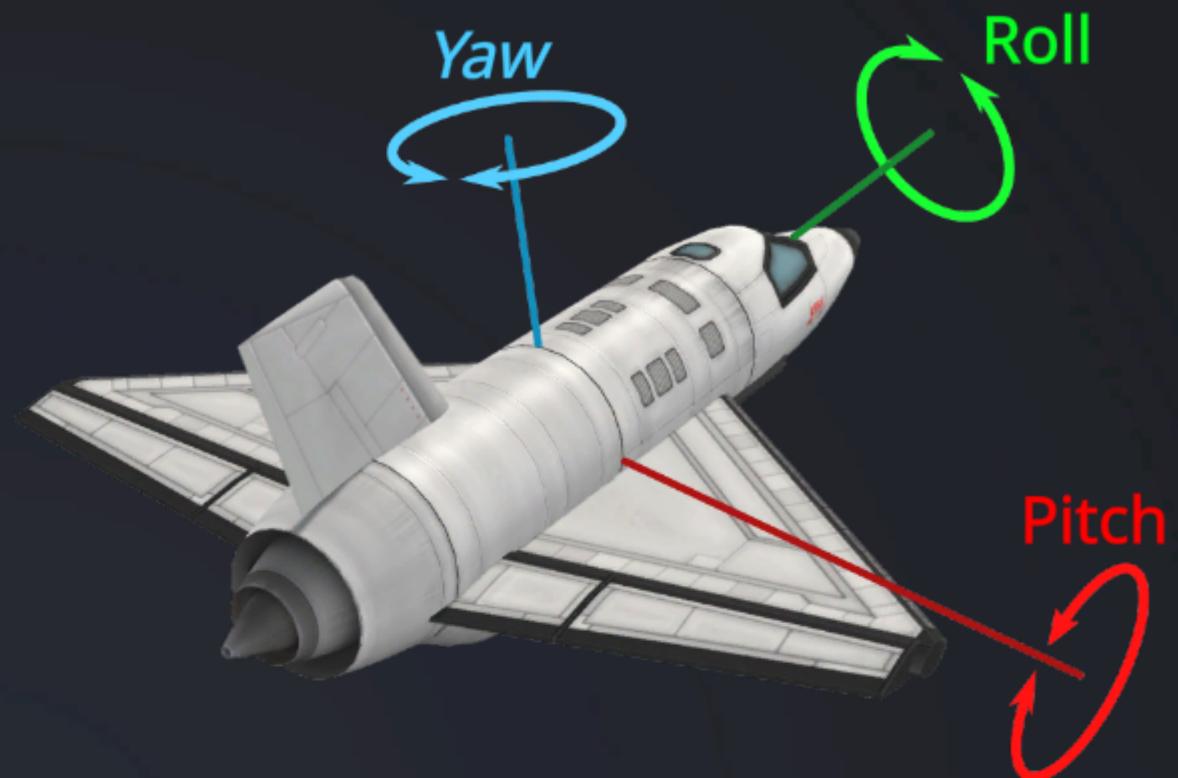
- Left Alt** + **F12** Open debug/cheat window

*Note: These show the stock game controls and do not reflect settings customizations.*

# Directions in Flight

Pitch, yaw and roll are the three axes of control in flight. The diagram on the right shows the axes relative to an aircraft, which is a more familiar scenario for most.

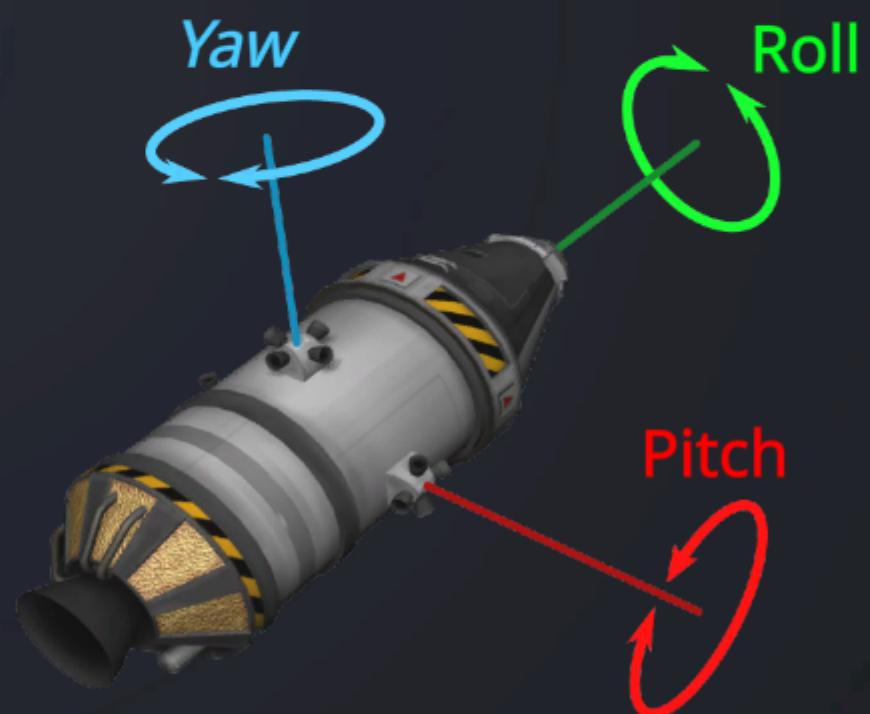
The diagram below shows how the same axes relate to a spacecraft with a Mk1 Pod (the pod being the defining part for the axes directions.)



## Using the NavBall to Rotate

While visually on many craft you can see where pitch, yaw and roll should be, it is not always the case.

The NavBall is there to help you visualize the rotation accurately for all craft.



*The hatch on this pod identifies the "top" and can help you visualize the "up" direction.*

# General Flight Controls

## Vessel Orientation

**W**

Pitch forward

**S**

Pitch back

**A**

Yaw left

**D**

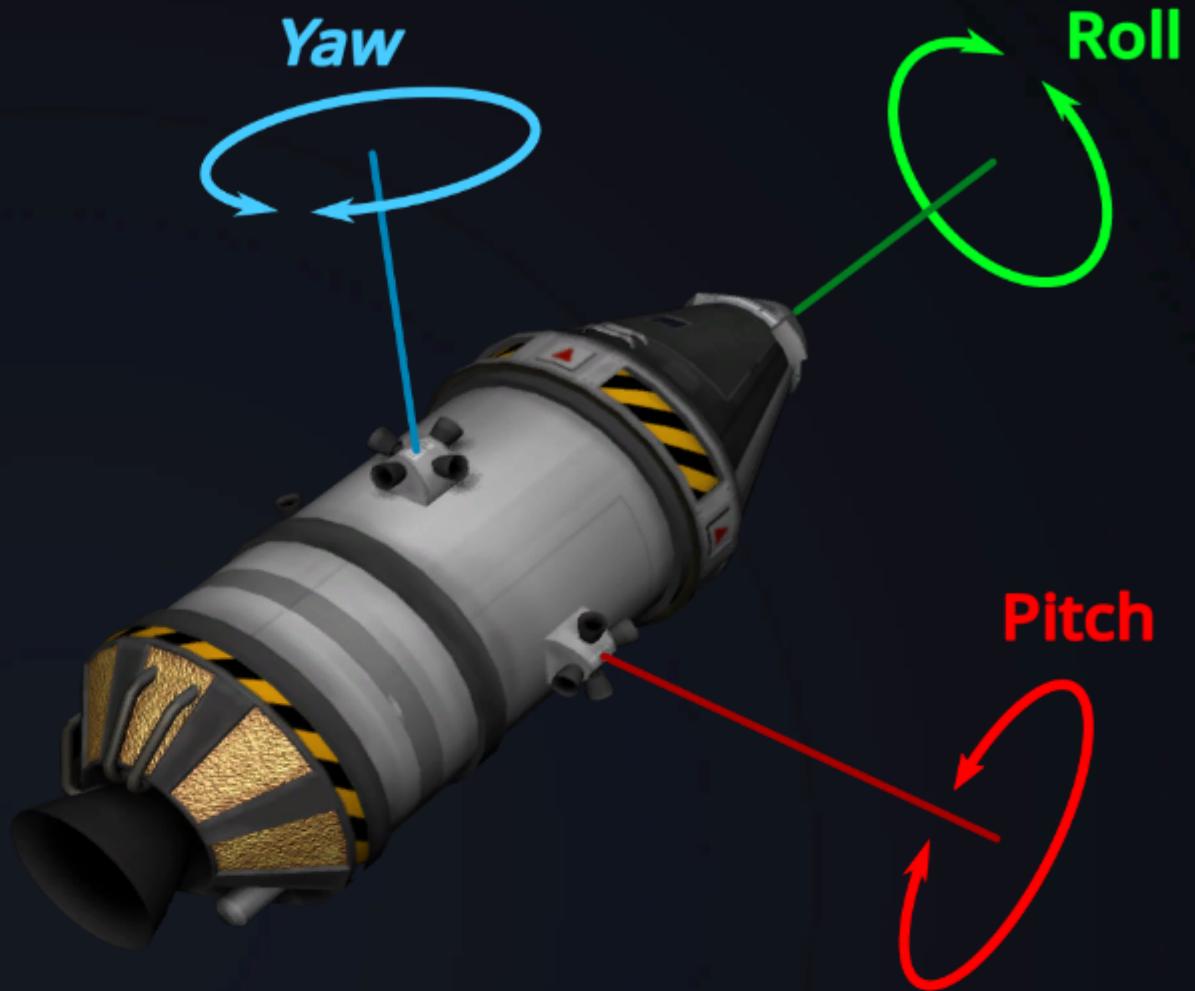
Yaw right

**Q**

Roll counterclockwise

**E**

Roll clockwise



## Throttle Control

**Left Shift**

Throttle up

**Z**

Throttle 100%

**Left Ctrl**

Throttle down

**X**

Throttle 0%

## Staging

**Spacebar**

Activate next stage

**Left Alt**

**+**

**L**

Lock / unlock staging activation

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# In-Flight Activities

## Active Ship and View

<b>C</b>	Toggle IVA / external view	<b>V</b>	Cycle camera views (auto/free/...)
<b>[</b>	Cycle through active ships	<b>]</b>	Cycle backwards through active ships

## Ship Control

<b>T</b>	Toggle Stability Assist System	<b>F</b>	Invert S.A.S. state while held
<b>Ins</b>	Set staging flight mode	<b>Del</b>	Set docking flight mode
Caps Lock	Toggle precision mode		

## Action Groups

<b>G</b>	Toggle landing gear	<b>B</b>	Apply wheel brakes while held
<b>U</b>	Toggle vessel lights	Backspace	Activate abort action group
<b>1</b> → <b>9</b> <b>0</b>	Activate custom action groups 1 to 10		

## Staging Stack

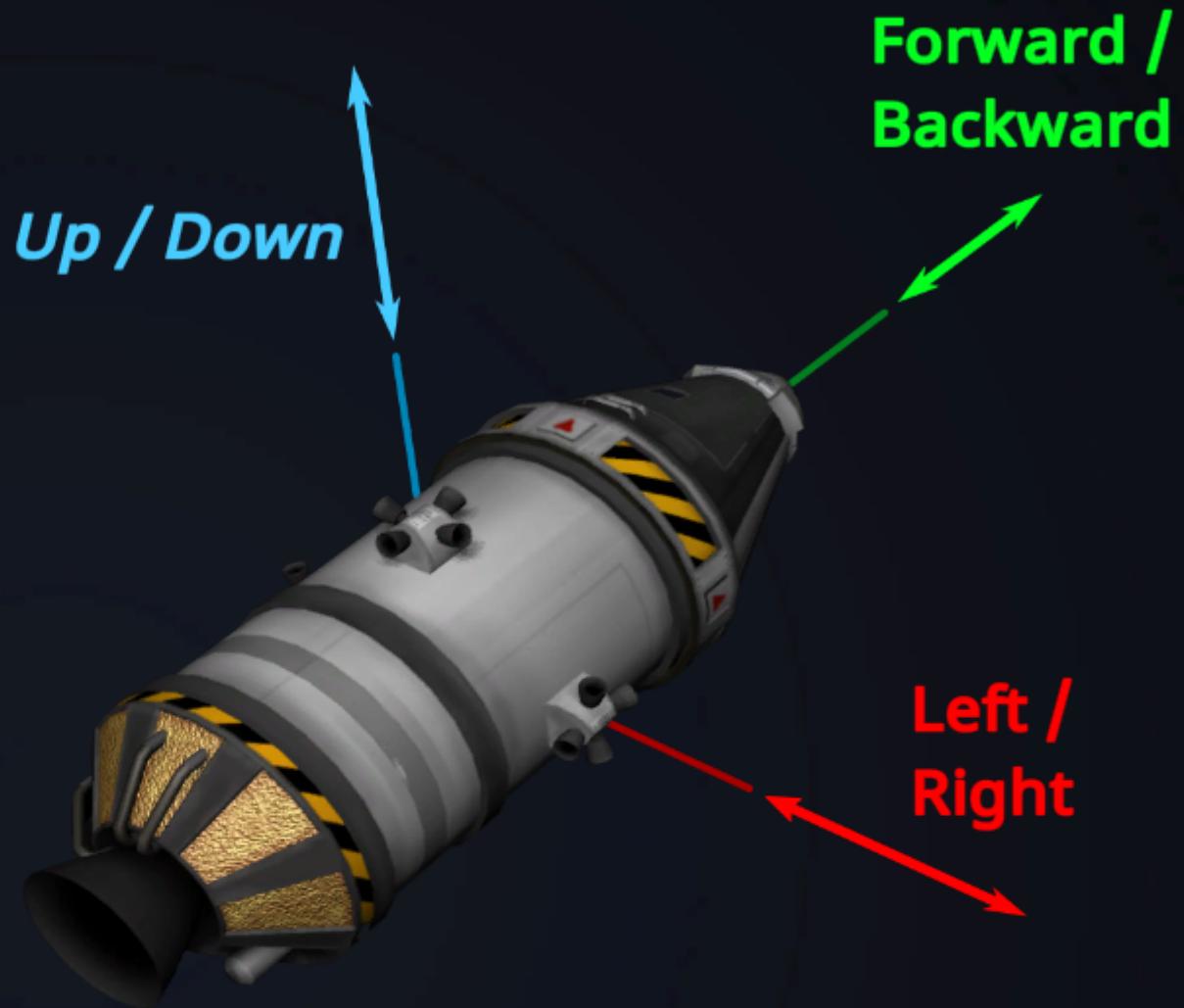
<b>Home</b>	Scroll staging stack up	<b>End</b>	Scroll staging stack down
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# RCS Flight Controls and Trim

## RCS Translation

- R** Toggle RCS on / off
- H** Translate forward
- N** Translate back
- J** Translate left
- L** Translate right
- I** Translate up
- K** Translate down



## Trimming Pitch/Yaw and Roll

**Left Alt + W / S** Adjust pitch trim

**Left Alt + A / D** Adjust yaw trim

**Left Alt + Q / E** Adjust roll trim

**Left Alt + X** Reset all trim

*Note: These show the stock game controls and do not reflect settings customizations.*

# Docking Modes

Spacebar

Toggle between translate and rotate (double tap to lock)

## Rotate Mode (ROT)

**W**

Pitch forward

**S**

Pitch back

**A**

Yaw left

**D**

Yaw right

**Q**

Roll counterclockwise

**E**

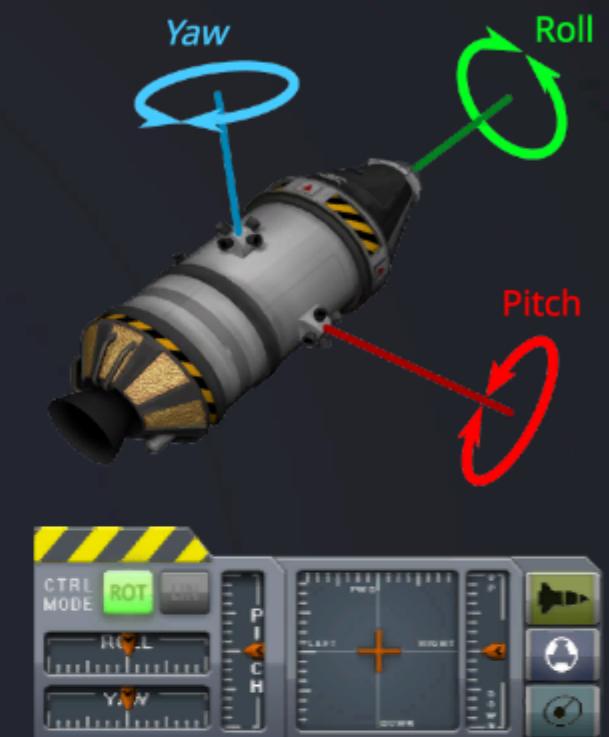
Roll clockwise

Left Shift

Throttle up

Left Ctrl

Throttle down



## Translate Mode (LIN)

**W**

Translate up

**S**

Translate down

**A**

Translate left

**D**

Translate right

**Q**

Roll counterclockwise

**E**

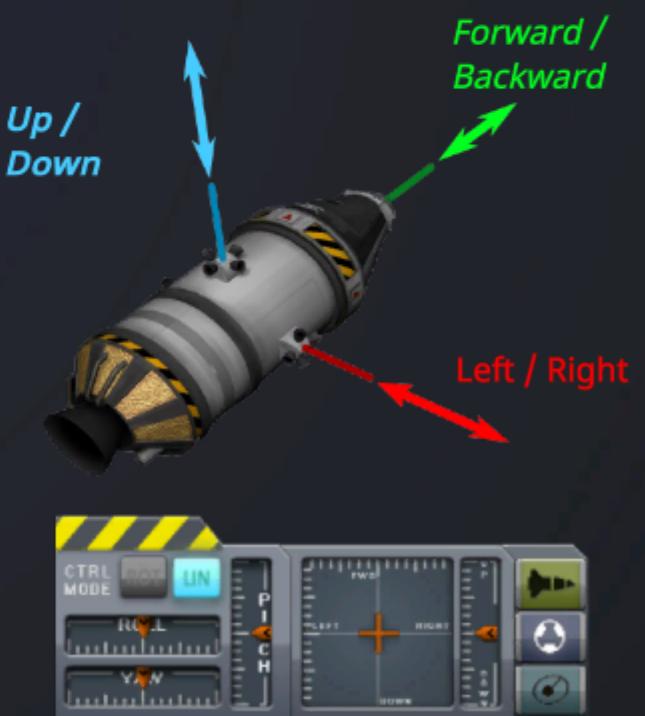
Roll clockwise

Left Shift

Translate forward

Left Ctrl

Translate back



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# Extravehicular Activities (EVA)

## Movement Controls

<b>W</b>	Walk or Jet forward
<b>S</b>	Walk or Jet back
<b>A</b>	Walk or Jet left
<b>D</b>	Walk or Jet right
Spacebar	Jump
Left Shift	Hold for run
Left Alt	Toggle movement mode
<b>L</b>	Toggle headlamp on / off
<b>F</b>	Grab / Clamber
<b>B</b>	Board vessel

## Jetpack Specific Controls

<b>R</b>	Toggle jetpack on / off
<b>Q</b>	Jet roll counterclockwise
<b>E</b>	Jet roll clockwise
Left Shift	Jet up
Left Alt	Jet down



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# Editor Controls

## General

**Left Ctrl + Z** Undo last action

**Left Ctrl + Y** Redo last action

**Home / End** Scroll staging stack up / down

**Esc** Activate search textbox

## Symmetry and Snap

**X** Cycle symmetry multiplier

**C** Toggle angle snap on / off

**Left Shift + X** Cycle symmetry multiplier backwards

**R** Toggle symmetry mode on / off

**F** Toggle symmetry around craft/part

## Part Adjustment Modifiers

**Left Shift** Hold to rotate in 5° increments

**Spacebar** Reset part rotation

**Left Alt** Hold to force node attachment

**Del** Delete selected part

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# Editor Gizmos

1



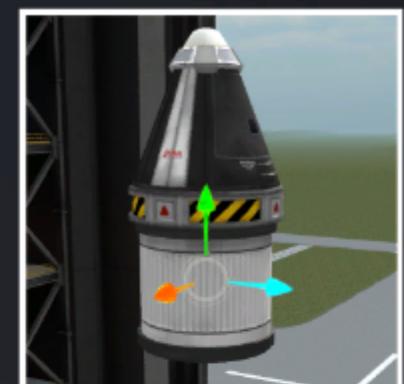
Place gizmo



2



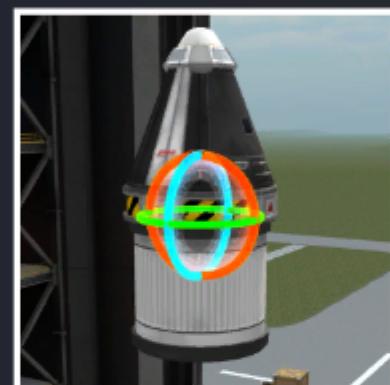
Offset gizmo



3



Rotate gizmo



4



Reroot gizmo



## Place Mode/Gizmo

**W** / **S** Pitch part forward / back

**A** / **D** Yaw part left / right

**Q** / **E** Roll part counterclockwise / clockwise

**F** Toggle vessel / parent symmetry

## Offset Mode/Gizmo

**F** Toggle absolute / relative to parent

## Rotate Mode/Gizmo

**F** Toggle absolute / relative to parent

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# Mouse Controls - Flight

## Left Button

**Click** Map: Open Menu

**Double** Map: Set focus

**Click** Flight: Set target

**Drag** EVA RCS: Turn kerbal

## Middle Button

**Click**

**Double** Target vessel with  
**Click** camera

**Drag** Pan and Tilt camera

**Scroll** Zoom camera  
Scroll staging stack

## Right Button

**Click**

Open part menu  
Open multiple  
part menus

**Double**  
**Click**

**Drag**

Orbit camera  
around vessel

## Keyboard Modifiers

**Left Shift** Shift Modifier

**Left Alt** Alt Modifier

# Mouse Controls - Construction in VAB and SPH

## Left Button

**Click** Select part  
Select whole vessel  
Duplicate assembly

Double Click

Drag

## Middle Button

**Click**

**Double Click**

**Drag-VAB** Zoom camera

**Drag-SPH** Move camera

Camera Vertical

**Scroll-VAB** Scroll staging stack  
**Zoom camera**

Zoom camera

**Scroll-SPH** Scroll staging stack  
Camera Vertical

## Right Button

**Click** Open part menu

**Double Click**

**Drag-VAB** Orbit camera around vessel

Orbit camera around vessel

**Drag-SPH** Pan camera

## Keyboard Modifiers

**Left Shift** Shift Modifier

**Left Alt** Alt Modifier