TBTN4
fire counter measures
TBTN5
Match targeted craft's speed

THAT1U
target newest craft
THAT1R
next target
THAT1D
target next hyper buoy
THAT1L
target nearest objective craft

TLOCK
left mouse click

TANT
Toggle Landing Gears

TBTN1
target nearest incoming warhead

THAT3U
trasnfer shield energy to lasers
THAT3R
transfer laser energy to shields
THAT3D
order wingmen to cover you
THAT3L
cycle through target's components

THAT2U
cycle through fighters targeting you
THAT2R
Target next enemy craft
THAT2D
target nearest fighter
THAT2L
target previous enemy craft

TBTN3
Target next Neutral Craft

TBTN2
Target next Friendly craft

H1U
Laser recharge rate
H1R
Shields recharge rate
H1D
Cycle Shields
H1L
Beam recharge rate

B5
assign target to wingmen
B6
order wingmen to ignore target
B7
toggle SLAM
B8
pick up targeted craft
B9
released carried object
B10
call for reinforcements

B11
toggle cockpit on / off
B12
options screen
B13
quit
B14
space bar
B16
Signal Resuply Ship

TS3
cycle weapons settings

TS4
cycle fire settings

TS2
target ship in sights