| Control Name | Shift | Layer | Press | Release |
|---|---|---|---|---|
| TG1 | | | PrimaryFire<br>PC_Screen Select | |
| | O | D | toggle_mining_laser_fire | |
| S2 | I | M | weapon_unarm_missile | |
| | O | M | S: arm missile L: launch missile | |
| | | D | ivoke_ping | |
| S3 | O | M | weapon_launch_countermeasure | |
| | | D | toggle_mining_mode | |
| S4 | | | Shift Mode Switch (IO) | |
| S1 | I | M | weapon_toggle_ai | |
| | | D | pc_focus | |
| | O | M | weapon_cycle_countermeasure_fwd | |
| | | D | toggle_mining_laser_type | |
| TG2 | O | U | SecondaryFire | |
| | | M | SecondaryFire | |
| | | D | toggle_mining_laser_fire | |
| H2U | I | M | S: cycle subitem fwd L: cycle subitem back | |
| | O | M | S: target_cycle_in_view_fwd L: target_cycle… | |
| H2R | I | M | S: target_cycle_all_fwd L: target_cycle_all_… | |
| | O | M | S: cycle hostile fwd L: cycle hostile back | |
| H2D | I | M | target_cycle_subitem_reset | |
| | O | M | S: target_cycle_attacker_fwd L: target_cycl… | |
| H2L | I | M | S: target_cycle_pinned_fwd L: target_cycle… | |
| | O | M | S: target_cycle_friendly_fwd L: target_cycle… | |
| H3U | I | M | toggle_scan_mode | |
| | O | U | S: cycle ammo fwd L: cycle ammo back | |
| | | M | S: look_ahead_enable L: look_ahead_start… | |
| | | D | ter_remote_turret_2 | |
| H3R | I | M | target_remove_all_pins | |
| | O | U | S: radar_cycle_mode_fwd L: radar_cycle_… | |
| | | M | weapon_cycle_aimmode | |
| | | D | ter_remote_turret_3 | |
| H3D | I | M | scanning_trigger_scan | |
| | O | U | S: radar_toggle_active_or_passive L: radar… | |
| | | M | target_cycle_reticle_mode | |
| H3L | I | M | target_tracking_auto_zoom | |
| | O | U | S: radar_cycle_zoom_fwd L: radar_cycle_z… | |
| | | M | weapon_cycle_gimbal_free_mode | |
| | | D | ter_remote_turret_1 | |
| H4U | I | U | target_toggle_pin_index_2 | |
| | | M | power_reset_focus | |
| | O | U | target_toggle_lock_index_2 | |
| | | M | shield_raise_level_forward | |
| | | D | pc_screen_focus_up | |
| H4R | I | U | target_toggle_pin_index_3 | |
| | | M | power_focus_shields | |
| | | D | power_toggle_shields | |
| | O | U | target_toggle_lock_index_3 | |
| | | M | shield_raise_level_right | |
| | | D | pc_screen_focus_right | |
| H4D | I | M | power_focus_thrusters | |
| | | D | power_toggle_thrusters | |
| | O | M | shield_raise_level_back | |
| | | D | pc_screen_focus_down | |
| H4L | I | U | target_toggle_pin_index_1 | |
| | | M | power_focus_weapons | |
| | | D | power_toggle_weapons | |
| | O | U | target_toggle_lock_index_1 | |
| | | M | shield_raise_level_left | |
| | | D | pc_screen_focus_left | |
| H4P | I | M | power_reset_focus | |
| | O | M | shield_reset_level | |
| | | D | pc_select | |

| Control Name | Shift | Layer | Press | Release |
|---|---|---|---|---|
| H1U | I | M | view_zoom_in | |
| | | D | view_zoom_in | |
| | O | U | increasese_ping_focus_angle | |
| | | M | view_pitch_up | |
| | | D | view_pitch_up | |
| H1D | I | M | view_zoom_out | |
| | | D | view_zoom_out | |
| | O | U | Decrease_ping_focus_angle | |
| | | M | view_pitch_down | |
| | | D | view_pitch_down | |
| H1L | I | M | view_dynamic_zoom_rel_in | |
| | O | M | view_yaw_left | |
| | | D | view_yaw_left | |
| H1R | I | M | view_dynamic_zoom_rel_out | |
| | O | M | view_yaw_right | |
| | | D | view_yaw_right | |

| Control Name | Shift | Layer | Press | Release |
|---|---|---|---|---|
| SC | | | Bound to Strafe - Adjust Curves for sensitivi… | |
| MSP | O | M | oip_pushtotalk | |
| MSU | I | M | power_throttle_up | |
| | O | M | shield_raise_level_up | |
| MSR | I | M | view_freelook_mode | |
| | O | M | target_match_vel | |
| MSD | I | M | power_throttle_down | |
| | O | M | shield_raise_level_down | |
| MSL | I | M | target_hail | |
| | O | M | TrackIRCenter | |
| | | D | toggle_relative_mouse_mode | |
| SPDF | | | v_brake | |
| SPDB | | | afterburner | |
| BSF | | | Toggle Decouple Strafe Enable | |
| BSB | | | Toggle Decouple No Strafe | |
| CHF | | | S: toggle_esp  L:  toggle_cruise | |
| CHB | | | S: Gsafe L: SpeedLimiter | |
| PSF | | U | U: Mode (UMD) | |
| PSB | | D | D: Mode (UMD) | |
| LTB | I | M | strafe_longitudinal_invert | |
| | O | U | visor_wipe | |
| | | M | toggle_vtol | |
| | | D | toggle_vtol | |
| EFRNORM | | | toggle_yaw_roll_swap | |
| EORMOTOR | | | mobiglas | |
| APUON | O | M | self_destruct | |
| LDGH | I | M | jettison_volatile_cargo | |
| | O | M | Short: Quantum Spool Long: Quantum Eng… | |
| | | D | v_lights | |
| FLAPU | | | Custom JS Curve 1 | |
| FLAPD | | | Custom JS Curve 3 | |
| EACON | | | pc_interaction_mode | |
| RDRNRM | | | Toggle Primary/Secondary Fire | |
| APENG | | | Function Based on LASTE | |
| APPAT | | | S: toggle_scan_mode L: invoke_ping | |
| APALT | | | S:toggle_landing_system L: autoland | |
| IDLEROFF | | | power_toggle_thrusters | |
| EOLIGN | O | M | toggle_contact | |
| EORIGN | | | starmap | |
| EACOFF | | | Normal Flight Mode | |
| IDLERON | | | power_toggle_thrusters | |
| FLAPM | | | Custom JS Curve 2 | |
| PSM | | M | M: Mode (UMD) | |
| APAH | | | S: toggle_mining_mode L: flightready | |
| CSU | I | M | look_ahead_enable | |
| | O | M | view_look_behind | |
| | | D | mining_use_consumable2 | |
| CSD | O | M | S: View Cycle L: View Mode | |
| CSR | O | D | mining_use_consumable3 | |
| CSL | O | D | mining_use_consumable1 | |
| THR_FC | I | | LED Intensity  [0..1] | |
| | O | | Mining Laser Power  [0..1] | |