

Control Name	Shift	Layer	Press	Release
TG1			PrimaryFire 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_countermeasure_launch_decoy	
		D	toggle_mining_mode	
S4			Shift Mode Switch (IO)	
S1	I	M	weapon_toggle_ai	
		D	pc_focus	
	O	M	weapon_countermeasure_launch_noise	
		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	increasesese_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 sensiti...	
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	vLights	
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]	