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| **Intention** | **Manual Control** | **Fly-By-Wire Control** | **Actuator(s)** |
| Forward | Symmetric Triggers | Left Stick Borward or W key | Both Tracks Forward – Same Speed |
| Braking/Backing | Symmetric Bumpers | Left Stick Backwards or S key | Both Tracks Backwards – Same Speed |
| Rotating Left | Right Trigger and Left Bumper | Left Stick Left or A key | Right Track Forwards – Left Track Backwards |
| Rotating Right | Left Trigger and Right Bumper | Left Stick Right or D key | Left Track Forwards – Right Track Backwards |
| Turret Rotating Left | Left Stick Left | Right Stick Left or Mouse tracks left | Turret rotates to the left |
| Turret Rotating Right | Left Stick Right | Right Stick Right or Mouse Track Right | Turret rotates to the right |
| Barrel Raises | Left Stick Up | Right Stick Up or Mouse track up | Barrel Raises elevation |
| Barrel Lowers | Left Stick Down | Right Stick Down or Mouse track down | Barrel Lowers Elevation |
| Fire the Cannon | A Button | Right Trigger or LMG | Fires the cannon |

This is the Control Scheme for the game