Bel Nix: Tactics Controls

Terms

LMB = Click Left Mouse Button

RMB = Click Right Mouse Button

MMB = Click Middle Mouse Button

^ v < > = Arrow Keys (UP, DOWN, LEFT, RIGHT)

Unit – A character sprite that can move and attack during combat

Moving Unit – The unit whose turn order it is on and therefore is the only one that can move/attack

Combat

**WASD** – Pan camera in direction pressed

**Hold MMB and drag** – Pan camera in opposite direction

**LMB on any tile** (even those occupied by characters/objects) – Give movement/attack range display back to unit that is moving and display shortest path to reach that tile (or to closest tile if the tile selected cannot be stood on or is occupied)

**Hold LMB and drag** – Give display of moving unit’s ranges and create movement path where mouse is dragged

**RMB on character sprite** – Select unit to view available stats and move/attack range

**LMB on name in Turn Order list** – Same as above for the unit associated with clicked name

**RMB on currently selected character** sprite – Deselect unit and display no move/attack ranges

**RMB on object sprite** – Display any information available about the tile (or nothing if there is nothing unique about the tile)

**Double-Click LMB on a tile** – Automatically move to the clicked tile. This uses your move action. The same also applies if you drag a custom path and then click quickly after release.

**Double-Click LMB on an interactable object** – Automatically move to the closest adjacent tile and interact with the object. This uses your move (if you need to move there it interact with it) and a minor action. The same also applies if you drag a custom path and then click quickly after release.

**Double-Click LMB on an enemy** – Automatically move to the closest adjacent tile and attack the enemy. This uses your move (if you need to move there to attack) and standard actions. The same also applies if you drag a custom path and then click quickly after release.

**v >** – Change selected unit to next unit in the Turn Order (going past the end wraps around to beginning)

**^ <** – Change selected unit to previous unit in the Turn Order (going above the beginning wraps around to the end)

**Hold RMB and drag** – Create a selection box

**Release RMB** – Display combined move/attack range of all selected units

**Shift + RMB** – Display move/attack range of clicked unit without removing the displayed ranges of previously selected unit(s)

**Space** – Focus camera on moving unit’s character sprite and display its move/attack range

**Esc** – Bring up options menu and pause all currently moving animations until the options menu is closed (pressing esc again can close it)

**T** – Toggle the Turn Order to display or not