

FLIGHT & NAVIGATION

QG-01

VERIFIED

STAR CITIZEN 4.10.x

EN

REV 2026-09

Default keyboard and mouse bindings. “no default” = the game has the function but does not bind it out of the box – bind it yourself.

START / COCKPIT

Flight / Systems Ready	R-ALT + R
Toggle Power - All	U
Headlights (Toggle)	L
mobiGlas (Toggle)	F1
Map	F2
Exit seat	Y
Port Lock Toggle All	R-ALT + K

MASTER MODE SCM / NAV

Cycle Master Mode SCM / NAV	B
Set Master Mode to SCM	NO DEFAULT
Set Master Mode to Nav	NO DEFAULT
Toggle Quantum Operator Mode	NO DEFAULT

FLYING

Throttle + / -	W / S
Strafe left / right	A / D
Strafe up / down	SPACE / L-CTRL
Roll left / right	Q / E
Pitch / Yaw	MOUSE ↕/↔ axis
Pitch up / down (keyboard)	↓ / ↑
Boost	L-SHIFT
Spacebrake	X
Lock Pitch / Yaw	R-SHIFT

COUPLED / DECOUPLED

Decoupled Mode on / off	C
Throttle - Cruise Mode - Toggle	L-ALT + C
Throttle - Trim - Release	X
G-Force Safety On / Off	NO DEFAULT
E.S.P. On / Off	NO DEFAULT

SPEED LIMITER

Speed Limiter - Enable / Disable	NO DEFAULT
Speed Limiter Step + / -	L-ALT + MWHEEL ↑/↓
Acceleration Limiter + / -	R-ALT + MWHEEL ↑/↓

TAKEOFF / LANDING

Request Landing	L-ALT + N
Landing System (Toggle)	N
Autoland	N
Toggle VTOL	K
Request Cargo Loading	R-ALT + N
Docking (Initiate)	R-ALT + N

QUANTUM TRAVEL

Map (set destination)	F2
Engage Quantum Drive (Hold)	LMB
Jump Drive - Request Jump	LMB

QUANTUM SEQUENCE (PER GAME TEXT)

- 1 Set the destination on the map – a waypoint appears on your visor.
 - 2 Let the quantum drive spool up completely.
 - 3 Align the ship with the marker.
 - 4 Engage the quantum drive – hold, don't tap.
- Afterwards the drive needs to cool down.

TARGETING (BASICS)

Activate Ping (Hold & Release)	TAB
Cycle Lock - In View	T
Cycle Lock - Hostiles	5
Cycle Lock - Attackers	4
Unlock Current Target	L-ALT + T
Precision Targeting on / off	RMB
Hail Target	9

COUNTERMEASURES

Decoy - Launch Burst	H
Noise - Deploy	J

VIEW

Freelook	Z
Cycle camera view	F4
Look behind	,