

GROUND VEHICLES

QG-09

Default keys of the “vehicle driver” and “vehicle general” groups from the default profile.

POWER & SYSTEMS

Interaction Mode

F

Flight / Systems Ready

R-ALT + R

Headlights (Toggle)

L

Exit seat

Y

Emergency Exit Seat

U + L-SHIFT

tap

DOORS & MAP

Open/Close Doors (Toggle)

NO DEFAULT

Lock/Unlock Doors (Toggle)

NO DEFAULT

Port Lock Toggle All

R-ALT + K

Map

F2

mobiGlas (Toggle)

F1

Wipe Helmet Visor

L-ALT + X

DRIVE

Drive forward / backward

W / S

Turn left / right

A / D

Brake

X

hold

Boost

L-SHIFT

Toggle Auto Braking On Idle

C

Lock Pitch / Yaw

R-SHIFT

tap = toggle, hold = active

Horn

SPACE

Drive (axis)

AXIS

joystick default: Slider 1

ROC & MINING

Mining controls (mining mode, laser, modules): see QG-03 Mining.

NOT YET VERIFIED (4.10)

Weapons & turrets – which control group applies on ground vehicles

Cargo – loading and securing on ground vehicles

CAMERA & VIEW

Cycle camera view

F4

tap

Freelook (Hold)

Z

hold

Zoom (3rd person) + / -

MMHEEL ↑/↓

Look left/right · up/down

MOUSE ⇄/⇅

axis