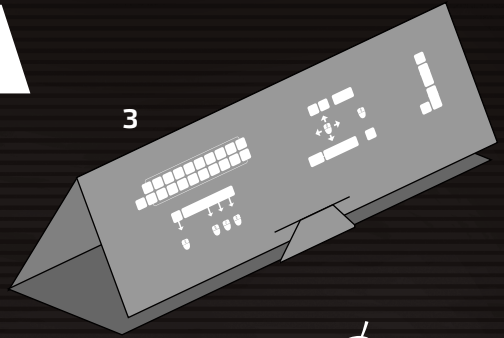
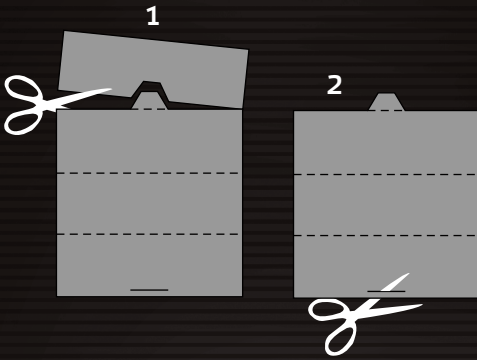


ARMA

DEFAULT CONTROLS



INFANTRY CONTROLS (DEFAULT)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

LOOK / AIM (Mouse) | **EXIT MENU** Esc | **LEARN LEFT** Q | **RUN FORWARD** W | **LEARN RIGHT** E | **RELOAD** R | **LOCK / REPORT TARGET** T | **TEAM SWITCH** U | **INVENTORY WATCH** I | **PLAYER STATUS** O | **PLAYER LIST** P | **FREE LOOK TOGGLE** * | **ZOOM OUT** -

HOLD VOIP TOGGLE* Caps Lock | **STRAFE LEFT** A | **BACK** S | **STRAFE RIGHT** D | **WEAPON MODE** F | **THROW (GRENADE THROW)** G | **CYCLE THROW ITEMS** B | **COMPAS** K | **LIGHT / LASER** L | **TOGGLE SIGHTS** / | **ZOOM IN** +

SPRINT LShift | **PRONE** Z | **CROUCH** X | **COMBAT PACE TOGGLE** C | **STEP OVER** V | **THROW (GRENADE THROW)** B | **BINOCULARS** N | **VISION MODES** M | **MAP** , | **PREV. CHANNEL** . | **NEXT. CHANNEL** / | **CHAT** M | **SCOPE VIEW** 0 | **1ST/3RD PERSON VIEW** Enter

RAISE / LOWER WEAPON TOGGLE* / ADJUST STANCE LCtrl | **W** | **A** | **S** | **D** | **WALK / RUN TOGGLE** W | **S** | **CONFIRM (CLICK)** (Mouse) | **EXIT MENU** (Mouse) | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM / HOLD BREATH** (Mouse) | **TOGGLE SIGHTS** (Mouse) | **FREE LOOK TOGGLE*** Alt | **DEFAULT ACTION** Space

WALK / RUN TOGGLE W | **S** | **CONFIRM (CLICK)** (Mouse) | **EXIT MENU** (Mouse) | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM / HOLD BREATH** (Mouse) | **TOGGLE SIGHTS** (Mouse) | **FREE LOOK TOGGLE*** Alt | **DEFAULT ACTION** Space

***DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY**

VEHICLE CONTROLS (DEFAULT)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

TURN IN Q | **FWD** W | **TURN OUT** E | **LOCK / WEAPON ZEROING, DISTANCE +/-** Page Up | **FREE LOOK TOGGLE** * | **ZOOM OUT** -

STEER LEFT A | **BACK** S | **STEER RIGHT** D | **LIGHTS** L | **LOOK DIR.** 4 | 5 | 6 | **ZOOM IN** +

X | **C** | **V** | **N** | **M** | **1** | **2** | **3** | **1ST/3RD PERSON VIEW** Enter

CYCLE GUNNER'S WEAPONS LCtrl | **F** | **SLOW FWD** LCtrl | **W** | **FAST FWD** LShift | **W** | **DEFAULT ACTION** Space

FIRE ORDER LCtrl | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM** (Mouse)

STEER AIM TURRET LOOK (Mouse)

AIRCRAFT CONTROLS (DEFAULT)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

RUDDER LEFT Q | **NOSE DOWN** W | **RUDDER RIGHT** E | **LOCK / REPORT TARGET** Page Up | **FREE LOOK TOGGLE** * | **ZOOM OUT** -

BANK LEFT A | **BACK** S | **NOSE UP** D | **BANK R.** F | **LIGHTS** L | **LOOK DIR.** 4 | 5 | 6 | **ZOOM IN** +

LShift | **Z** | **X** | **C** | **SWITCH WEAPONS** N | **M** | **1** | **2** | **3** | **1ST/3RD PERSON VIEW** Enter

INCREASE THRUST LCtrl | **DEC. THRUST** LCtrl | **AUTO-HOVER** LCtrl | **COUNTER-MEASURES** LCtrl | **VISION MODES** M | **MINIMAP** M | **SCOPE VIEW** 0 | **DEFAULT ACTION** Space

CYCLE GUNNER'S WEAPONS LCtrl | **F** | **CHANGE COUNTERMEASURES** LCtrl | **C** | **FIRE ORDER** LCtrl | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM** (Mouse)

BANK / TILT AIM TURRET LOOK (Mouse)

GROUP / TEAM COMMAND CONTROLS (DEFAULT)

SELECT UNITS F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12

PREVIOUS UNITS ← | **NEXT UNITS** →

COMMAND **VIEW** **SELECTION** **MOVEMENT**

COMPLEX COMMAND SHORTCUTS:
 1 MOVE
 2 TARGET
 3 ENGAGE
 4 MOUNT
 5 STATUS
 6 ACTION
 7 COMBAT MODE
 8 FORMATION
 9 TEAM
 0 RADIO

LOOK (Mouse) | **ZOOM OUT** - | **ZOOM IN** + | **1ST/3RD PERSON VIEW** Enter

COMPLEX COMMAND MENU (Mouse) | **TOGGLE HIGH COMMAND INTERFACE** LCtrl | Space | or | (Mouse)

ADD UNIT WAYPOINT LCtrl | **QUICK COMMAND** (Mouse) | **NAVIGATE UP/DOWN** (Mouse) | **CLOSE COMMAND MENU** (Mouse) | **ALTERNATE QUICK COMMAND** (Mouse)

DEFAULT ACTION Space | **TACTICAL VIEW** (Mouse)

ARMA

INDUSTRY STANDARD



INFANTRY CONTROLS (INDUSTRY STANDARD)

LEGEND: MOVEMENT (Green), VIEW (Blue), WEAPONS (Orange), MISC (Grey), MENU (Purple)

MOVEMENT: Q (Lean Left), W (Run Forward), E (Lean Right), A (Strafe Left), S (Back), D (Strafe Right), Z (Weapon Mode), X (Toggle Sights), C (Combat Pace Toggle), V (Step Over)

VIEW: Mouse (Look/Aim), 0 (Free Look Toggle), 7 (Home), 8 (Up), 9 (Up/Up), 4 (Home), 5 (Home), 6 (Home), 1 (End), 2 (Down), 3 (Down/Down), 0 (Scope View)

WEAPONS: R (Reload), T (Lock/Report Target), U (Team Switch), I (Inventory Watch), O (Player Status), P (Player List), F (Default Action), G (Throw Grenade/Throw), B (Binoculars), N (Vision Modes), M (Map), K (Compass), L (Light/Laser), M (Minimap), Prev. Channel, Next Channel

MISC: Esc (Exit Menu), Caps Lock (Hold Voip Toggle*), LShift (Sprint), LCtrl (Crouch), RCtrl (Raise/Lower Weapon Toggle*/Adjust Stance), Alt (Free Look Toggle*), Space (Prone), W (Walk/Run Toggle), S (Walk/Run Toggle), Enter (1st/3rd Person View)

MENU: Tab (Chat), Page Up (Toggle Sights), Page Down (Toggle Sights), / (Toggle Sights), * (Free Look Toggle), - (Zoom Out), + (Zoom In)

Mouse: Left Click (Confirm), Right Click (Exit Menu), Left Click (Click/Hold Fire), Right Click (Click - Iron Sights Hold - Zoom / Hold Breath)

*DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY

VEHICLE CONTROLS (INDUSTRY STANDARD)

LEGEND: MOVEMENT (Green), VIEW (Blue), WEAPONS (Orange), MISC (Grey), MENU (Purple)

MOVEMENT: Q (Turn In), W (Fwd), E (Turn Out), R (Next Target), T (Lock/Report Target), A (Steer Left), S (Back), D (Steer Right), F (Default Action), L (Lights), Z (Cycle Gunner's Weapons), C (Countermeasures), V (Get Out of Vehicle/Fast Exit*), N (Vision Modes), M (Minimap), Space (Hand Brake)

VIEW: Mouse (Steer Aim Turret Look), 0 (Free Look Toggle), 7 (Home), 8 (Up), 9 (Up/Up), 4 (Home), 5 (Home), 6 (Home), 1 (End), 2 (Down), 3 (Down/Down), 0 (Scope View)

WEAPONS: R (Weapon Zeroing/Distance +/-), T (Lock/Report Target), F (Default Action), G (Gear), N (Change Countermeasures), Z (Cycle Gunner's Weapons), C (Change Countermeasures)

MISC: LCtrl (Fire Order), RCtrl (Fire Order), Left Click (Click/Hold Fire), Right Click (Click - Iron Sights Hold - Zoom)

AIRCRAFT CONTROLS (INDUSTRY STANDARD)

LEGEND: MOVEMENT (Green), VIEW (Blue), WEAPONS (Orange), MISC (Grey), MENU (Purple)

MOVEMENT: Q (Rudder Left), W (Nose Down), E (Rudder Right), R (Nose Up), T (Lock/Report Target), A (Bank Left), S (Bank Right), D (Nose Up), F (Default Action), G (Gear), N (Vision Modes), M (Minimap), Space (Dec. Thrust)

VIEW: Mouse (Bank/Tilt Aim Turret Look), 0 (Free Look Toggle), 7 (Home), 8 (Up), 9 (Up/Up), 4 (Home), 5 (Home), 6 (Home), 1 (End), 2 (Down), 3 (Down/Down), 0 (Scope View)

WEAPONS: R (Lock/Report Target), F (Default Action), G (Gear), N (Change Countermeasures), Z (Cycle Gunner's Weapons), C (Change Countermeasures)

MISC: LCtrl (Fire Order), RCtrl (Fire Order), Left Click (Click/Hold Fire), Right Click (Click - Iron Sights Hold - Zoom)

GROUP / TEAM COMMAND CONTROLS (INDUSTRY STANDARD)

LEGEND: COMMAND (Yellow), VIEW (Blue), SELECTION (Grey), MOVEMENT (Green)

COMMAND: F1-F12 (Select Units), 1-0 (Complex Commands), F (Alternate Quick Command), Alt+F (Toggle High Command Interface)

VIEW: Mouse (Look), 0 (Free Look Toggle), 7 (Home), 8 (Up), 9 (Up/Up), 4 (Home), 5 (Home), 6 (Home), 1 (End), 2 (Down), 3 (Down/Down), 0 (Scope View)

SELECTION: Left Arrow (Complex Command Menu), LShift+F (Toggle High Command Interface), F (Toggle High Command Interface)

MOVEMENT: - (Zoom Out), + (Zoom In), Enter (1st/3rd Person View), . (Tactical View)

Complex Command Shortcuts: 1 MOVE, 2 TARGET, 3 ENGAGE, 4 MOUNT, 5 STATUS, 6 ACTION, 7 COMBAT MODE, 8 FORMATION, 9 TEAM, 0 RADIO