Void Destroyer 2 Default Key Mapping (controls are re-bindable)

Last Updated: 1-31-2020

Common

General

Function:	Key:	Notes:
Toggle Mode - Ship/Overworld	ENTER/RETURN	Away from hostiles and gravity objects
Toggle Mode - Tactical/Ship	SPACE	
Toggle - Tactical Classic/Pretty	SHIFT + SPACE	
Ship Switch Screen	SHIFT + ENTER	And fleet overview
Time Dilation	SHIFT + T	Slow down time - toggle (not ESC key)
Toggle Autopilot	ALT + A	
Return To Main Ship	HOME	Where player's "body" is located
Launch Fighter	L	
Lauch All Fighters	SHIFT + L	
Open Comms	SHIFT + C	
Toggle Distress Signal	SHIFT + D	
Quick Save	F8	Can save in Overworld mode and Docked

Active Abilities (if available in ship)

Function:	Key:	Notes:
Ability 1	SHIFT + 1	
Ability 2	SHIFT + 2	
Ability 3	SHIFT + 3	
Ability 4	SHIFT + 4	
Ability 5	SHIFT + 5	
Ability 6	SHIFT + 6	
Ability 7	SHIFT + 7	
Ability 8	SHIFT + 8	
Ability 9	SHIFT + 9	
Ability 10	SHIFT + 10	
Ability Selection - Next	PAGE UP	
Ability Selection - Previous	PAGE DOWN	
Selected Ability - Activate	END	

Overworld Mode

General

Function:	Key:	Notes:
Toggle Primary Burn	SHIFT + S	
Toggle Secondary Burn	SHIFT + W	

Ship Mode

General

Function:	Key:	Notes:
Cockpit	F1	
Near Chase	F2	
Far Chase	F3	
Turret	F4	
Command	F5	
Orbit	F6	
Next Ship	V	Fleet ships (not hired)
Previous Ship	B	Fleet ships (not hired)
Toggle HUD	SHIFT + H	
Toggle Mouse Maneuver Mode	M	Not available in cockpit view
Enable Mouse GUI Mode (hold)	CAPS LOCK	

Targeting

Function:	Key:	Notes:
Click/Crosshair Select		Left mouse or joystick/controller
Next Target	Z	
Previous Target	C	
Nearest Enemy	T	
Target Targeting You	Y	Good battle tactic for survivial
Missile Targeting You	SHIFT + M	
Target's Target	ALT + T	
Target Gravity Anchor	G	

Weapons

Function:	Key:	Notes:
Fire Primary		Right mouse click or joystick/controller
Fire Secondary	X	
Turrets Auto/Primary Toggle	BACKSPACE	Turrets become independent toggle

Movement

Function:	Key:	Notes:
Auto Thrust	SHIFT + F	Toggle flight thruster assist
Cruise Speed	SHIFT + W	Ship specific efficient speed/thrust
Zero Speed	SHIFT + S	
Increase Speed Setting	ALT + W	No speed limits
Decrease Speed Setting	ALT + S	Can travel backwards
Afterburner	TAB	
Thrust Foreward	W	No speed limits
Thrust Back	A	Can travel backwards
Thrust Right	A	
Thrust Left	D	
Thrust Up	R	
Thrust Down	F	
Roll Right	E	
Roll Left	Q	
Initialize Gravity Drive	SHIFT + G	
Set Gravity Drive Speed	SHIFT + BACKSPACE	

Command Mode

Function:	Key:	Notes:
Go To	1	
Thruster Go To	2	
Rotate	3	
Return to Neutral	4	
Cancel Command	0	
Camera Up	UP	Better view if obscured
Camera Down	DOWN	Better view if obscured
Toggle SPROG mode	5	Fleet linked fire
Primary Fire Toggle	SHIFT + F5	Turret(s) become indepenent toggle
Turret Track Target	SHIFT + A	Turret(s) track targets toggle
Set Target for Turret(s) Only	SHIFT + R	As opposed to both turret(s) and ship

Wingmen Comms

Function:	Key:	Notes:
Attack My Target	CTRL + A	Including hired ships
Hold Current Positions	CTRL + H	Including hired ships
Form Up	CTRL + F	Including hired ships
Repair Target (or me if no target)	CTRL + R	Including hired ships

Target Comms:

Function:	Key:	Notes:
Taunt/Insult	CTRL + T	Must have target

Tactical Mode

General

Function:	Key:	Notes:
Mouse Select/Confirm		Left mouse click
Mouse Orbit/Right Select		Right mouse click
Toggle GUI	SHIFT + H	
Faction Outline (PRETTY MODE ONLY)	CAPS LOCK	
Select Current Ship	F1	
Select Main Ship	F2	
Select All Combat Ships	F5	
Select All Non-Combat Ships	SHIFT + F5	
Create Nav Object	N	
Delete Nav/Placeholder	DELETE	
Switch To Ship and Exit Tac Mode	SHIFT + W	

Camera

Camera Follow Toggle	SHIFT + F	Focus On/Track an object
Camera Foreward	W	
Camera Back	S	
Camera Up	R	
Camera Down	F	
Camera Right	D	
Camera Left	A	

Ship Commands

Function:	Key:	Notes:
Hold Position	H	
Idle	I	
Turn	SHIFT + R	
Patrol Area	P	
Move To Position	M	
Move To Position (Attack)	SHIFT + M	
Wait Here	T	
Cancel Wait	SHIFT + T	

Group Create

Function:	Key:	Notes:
Group 1	CTRL + 1	
Group 2	CTRL + 2	
Group 3	CTRL + 3	
Group 4	CTRL + 4	
Group 5	CTRL + 5	
Group 6	CTRL + 6	
Group 7	CTRL + 7	
Group 8	CTRL + 8	
Group 9	CTRL + 9	
Group 0	CTRL + 0	

Group Select

Function:	Key:	Notes:
Group 1	1	
Group 2	2	
Group 3	3	
Group 4	4	
Group 5	5	
Group 6	6	
Group 7	7	
Group 8	8	
Group 9	9	
Group 0	0	

First Person Mode (While Docked)

General

Function:	Key:	Notes:
Forward	W	
Back	S	
Strafe Right	D	
Strafe Left	A	