

BATTLEZONE[®]

98 REDUX

Keyboard Controls

This is the default keyboard layout for Battlezone 98 Redux.

To change the default controls, go to Options and choose Input Configuration. From here you can also enable a controller/joystick that controls movement and selected weapons.

Vehicle Control

Q	– Slow Forward
W	– Forward
S	– Stop and Back
A	– Strafe Left
D	– Strafe Right
F	– Pitch Up
C	– Pitch Down
Left Mouse	– Turn left
Right Mouse	– Turn Right
E	– Jump

Weapons

Left Mouse	– Fire Weapon
Right Mouse	– Select Weapon
F8-F12	– Select Weapon
Ctrl F8 - Ctrl F12	– Group Weapon
L	– Link Weapons

Camera Views

Shift F1	– Cockpit and HUD view
Shift F2	– HUD-only view
Shift F3	– Over Vehicle view
Shift F4	– External Camera view
Shift F5	– No HUD or Cockpit view
Arrow Keys	– External Camera Controls (Edit Mode)
+/-	– Zoom In/Out (Edit Mode)
Shift F11	– Free Cam (Edit Mode)

Command Interface

Esc	– Game Options Menu
1-9 and 0	– Activate Command Interface Menus
Space	– Issue Smart Reticle Command to Selected Unit
Alt	– Issue Smart Reticle Command on Selected Target
Tab	– Cancel Selected Command Menu
Shift	– Mouse Control of Menu

Unit Grouping

Ctrl and Select Unit	– Select Multiple Units
Ctrl F1 through Ctrl F7	– Map Selected Units to Quick Key
F1 - F7	– Select Player-Mapped Group

Other

T	– Target Enemy On or Off/Turn Off Nav Beacon
N	– Select Next Nav Beacon
P	– Drop Nav Beacon
I	– Get information on Object Under Reticle
H	– Hop Out of Vehicle
Ctrl B	– Bail Out and Destroy Vehicle
K	– Deploy/Pack Up Deployable Vehicles
Ctrl C	– Chat to Another Player in Multiplayer
Pause	– Pause Game
Alt X	– Exit Mission
M	– Multiplayer Information
O	– Review Mission Objectives
R	– Repeat Radio Transmission
Caps Lock	– Toggle Radar/Map