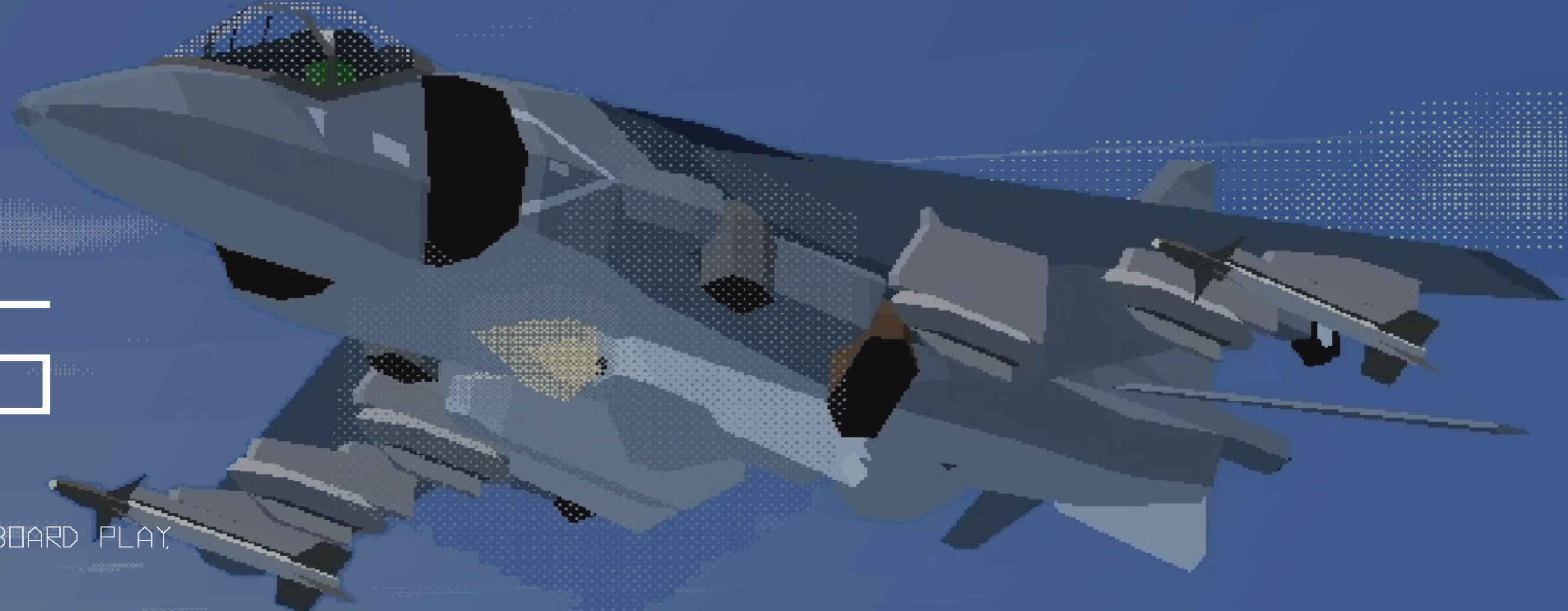# CONTROLS & BINDINGS

TINY COMBAT ARENA FEATURES A REBINDABLE SET OF CONTROLS.
SENSIBLE DEFAULTS HAVE BEEN PROVIDED TO FACILITATE BOTH MOUSE/KEYBOARD PLAY
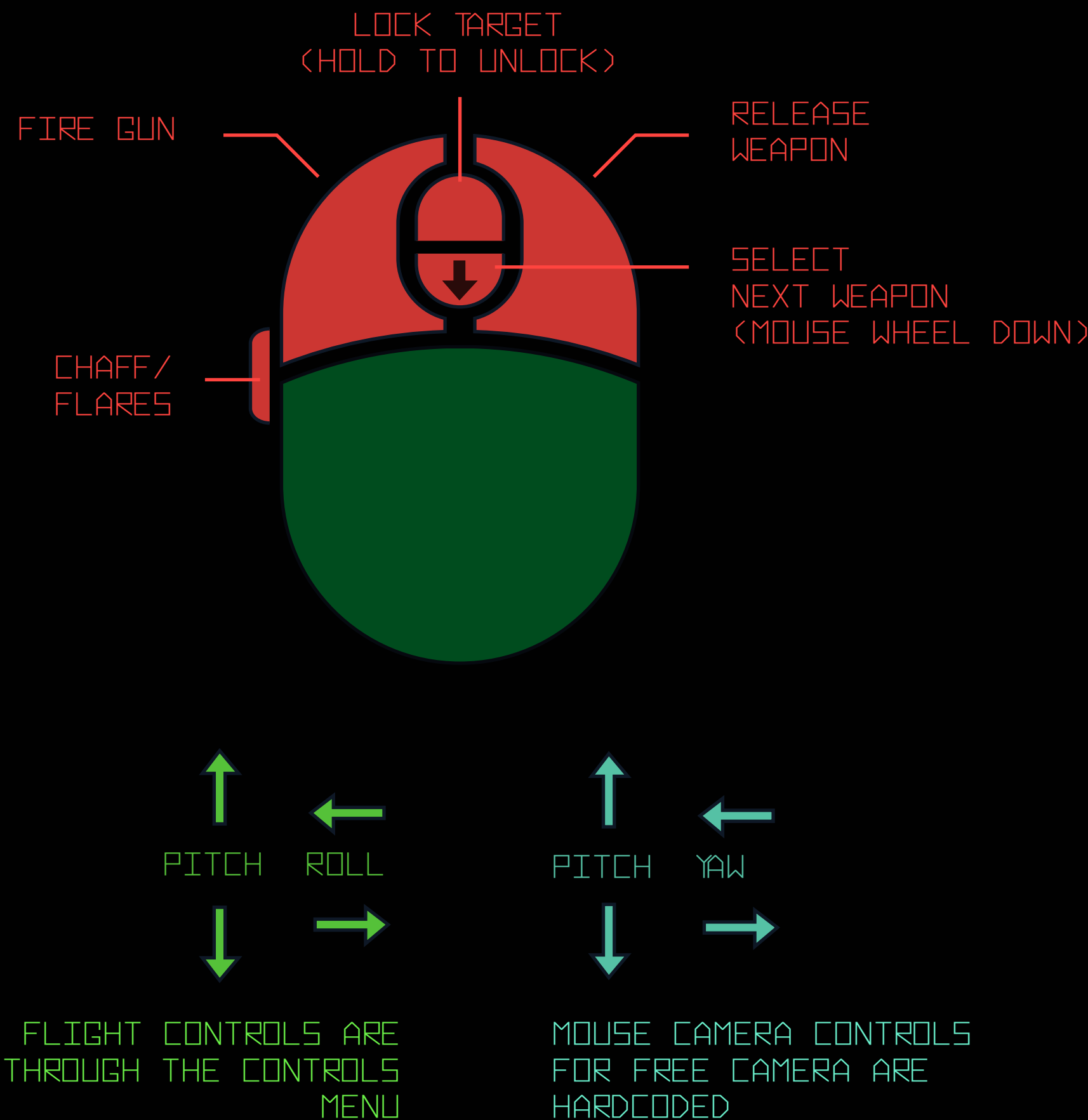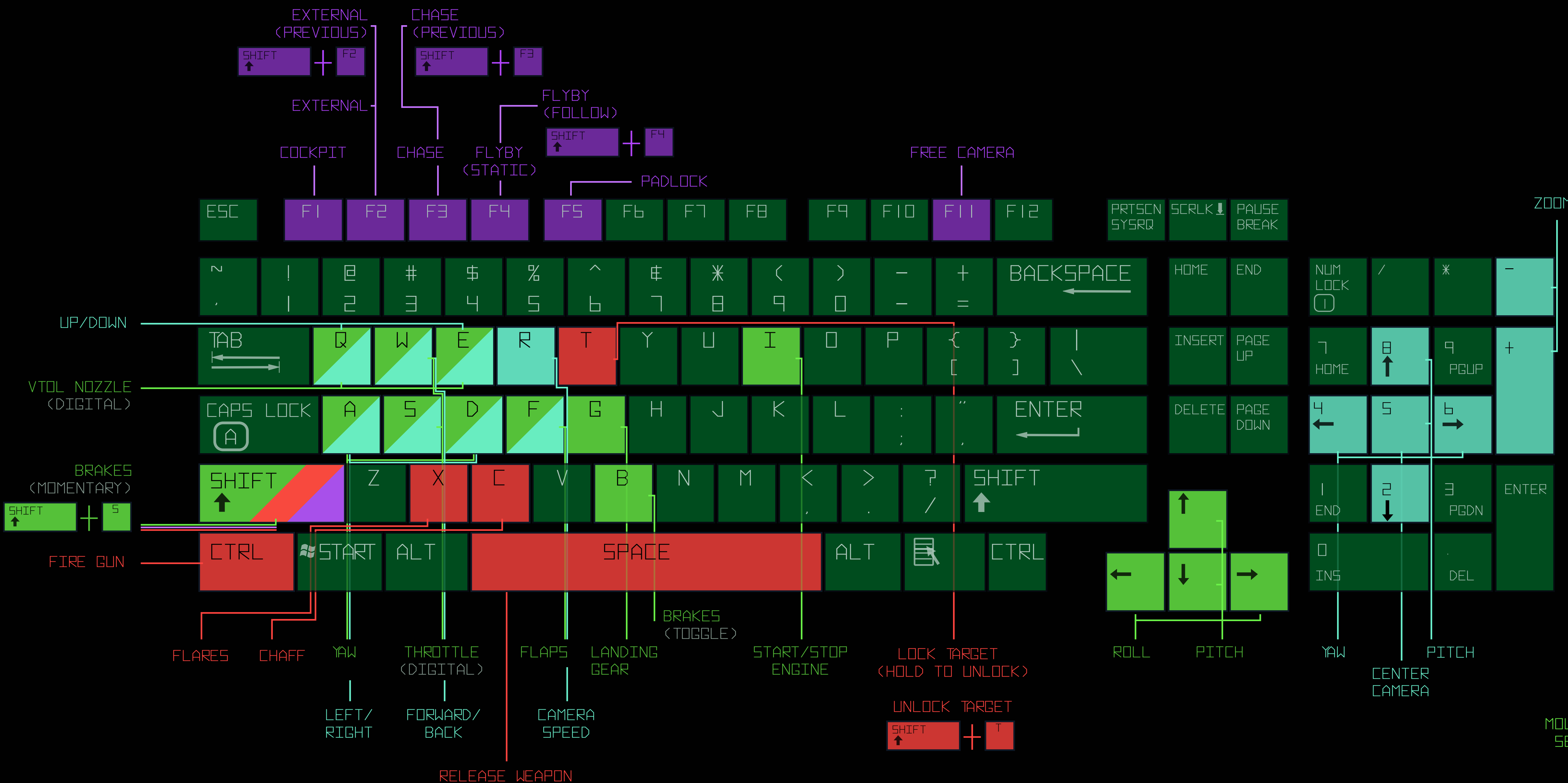AND GAMEPAD PLAY

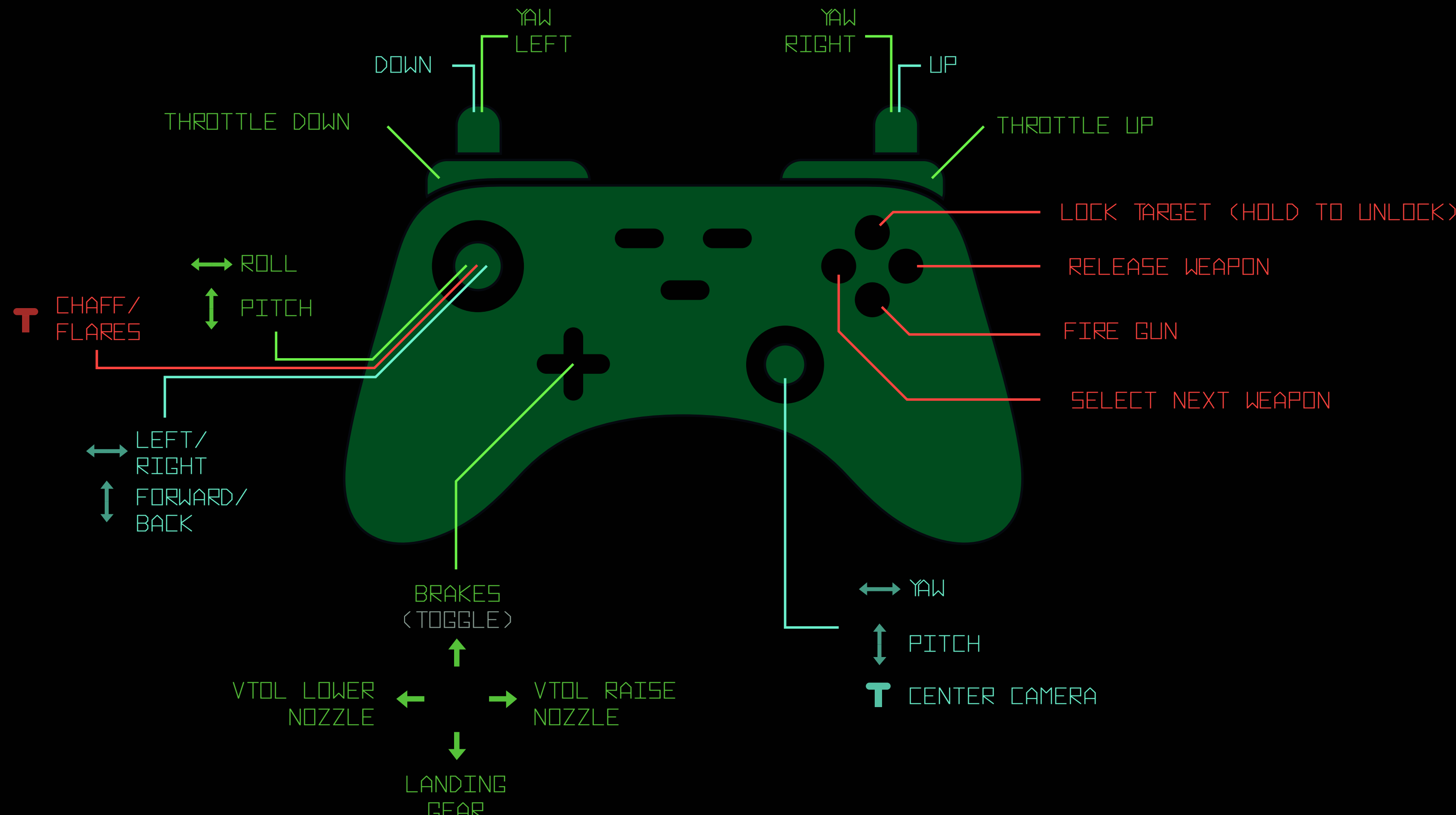## FLIGHT CONTROLS

VIEW SELECT

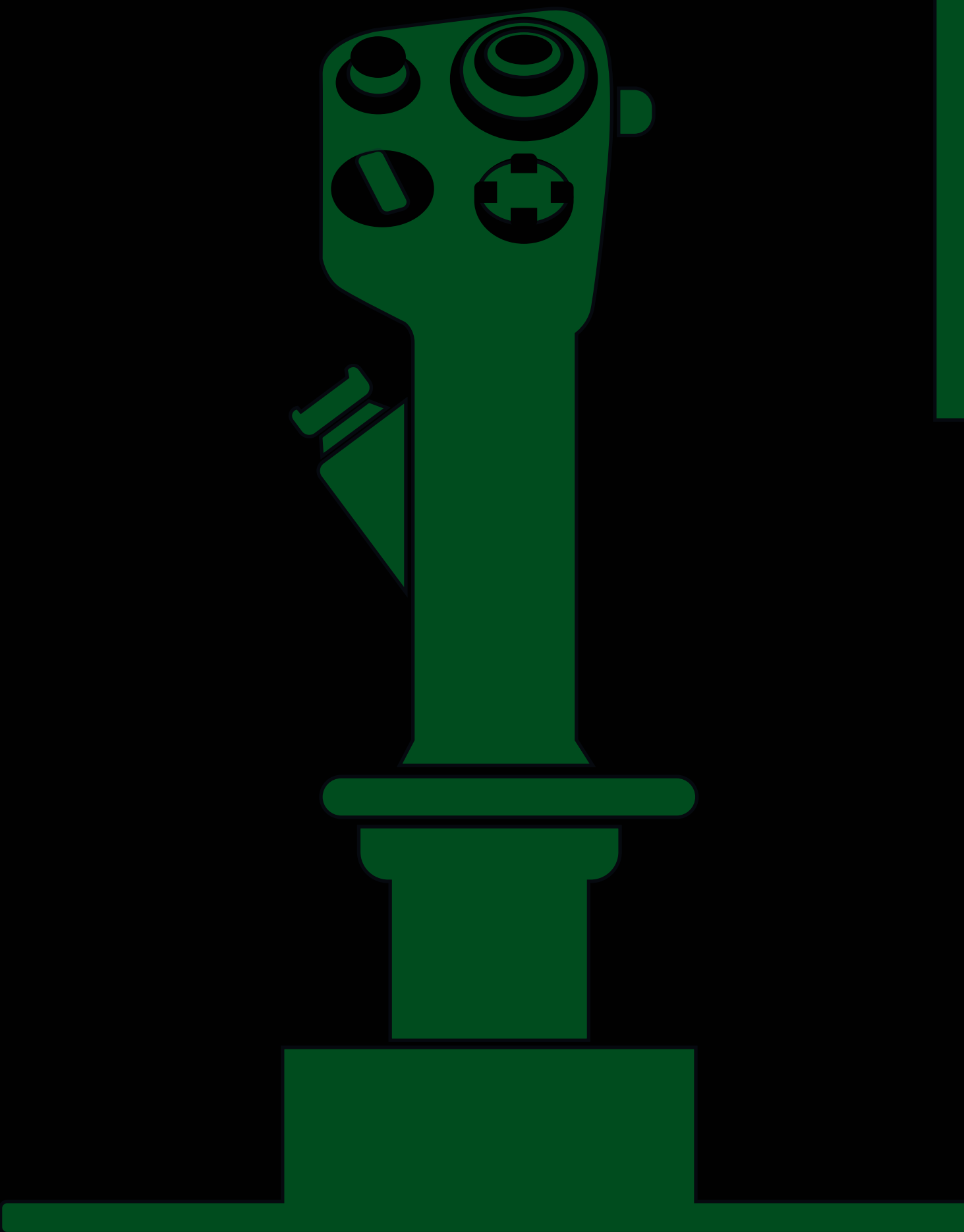## CAMERA CONTROLS

WEAPON CONTROLS

MOUSE CONTROLS

MOUSE CONTROLS ARE HANDLED A BIT
DIFFERENTLY COMPARED TO THE TYPICAL
KEYBINDS. TO ENABLE/DISABLE MOUSE
CONTROLS, CHANGE THE MOUSE CONTROL MODE
IN THE CONTROLS SETTINGS MENU TO
VIRTUALJOYSTICK. THIS WILL ENABLE THE
MOUSE FOR FLIGHT CONTROLS. KEEP IN MIND
HOWEVER, THAT ENABLING THE VIRTUAL
JOYSTICK DISABLES THE
CONTROLLER/JOYSTICK FOR FLIGHT INPUT.

Keyboard (Flight Controls)

EXTERNAL (PREVIOUS) — SHIFT + F2
CHASE (PREVIOUS) — SHIFT + F3
FLYBY (FOLLOW) — SHIFT + F4
EXTERNAL — F2
FLYBY (STATIC) — F4
COCKPIT — F1
CHASE — F3
PADLOCK — F5
FREE CAMERA — F11
ZOOM

UP/DOWN
VTOL NOZZLE (DIGITAL)
BRAKES (MOMENTARY) — SHIFT + S
FIRE GUN

FLARES — CTRL
CHAFF — START
YAW — ALT
THROTTLE (DIGITAL)
FLAPS
LANDING GEAR
BRAKES (TOGGLE)
START/STOP ENGINE — SPACE
LOCK TARGET (HOLD TO UNLOCK) — ALT
UNLOCK TARGET — SHIFT + T
RELEASE WEAPON

LEFT/RIGHT
FORWARD/BACK
CAMERA SPEED

ROLL
PITCH
YAW
CENTER CAMERA
PITCH

Mouse

LOCK TARGET (HOLD TO UNLOCK)
FIRE GUN
RELEASE WEAPON
CHAFF/FLARES
SELECT NEXT WEAPON (MOUSE WHEEL DOWN)

PITCH   ROLL
PITCH   YAW

MOUSE FLIGHT CONTROLS ARE
SET THROUGH THE CONTROLS
MENU

MOUSE CAMERA CONTROLS
FOR FREE CAMERA ARE
HARDCODED

GAMEPAD CONTROLS

YAW LEFT
DOWN
YAW RIGHT
UP
THROTTLE DOWN
THROTTLE UP
LOCK TARGET (HOLD TO UNLOCK)
RELEASE WEAPON
FIRE GUN
SELECT NEXT WEAPON
ROLL
PITCH
CHAFF/FLARES
LEFT/RIGHT
FORWARD/BACK
BRAKES (TOGGLE)
YAW
PITCH
CENTER CAMERA
VTOL LOWER NOZZLE
VTOL RAISE NOZZLE
LANDING GEAR

JOYSTICKS/HOTAS

FOR A JOYSTICK, THERE ARE SOME VERY BASIC DEFAULTS. HOWEVER,
IT'S DIFFICULT TO CREATE DEFAULT CONTROLS TO COVER EVERY
JOYSTICK EVER MADE, SO SOME MANUAL BINDING/CUSTOMIZATION
WILL BE REQUIRED TO SET UP A JOYSTICK OR HOTAS. ANALOG INPUT
AXES ARE PROVIDED WHERE RELEVANT (E.G. THROTTLE) TO PROVIDE
AN ALTERNATIVE SUITED FOR JOYSTICKS.

FURTHER TUNING CAN BE DONE THROUGH THE CALIBRATE BUTTON ON
THE CONTROL BINDINGS SCREEN. A SMALL BAR VISUALIZES HOW THE
AXIS WILL RESPOND, AND CAN BE MANIPULATED IN REAL TIME.

SELECT AN AXIS YOU WISH TO MODIFY AND THE
FOLLOWING PARAMETERS CAN BE ADJUSTED.

DEAD ZONE: NO CONTROL INPUT IS REGISTERED UNTIL
THE AXIS MOVES OUTSIDE OF THE DEADZONE.

ZERO: SETS WHERE ON THE AXIS ZERO IS CONSIDERED
FOR SOMETHING LIKE A THROTTLE, WHICH IS DESIGNED
TO WORK WITH LIMITS OF [0, 1]. THE ZERO SHOULD BE
SET TO EITHER 0 OR 1 DEPENDING ON YOUR HARDWARE.

SENSITIVITY: THIS APPLIES A MULTIPLIER TO THE
AXIS TO MAKE IT MORE OR LESS SENSITIVE. IN MOST
CASES, IT'S BEST TO LEAVE THIS CENTERED AT THE
DEFAULT VALUE.

TINY COMBAT ARENA