

# Key bindings and controllers

## Introduction

Largely based on the [helpful contribution of "Ameer Nuub"](#) with updates for Rebirth 4.0. Where you see "Enter", the subsequent numbers correspond to shortcuts within the "Sidebar" main menu unless noted otherwise. The legacy "Radial" main menu alternative uses differing numbering due to being limited to 6 options per menu level.

## FLIGHT CONTROL

UP ARROW= Steer up  
DOWN ARROW= Steer down  
LEFT ARROW= Steer left  
RIGHT ARROW= Steer right  
X or Mouse wheel up= Accelerates the ship  
Z or Mouse wheel down= Decelerates the ship, press again to go in reverse  
Backspace= Resets thrust to 0% in Regular Space / Exits Local Highway  
TAB= Boost and sets thrust to 100% (drains shields)  
Q= Roll left  
E= Roll right  
A= Strafe left  
D= Strafe right  
W= Strafe up  
S= Strafe down  
SPACE= Change steering mode  
Shift + A= Autopilot  
Shift + D= Docking (when landing pad is targeted and in range)  
o (the letter)= Container Magnet (picks up floating crates, etc; AKA "Loot Magnet")  
j = SETA (craftable upgrade)  
Shift+J = Playership Jumpdrive (craftable upgrade)

## WEAPONS

Right Mouse Button/CTRL= Fire primary weapon (cannon)  
L= Fire Skunk secondary weapon (missiles) or detonate [Traitor Drone mines](#).  
N= Next primary weapon  
M= Next secondary weapon

## TARGETING

SHIFT + E= Nearest Enemy  
SHIFT + F = Nearest Object

## MENUS

??? = Quick Menu (new menu in v4.30)  
T= Ability Menu (controls drones on the Skunk)  
ENTER= Main menu (opens sub-menus) Select options in menus  
ESC= Opens/Closes in-game option menu (if no menu/conversation is open)  
Goes one step back in menu/conversation  
DEL= Closes menu/conversation totally  
UP/DOWN arrows= Select row  
TAB = Selects next interactive element in menu  
F= Opens Interaction menu OR instantly executes instant action  
.(PERIOD)= Opens sector map  
, (COMMA)= Opens system map  
C= Open comm menu with target  
I= Opens details menu  
Shift + M= Switches between the two radar modes  
Shift + R= Switches the radar text overlay on/off

## OTHER

PAUSE= Pause  
SHIFT + S= Quick save  
SHIFT + L= Quick load  
SHIFT + O= Opens/Closes in-game option menu (if no menu/conversation is open)  
PRINT SCREEN= Take screenshot

## SPACE PLATFORM MOVEMENT

W= Move forward  
S= Move backward  
A= Strafe left  
D= Strafe right  
UP ARROW= Look up  
DOWN ARROW= Look down  
LEFT ARROW= Look left  
RIGHT ARROW= Look right  
SHIFT= Hold to Walk  
SPACE= Jump  
CTRL= Crouch  
Left Mouse Button= Interact

## MODES

Enter > 1 > 1= Station Scan Mode  
Enter > 1 > 2= Cargo Collect Mode  
Enter > 1 > 3= Mining Mode  
Enter > 1 > 4= Ship Scan Mode  
Enter > 1 > 5= Long Range Scan Mode

## INFORMATION

Enter > 2 > 1= My Own Status  
Enter > 2 > 2= Property Owned  
Enter > 2 > 3= Ship Status  
Enter > 2 > 4= Logbook  
Enter > 2 > 5= Encyclopaedia

## MISSIONS

Enter > 3 > 1 = Active Missions  
Enter > 3 > 2 = [Bulletin Board System](#) (lists most [missions](#) in the zone; a few rarer and shady ones are only found via icons in stations)  
Enter > 3 > 3 = [Tutorials \(4.0\)](#)  
Enter > 3 > 4 = Autopilot on/off for active mission destination (Backspace also stops it)

## NAVIGATION

Enter > 4 > 1 = Galaxy Map  
Enter > 4 > 2 = System Map  
Enter > 4 > 3 = Sector Map (also "comma")  
Enter > 4 > 4 = Zone Map (also "full stop")  
Enter > 4 > 5 = Autopilot on/off for current target (Backspace also stops it)

## OPEN COMM LINK

Enter > 5 > 1= Mission Contacts  
Enter > 5 > 2= [Crew for Albion Skunk](#) (Engineers, Marine Officers (for [Boarding](#)) and Pilots (for claiming abandoned S or M ships).  
Enter > 5 > 3= [Crew for Capital Ships](#) (L & XL ships; Captains, Engineers, Defence Officers and Architects).  
Enter > 5 > 4= [Crew for Station](#) (Managers and Defence Officers)  
Enter > 5 > 5= [Specialist for Station](#)  
Enter > 5 > 6= [Trader](#) ([License Brokers](#) and inventor ware traders)  
Enter > 5 > 7= [Ship Services](#) ([Engineers](#), [Mechanics](#), [Drone Dealers](#), [Arms Dealers](#) and Recruitment Officers (for [Marine hire](#)))  
Enter > 5 > 8= [Police Chief](#)

## TRADING

Enter > 6 > 1 / (Shift+T) = Trade Offers menu (view all current offers)

Enter > 6 > 2 / (Shift+Y) = Trade Deals menu (shows the most profitable deals the selected ship's cargobay)

## CREW

Enter > 7 > 1 = "Call Remotely" / Visit Crew Quarters

Enter > 7 > 2 = Return to Cockpit

## DRONE ABILITIES

Enter > 8 > 1= ????? (depends on your drone loadout)

Enter > 8 > 2= ????? (depends on your drone loadout)

Enter > 8 > 3= ????? (depends on your drone loadout)

Enter > 8 > 4= ????? (depends on your drone loadout)

Enter > 8 > 5= ????? (depends on your drone loadout)

Enter > 8 > 6= ????? (depends on your drone loadout)

Enter > 8 > 7= ????? (depends on your drone loadout)

Enter > 8 > 8= ????? (depends on your drone loadout)

Enter > 8 > 9= ????? (depends on your drone loadout)

Enter > 8 > 0= ????? (depends on your drone loadout)

## OPTIONS

Enter > 9 > 1 = (Options Menu)

Enter > 9 > 2 = (Quick Controls) - see below

## QUICK CONTROLS

Standard View

External View

Toggle SETA (craftable upgrade)

Container Magnet ("o" the letter)

Toggle mouse steering ("Space")

Toggle flight assist ("g")

Toggle Radar Text Overlay ("shift+r")

Toggle Radar Mode ("shift+m"; top-down or 3D)

Pause (" ` ")

Toggle Sound ("")

## COMM (communications with selected, owned ships)

c > 1 > = Leave my squad

c > 2 > = New order - see below

c > 3 > = Assign new superior

c > 4 > = Follow me again

c > 5 > = Show Ship Details

## COMM: OWNED SHIP COMMANDS ("New order")

c > 2 > 1 = Fly To...

c > 2 > 1 > 1 = Take me to... (zone/sector/system only; see "Fly to position" for finer control)

c > 2 > 1 > 2 = Hold Position

c > 2 > 1 > 3 = Fly to my Current Position

c > 2 > 1 > 4 = Fly to position (can map-select x/y axis position in-zone, or a zone/sector/system)

c > 2 > 1 > 5 = Withdraw from Battle (ship will ceasefire and attempt to boost away)

c > 2 > 2 = Gathering resources at...

c > 2 > 3 = Refuel

c > 2 > 4 > 1 = Patrol Zone

c > 2 > 4 > 2 = Attack All Enemies in Zone

c > 2 > 4 > 3 = Attack Object

c > 2 > 5 > 1 = Transfer wares through map  
c > 2 > 5 > 2 = Transfer wares through list

## PROPERTY OWNED MENU (shift+p) COMMANDS

1 = (Back)  
2 = Show on Map  
3 = Comm (see above) / Broadcast (supports multi-select; see below)  
4 = Detail

## BROADCAST TO MULTIPLE SHIPS (via Property Owned menu above)

1 = Fly to...  
1 > 2 = Hold Position  
1 > 3 = Fly to my Current Position  
1 > 4 = Fly to position (selectable x/y axis position in-zone, or can just select a zone, sector or system)  
1 > 5 = Withdraw from Battle (ship will ceasefire and attempt to boost away)  
1 > 6 = Back  
2 = Join my squad  
3 = Assign new superior (selection only via map)  
4 > 1 = Patrol Zone  
4 > 2 = Attack All Enemies in Zone  
4 > 3 = Attack Object  
5 = Stop current task

## ZONE MAP COMMANDS

1 = (Back)  
2 = Sector (moves map focus to the zone's sector)  
3 = New order (see below)  
4 = Detail

## NEW ORDER MENU (zone-map menu; see above)

Abort / Stop Current task  
Fly to... / Take me to...  
Fly to... / Hold Position  
Fly to... / Fly to my Current Position  
Fly to... / Fly to position (selectable x/y axis position in-zone, or can just select a zone, sector or system)  
Fly to... / Withdraw from Battle (ship will ceasefire and attempt to boost away)  
Gather resources at...  
Refuel  
Attack / Patrol Zone  
Attack / Attack All Enemies in Zone  
Attack / Attack object  
Transfer wares... / Through map  
Transfer wares... / Through list

## "Expert Settings" within General Settings (options without default key bindings)

Command Line  
Open Debug Log  
Toggle Video Capture  
Toggle Cockpit (clears the view for screen shots)  
Toggle Text Display

## Joysticks / Controlers

Saitek X52 by gorman2040 (Egosoft forum)

I had a hard time configuring this joystick from the day X-Rebirth came out so I hope this will help people.

I tried to make a simple configuration. It's not using the 3 modes of the X52 but it uses the clutch and pinkie as normal buttons.

Also I had to tweak a few settings in Saitek Smart technology (SST) in order to make the strafe work (and a few other things).

Here is the SST profile:[zeroconfigV2.pr0](#)

Here is the X-Rebirth custom profile: [inputmap\\_1.xml](#)

And the mapping memo: [X52 Pro Template x-rebirth.jpg](#) Button number is what you see in X-Rebirth.

The mapping memo is from Tone71 at this link: <http://forums.eagle.ru/showthread.php?t=119086> Thanks to him !