Key Commands
As of version 0.11.24
Updated 1-23-2020

Movement
[+] Accelerate
[-] Decelerate
[w] Pitch Down
[a]   Roll Right
[s]   Pitch Up
[d]   Roll Left
[q]   Turn Left
[e]   Turn Right
[f4] Engage auto-pilot (requires a target to be set)
[j] Initiate Jump Calculations (requires a target at a distance of more than 50 Million Km)

Toggle Settings
[control-a] Toggle Aim Pip Visibility. Default status is visible.
[control-c] Decrease Distance to Far Clip Plane
[control-g] Toggle Bloom Filter (default on)
[control-i] Toggle Immunity from enemy laser fire
[control-n] Toggle Ship Name visibility
[control-t] Toggle Target Window visibility
[control-v] Toggle Volumetric Light (default is off)
[control-x] Use Emergency Refuel Token
[control-y] Toggle Target Window Label tab visibility.
[alt-n] Toggle FPS meter visibility
[alt-enter] Toggle Full-screen Mode
[h] Toggle Head Light on/off (default is off)
[m] Toggle Music (Turn music on or off. Music begins playing upon first jump by default)

Chat
[enter] Enter Chat / Send Chat
[/] Enter Chat
[control-alt-c] Reset Chat (clears chat window)
[shift-p] Displays list of logged in players to the chat window.

Other
[F1] Toggle Help Menu
[F12] Take a screen shot
[escape] Deselect Target and|or Close active context window.
[c] Cycle Camera Mode. 3rd person Fixed Cam. 3rd Person Free Cam. 3rd Person Mouse control mode1st Person Fixed Cam
[f] Fire Laser
[i] Toggle inventory window. Default status is hidden.
[tab][shift-tab] Cycle through available Auto Targets nearest to farthest/reverse direction.
[control-q] Quit App

Mouse

[mouse1 – Left Mouse Button] Set Target to object Clicked or Enter Chat mode if chat area clicked. Hold and move mouse to pan camera view.

[mouse3 – Right Mouse Button] Brings up a menu of actions or an informational window related to the object clicked. Hold and move the mouse to zoom view in or out (Free Camera mode only)

[mouse2 – Middle Mouse Button] Hold and move mouse to change camera angle (Free Camera mode only)

[Mouse Wheel Up] Zoom view in (when using mouse look mode)
[Mouse Wheel Down] Zoom view out (when using mouse look mode)

Debug Settings

These functions are meant to assist with debugging and play testing the program and are not intended to be actual features of the finished game.

[control-alt-p] Reset Ships position to near the targeted object
[control-h] Toggle Render Visibility (all 3d objects are parented to Render so this effectively hides the entire 3d scene leaving only HUD elements visible)
[control-e] Toggle Texture Visibility scene wide. Default is visible.
[control-alt-t] Toggle Texture on/off (toggles the visibility of all textures. Default is on)
[control-f] Toggle Asteroid Field Visibility
[control-w] Toggle Wire-frame Visibility. Default is hidden.

[shift-m] Set Speed to 1000
[control-m] Set Speed 10000
[space] Emergency Stop (instant Speed 0)

[control-o] Update Render Point (Sets the scene center to the ships position. This is called once per second by the game engine and should NOT need to be called by the user