

MOUSE CONTROLS	
	Select unit (<i>deselects prior selected</i>).
+	Select multiple units (<i>deselects prior selected, selects only military units by default</i>).
+	Select unit (<i>adds to prior selected</i>). On Build Button - Queue 5 ships instead of 1.
+ +	Select multiple units (<i>adds to prior selected</i>).
+ Ctrl	On Wormhole - Send view through wormhole. On Build Button - Queue 50 ships instead of 1.
+ Ctrl +	Select multiple units (<i>all units, not just military</i>).
+ Alt	Deselect unit. On Item in Build Queue - Send item to front of queue.
+ Alt +	Deselect multiple units.
	Select all units of same type on screen group.
+ Alt	Deselect all units of same type on screen.
	Selected units move to target location. On Enemy - Selected units attack target enemy. Build Button - Dequeue ship of clicked type. Galaxy Map - Send selected units to clicked planet.
+	Selected units add target location to their waypoints. On Enemy - Selected units add clicked enemy to their target queue. Build Button - Dequeue 5 ships instead of 1. Galaxy Map - Add wormhole path to end of current path of all selected units.
+ Ctrl	On Wormhole - Send selected units through wormhole. Build Button - Dequeue 50 ships instead of 1.
+ Alt	Selected units Attack-Move to target location. Galaxy Map - Selected units move to planet in Attack-Move mode. On Item in Build Queue - Send item to back of queue.
+ G	Selected units Group-Move to target location.
+ V	Selected units move to target location in Free-Roaming Defender Mode. Galaxy Map - Selected units move to planet in Free-Roaming Defender Mode.
+ X	On Capturable Structure - Selected units attack target.
	Zoom in and out (<i>zooming in centers on mouse cursor</i>).
+	Zoom in and out at double speed.

VIEW CONTROLS (ZOOM/PAN)	
	Pan View
+	Pan View at double speed
Q	No Zoom.
W	Mid Zoom 1.
E	Mid Zoom 2.
R	Farthest Zoom.
PageUp	Zoom In (<i>centers on mouse cursor</i>).
PageDown	Zoom Out.
F9 (H)	Force display of "Far Zoom" style icons in main view.
F10 (H)	Force display of actual ship graphics instead of icons in main view.

MINIMAP SHORTCUTS	
F5 (H)	Show military ships only.
F6 (H)	Show wormholes and resources only.
F7 (H)	Show enemy ships only.



SHORTCUT KEYS REFERENCE - 1.202E

LEGEND			
	Left Mouse Button		Double Left Click
	Right Mouse Button		Drag
	Mouse Wheel		Shift
(H)	Hold		Arrow Keys

GENERAL KEYBOARD CONTROLS	
Tab	Toggle Galaxy View.
H	Center on friendly forces at current planet.
P	Pause.
B	Build Menu.
K	Toggle Low-Power mode for selected units.
Ctrl (H)	Show names of all planets in Galaxy View.
Shift (H)	Show movement paths for all selection ships.
Z (H)	Show range of all selected units, and/or units under mouse cursor.
Z + X (H)	Show all enemy ranges in addition to the above.
Z + A (H)	Show range of selected units at cursor instead of their position.
A (H)	Show selection circle around all on-screen ships.
I (H)	Show hit % and damage for all selected ships, and/or units under mouse cursor.
G (H)	Ship movement commands issued while this is held will Group Move.
F	Create a Flare.
~	Go to most recent flare.
Enter	Open the chat window.
Delete	Scrap the selected units.
Backspace	Scrap the selected units.
Escape	If in Galaxy View, return to the main game display.
Spacebar	Center display on the selected units.
Spacebar (H)	Follow selected units with display.
End	Stop selected units.
F2	Show/Hide score display.
+	Increase game simulation speed.
-	Decrease game simulation speed.
]	Increase skipped frames per drawn frame on local machine.
[Decrease skipped frames per drawn frame on local machine.
Ctrl + +	Increase command lag (<i>Improves network performance</i>).
Ctrl + -	Decrease command lag.
F1	Toggle help display (<i>all icons in planetary summary</i>).

SHIP PLACEMENT CONTROLS	
	Place ship at location of mouse cursor.
+	Place ship at location of mouse cursor (<i>remain in ship placement mode</i>).
+ +	Place multiple ships.
+ Ctrl	Place cluster of 5 ships at location of mouse cursor.
+ Ctrl +	Place cluster of 5 ships at location of mouse cursor (<i>remain in ship placement mode</i>).
+ Ctrl + +	Place multiple clusters of 5 ships.
	Exit ship placement mode.

OBJECT VIEWING SHORTCUTS	
/	Wormholes.
C	Crystal Deposits.
M	Metal Deposits.

CONTROL GROUPS	
0-9	Select control group ships at current planet (<i>switches to other planet if none at current, never selects ships from more than one planet at a time, does not select constructors</i>).
+ 0-9	Select control group ships at current planet in addition to current selected.
Ctrl + 0-9	Set control group.
Ctrl + + 0-9	Add to existing control group.
X + 0-9	Select constructors only (<i>also works with double and triple presses</i>).
0-9 (Double)	Select control group ships and center the view on them.
0-9 (Triple)	Select control group ships on the next planet that has them.

SHIP SELECTION FILTERS	
N + 0	Select only ships with no Mark level.
N + 1	Select only Mark I ships.
N + 2	Select only Mark II ships.
N + 3	Select only Mark III ships.
N + 4	Select only Mark IV ships.
N + 5	Select only Mark V/Core ships.
N + 7	Select only ships with damaged engines.
N + 7 + Space	Select only ships with undamaged engines.
N + 8	Select only ships with 33% or less health remaining.
N + 9	Select only ships with 66% or less health remaining.

SHIP SELECTION SHORTCUTS	
B	Command Stations and Mobile Builders.
S	Science Labs.
.	Engineers.
D	Docks and Advanced Factories.
T	Starship Constructors.
U	Starships.
O	Scouts.
,	Select next idle mobile military unit at current planet and center on it.
+ ,	Select all idle mobile military units at current planet.
Ctrl + ,	Select all military units at current planet (<i>idle or not</i>).
L	Select half of the currently selected units (<i>rounding up per ship type</i>).
+ L	Select a third of the currently selected units (<i>rounding up per ship type</i>).
\	Select first idle unit out of currently selected units.

GALAXY MAP SHORTCUTS	
Alt + 0-9	Select priority-setting mode 0-9.
/	Select notes-setting mode.
F	Create a Flare.
N	Display Mode: Normal.
Q	Display Mode: My Ships.
A	Display Mode: Allied Ships.
E	Display Mode: My and Allied Ships.
R	Display Mode: Resources Used.
M	Display Mode: Metal Used.
C	Display Mode: Crystal Used.
K	Display Mode: Knowledge Found.
S	Display Mode: My Science Labs.
O	Display Mode: Scouts.
L	Display Mode: Last Scouted.
U	Display Mode: Starships.
T	Display Mode: Starship Constructors.
D	Display Mode: All Constructors.
I	Display Mode: Incoming Waves.
W	Display Mode: Hostile Wormholes.
⬆ + N	Display Filter: All.
⬆ + Q	Display Filter: My.
⬆ + A	Display Filter: Allied.
⬆ + E	Display Filter: My and Allied.
⬆ + ,	Display Filter: Mobile Military.

DEBUG INFO CONTROLS	
F3	Write/Clear Debug Info.
Ctrl + ⬆ + F5	*Write the smaller UnitTypeStrength.xml file (<i>takes 45+ minutes, includes only same-level ship types</i>).
Ctrl + ⬆ + F6	*Write the FULL UnitTypeStrength.xml file (<i>takes several hours, includes all ship types against all other ship types</i>).
Ctrl + ⬆ + F8	*Write the Excel Secondary XML files (<i>takes only seconds, useful for all sorts of analysis</i>).
I (H)	*Show the last target search cycle for each unit onscreen.

**Must be in Test Mode, or have F3 debug output displayed.*

ABOUT ATTACK-MOVE

Military ships that you place into Attack-Move mode (⬆ + Alt) are drawn with a yellow border in far zoom. They will automatically attack and chase any ships that come into their range. Your ships will automatically attack any ships that come into their range, even without Attack-Move being turned on, so the benefit of Attack-Move mode is the chase behavior.

Engineers and mine layers can also be placed into Attack-Move mode in the same manner. Normally engineers and mine layers will only search nearby for targets to repair/rebuild/assist – however, when in Attack-Move mode, they will go anywhere on the current planet to repair/rebuild/assist allied ships.

ABOUT FREE-ROAMING DEFENDER MODE

Military ships that you place into Free-Roaming Defender mode (⬆ + V) are drawn with a pink border in far zoom. They will automatically attack and chase any ships on the current planet. Like Attack-Move mode, they will return to their position you clicked when there is no longer a valid target on the current planet. This mode is especially effective for protecting your planets against the situation when a few small ships slip through your defenses and start roaming around destroying your infrastructure.

ABOUT GROUP MOVE

When you give a group-move command (either by having the group-move button toggled on and issuing any kind of movement command, or ⬆ + G), selected ships will all move at the speed of the slowest selected ship. This is great for keeping ships together when making an attack, or when you want to provide a mobile guard for a science lab, colony ship, or another slow, poorly-defended ship. This even works when routing ships between multiple planets! Ships that are using group mode show up with a turquoise border in far zoom. If some ships have damaged engines, they will still move slower than the rest of the group – the rest of the group will not slow down to accomodate that.

SETTING MODES FROM CONSTRUCTORS

If you set your space docks or advanced factories into Attack-Move or Free-Roaming Defender modes, then any ships they produce will automatically emerge in the appropriate mode.

CHEAT CODES	
Give Me K	+10,000 Knowledge
Metal Head	+100,000 Metal
Crystal Goblet	+100,000 Crystal
Bomb The Stars	+1 Mark IV Bomber Starship
Be Peaceful	-100 AI Progress
Get Angry	+100 AI Progress
Nuke Em	+5 Nuclear Missiles
I Love Leeches	+50 Core Leeches
Fight Or Flight	+50 Mark IV Fighters
Bombs Away	+50 Mark IV Bombers
Just Cruisin	+50 Cruisers
Core Cruisin	+50 Core Battle Cruisers
I Can See My House	All Planets Are Scouted
Engies	+10 Mark II Engineers
Energize	+10 Mark II Energy Reactors
More More More	Ignore Ship Caps
Parasite This	Reclamators Ignore Ship Caps

Enter a code into the chatbox to activate the corresponding effect. Cheats must be enabled on the Campaign Setup menu prior to the game starting. To see if cheats are enabled in your current game, hover over the Totals button in Galaxy View.