

### Unit Control Keys

<b>Selects units and orders</b>	Left-click
<b>Give orders to a currently selected unit</b>	Right-click
<b>Deselect a currently selected unit or cancel a selected order</b>	Left-click (with selection)

### Factory Controls

Increase units in increments of 5	SHIFT+ click
Puts that unit at the front of a factory's queue and excludes it from any continuous build queue.	CTRL- click

### Factory Queue

#### Normal Build Mode

The number of units queued will decrease by one each time the factory starts building another unit.

For example, once a factory with two fabbers queued starts to build a fabber it will reduce the fabber number from 2 to 1 to indicate the size of the queue remaining.

#### Continuous Build Mode

Continuous build mode the factory will loop through the queued units and the numbers displayed will not change.

There will not be an indication as to where in the queue it currently is.

Units added to the queue before the enabling of continuous build mode are removed from the queue upon completion per normal build mode.

#### Stop Command

The stop command can be used to cancel any currently building unit and to wipe the queue.



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### Unit Orders P1

#### Move

When you order a group of units to move they will do so in a formation at the speed of the slowest unit.

Units will continue to attack anything in range while moving. Units will continue to attack anything in range while moving.

Use a **CTRL-click** to have units break formation and move as fast as they can.

Units issued a move command after being ordered to attack a target will continue to attack that target specifically until unable to do so, allowing you to dodge Ubercannon blasts from a Commander while still shooting it and not other units in the vicinity.

#### Attack

Allows you to perform attack moves whereby units will move to a location but stop to attack anything along the way.

Also used to cause a **nuke** to attack a ground location.

Units on an attack command **will not** maintain formation and will move independent of one another.

If you issue an attack command against a specific unit, your units will treat it as a priority target even if you issue a subsequent command.

#### Alt Fire

exists only for the Commander and controls its Ubercannon. This is a short-ranged, energy expensive attack that will devastate enemy units.

### General Keyboard

Pause game	break
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Show Player	f1
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Show/Hide Visual Aid Overlays	ctrl-y
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Show/Hide Performance Panel	ctrl-p
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Ping	g
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Dismiss Alert	space
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Zoom to Combat	ctrl-space
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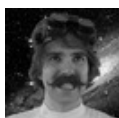
### PIP

Show/Hide Pip	q
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Swap Pip	SHIFT+q
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Copy To Pip	ALT+q
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Toggle Pip Mirror	ALT-m
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### Unit Orders P2

#### Use

Use is for particular buildings like the Teleporter. You should never need to select this from the orders bar.

#### Unload

transports to unload their cargo. If you're moving a unit between planets using Astraeus transport then you need to issue the move order to the other planet first and queue the unload afterwards.

#### Load

is for transports to load their cargo. Note that Pelicans cannot carry Commanders.

#### Stop

cancels everything that unit or building was doing.

### Unit Hotkeys (custom)

Select Commander	ALT+C
Select Idle Fabbers	f
Select All Factories	SHIFT+F1
Select All Idle Factories	SHIFT+F2
Select All Combat Units	SHIFT+F3
Select All Land Combat Units	SHIFT+F4
Select All Air Combat Units	SHIFT+F5
Select All Naval Combat Units	SHIFT+F6
<i>On Screen Modifier</i>	CTRL+ABOVE



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### Unit Orders P3

#### Use

Use is for particular buildings like the Teleporter. You should never need to select this from the orders bar.

#### Unload

transports to unload their cargo. If you're moving a unit between planets using Astraeus transport then you need to issue the move order to the other planet first and queue the unload afterwards.

#### Load

is for transports to load their cargo. Note that Pelicans cannot carry Commanders.

#### Stop

cancels everything that unit or building was doing.



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