

No Modifier	
← →	Left Stick Roll
↑ ↓	Left Stick Pitch
← →	Right Stick Yaw
↑ ↓	Right Stick Thrust
<hr/>	
←	Power to Systems
↑	Power to Engines
→	Power to Weapons
↓	Power Rebalance
<hr/>	
Left Button	Thrust Decrease
Right Button	Thrust Increase
Left Trigger	Secondary Fire
Right Trigger	Primary Fire
<hr/>	
Start	Game Menu
Select	UI Focus
<hr/>	
⊙	Left Stick
⊙	Right Stick

Interface Mode	
↑	UI Panel Up
↓	UI Panel Down
←	UI Panel Left
→	UI Panel Right
A	UI Panel Select
B	UI Back
Right Button	Next Panel Tab
Left Button	Previous Panel Tab

Unassigned	
<b>Flight Landing Overrides</b>	
	Thrust Left
	Thrust Right
	Thrust Up
	Thrust Down
	Thrust Forward
	Thrust Backward

Y Modifier (Targeting)	
↑	Select Target Ahead
→	Select Next Ship
↓	Select Next Subsystem
←	Select Wingman's Target
<hr/>	
Right Button	Increase Sensor Zoom
Left Button	Decrease Sensor Zoom
Right Trigger	UI Focus

X Modifier (Flight)	
↑	Toggle FSD
→	Cargo Scoop
↓	Landing Gear
←	Silent Running
<hr/>	
Left+Right Button	Jettison All Cargo
⊙	Right Stick Ship Lights
⊙	Left Stick Wingman Nav-Lock

Unassigned	
<b>Targeting</b>	
	Select Previous Ship
	Select Highest Threat
	Select Next Hostile Ship
	Select Previous Hostile Ship
	Select Wingman 1
	Select Wingman 2
	Select Wingman 3
	Select Previous Subsystem
	Target Next System In Route

Unassigned	
<b>Mode Switches</b>	
	Target Panel
	Comms Panel
	Quick Comms
	Sensors Panel
	Systems Panel
	Open Galaxy Map
	Open System Map
	Show CQC Score Screen
	Headlock

B Modifier (Battle)	
↑	Toggle Flight Assist
→	Thrust Right
↓	Engine Boost
←	Thrust Left
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Right Trigger	Cycle Next Fire Group
Left Trigger	Cycle Previous Fire Group
<hr/>	
Right Button	Thrust Forward
Left Button	Thrust Backward

A Modifier (Assistance)	
↑	Use Shield Cell
→	Deploy Heat Sink
↓	Use Chaff Launcher
←	Silent Running

Galaxy Map	
↑	Right Stick Pitch Up
↓	Right Stick Pitch Down
←	Right Stick Yaw Left
→	Right Stick Yaw Right
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↑	Left Stick Translate Forward
↓	Left Stick Translate Backward
←	Left Stick Translate Left
→	Left Stick Translate Right
<hr/>	
↑	Translate Up
↓	Translate Down
Right Trigger	Zoom In
Left Trigger	Zoom Out
<hr/>	
	Set Y to Z

Unassigned	
<b>Miscellaneous</b>	
	Reset Oculus Orientation
	Microphone State



All Assigned

Flight Thrust

Weapons

Cooling

Flight Miscellaneous



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Not published yet.

Last updated 1st December, 2015.

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