

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	
Flight Landing Overrides	
	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	
Targeting	
	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	
Mode Switches	
	Target Panel
	Comms Panel
	Quick Comms
	Sensors Panel
	Systems Panel
	Open Galaxy Map
	Open System Map
	Show CQC Score Screen
	Headlook

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
<hr/>	
↑	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	
Miscellaneous	
	Reset Oculus Orientation
	Microphone State



All Assigned

Flight Thrust

Weapons

Cooling

Flight Miscellaneous



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Not published yet.

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Page 2 of 2.

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