

## Camera modes

Camera Mode	[TAB]
1	First Person Mode
2	Moving Camera
3	Fixed 3rd Person Camera

## First Person & Normal Mode

Action	Keyboard
Change Camera Mode	[TAB]
Enter Build Mode	[B]
Interact & Context Menu	[Q]
AI Control Menu	[C]
Vehicle Information Menu	[V]
Toggle Resources View	[R]
Strategic Command View	[E]
Tactical Command View	[N]
Movement Mode Toggle	[/]
Fire Vehicle Weapon	[CTRL]
Character Sheet or Inventory	[Z]
Map Command View	[M]

## Movement

Direction	Keyboard
Left	[A]
Right	[R]
Forwards	[W]
Backwards	[S]
Up (or Jump)	[Space]
Down	[ALT]

In Movement mode, Strafe Left and Right are the same, [A] and [R]

## Common Beginner Mistakes

### Aerodynamic Shapes

This is a really quick, semi-efficient way of making your ship move faster. To build this, all we need to do is add slopes to the sides of your ship, whilst decreasing the interior of your ship by 2 blocks until you are down to 1. Basically, just make your ship look like an arrow.

## Common Beginner Mistakes (cont)

### Ignoring the Centre of Mass (CM)

Remember to review the center of mass while building. This can be found by pressing [P] and locating the ball of Arrows, this ball is the CM

### Not Using Metal or Alloy

Cover the important parts of your ship in it, like the AI or ammo barrels.

### Not Using Beams

Each beam has the same cost as 4 blocks of the type of beam (e.g. an alloy beam has the same cost as 4 light-weight alloy blocks) however, each beam has the health of 6 blocks, and only takes up the space of 4 blocks. Also, constructables spawn much quicker and the game runs smoother with less blocks

### Large Missiles


For most purposes the largest missile you will need is a 4 block. It may not seem like a lot, but it truly is. If you're thinking, "Well, this 4 block missile, you say, is good. So what should I put on it?" I would recommend a thruster, 2 fuel tanks, 2 fins, a one-turn, a warhead of any kind, and an infrared-seeker.

### Using One Vehicle

Having one ship specializing in one thing (e.g. a missile carrier or a battleship) generally does better than an all-rounder because if you had to make one ship have both missiles and cannons, would you have more space for more missiles).

90% of the comments in this block are from Common Beginner Mistakes By ColonelPants on Steam. See: <http://steamcommunity.com/sharedfiles/filedetails/?id=525020567>

## Build Mode

Toggle Mouse Building	[F3]
View Inventory	[E]
Exit Build Mode	[B]
Select  under Cursor	[R]

## Build Mode (cont)

Place 	Left Click
Remove 	Right Click
Replace 	[Shift] + Place
Flood Fill 	[F]
Shrink All 	[P]
Place Symetric marker	[N]
Zoom in or out from marker	Mouse Wheel

Holding shift while your cursor is red (Meaning you have your selection square inside a block) and clicking will replace the block with whatever block you have selected, provided it can place.

## Build Mode Block Rotation [TAB] Held

Rotate	Keyboard
Left	[A]
Right	[R]
Away from you	[W]
Towards you	[S]
Rotate to Camera	[G]

Pressing [G] will switch the orientation of the selection square. For example, if you place a slope with the camera facing downwards, the slope will be oriented downwards. *This is dependent on the camera direction.*