**Xbox Controllers:**

Fire Guns = RT
Fire Missile = LT
Cycle Target = RB
Modifier Button = LB

Fire Guns / Select = A
Drop Decoy = B
Afterburners = X
Cycle Missile = Y

Movement = LS
Autopilot = LSB

Increase Speed = RS Up
Decrease Speed = RS Down
Lock and Match Speed = RSB

Options Menu = Menu button
Cycle VDU = View button

Cycle Comms = D-pad Up
Cycle Power = D-pad Down
Increase Power / Select Comms = D-pad Right
Decrease Power / Comms Back = D-pad Left

*Commands Activated by holding LB:*

Lock Target = LB + RB
Synchronize Guns = LB + RT

Cycle Guns = LB + A
Jump = LB + X
Cloak = LB + B
Select All Missiles = LB + Y

Roll Left = LB + RS Left
Roll Right = LB + RS Right

Eject = LB + Menu button
Nav Map = LB + View button

View Front = LB + D-pad Up
View Right = LB + D-pad Right
View Left = LB + D-pad Left
View Rear / Rear Turret = LB + D-pad Down

*Within Nav Map:*

Cycle Nav Points Forward = RB
Cycle Nav Points Reverse = LB
Cycle Targets = A
Exit Nav Map = B or Menu button or View button

*On the Ship:*

Move Cursor = LS
Select = A

Cycle Hotspot Forward = RB
Cycle Hotspot Reverse = LB

Exit Game Menu = Menu button
Confirm Exit = Y
Cancel Exit = B

**PlayStation Controllers:**

Fire Guns = RT
Fire Missile = LT
Cycle Target = RB
Modifier Button = LB

Fire Guns / Select = Cross
Drop Decoy = Circle
Afterburners = Square
Cycle Missile = Triangle

Movement = LS
Autopilot = L3

Increase Speed = RS Up

Decrease Speed = RS Down
Lock and Match Speed = R3

Options Menu = Options Button
Cycle VDU = Create Button

Cycle Comms = D-pad Up
Cycle Power = D-pad Down
Increase Power / Select Comms = D-pad Right
Decrease Power / Comms Back = D-pad Left

*Commands Activated by holding LB:*

Lock Target = LB + RB
Synchronize Guns = LB + RT

Cycle Guns = LB + Cross
Jump = LB + Square
Cloak = LB + Circle
Select All Missiles = LB + Triangle

Roll Left = LB + RS Left
Roll Right = LB + RS Right

Eject = LB + Options Button
Nav Map = LB + Create Button

View Front = LB + D-pad Up
View Right = LB + D-pad Right
View Left = LB + D-pad Left
View Rear / Rear Turret = LB + D-pad Down

*Within Nav Map:*

Cycle Nav Points Forward = RB
Cycle Nav Points Reverse = LB
Cycle Targets = Cross
Exit Nav Map = Circle or Options button or Create button

*On the Ship:*

Move Cursor = LS
Select = Cross

Cycle Hotspot Forward = RB
Cycle Hotspot Reverse = LB

Exit Game Menu = Options button
Confirm Exit = Triangle
Cancel Exit = Circle