

Standard key assignments Keyboard

Input Profile			
Vehicles	On foot	UI	Radial menu
Movement			
Forward		W	
Backward		S	
Left		A	
Right		D	
Run / Full throttle		⬆	
Horizontal look			
Vertical look			
General			
Attract animals		J	
Load		F9	
Save		F5	
Activate mouse cursor		CTRL L	
Show Info Panels		ALT	
Vehicle			
Enter/Exit Vehicle		E	
Next vehicle		TAB	Y
Select attached machine			
Attach / Detach		Q	
Raise / Lower		V	
Enable / Disable		B	
Extrude / Collapse		X	
Rotate		R	
(Un)Load		U	
Freeze/unfreeze bales			
Auto collect bales			

Quickslot 1	1		
Quickslot 2	2		
Quickslot 3	3		
Quickslot 4	4		
Quickslot 5	5		
Quickslot 6	6		
Quickslot 7	7		
Quickslot 8	8		
Quickslot 9	9		
Quickslot 10	0		
Handbrake	SPACE		
Toggle engine	NUM ENTER		
Cruise control	T		
Increase cruise control speed	+		
Decrease cruise control speed	-		
AutoPilot to next waypoint	N		
Show/hide Field Guidance System	P		
(De)activate Field Guidance System auto steer	O		
(De)activate Field Guidance System			
Horn	H		
Toggle drive forward/backward			
Shift gear up	NUM +		
Shift gear down	NUM -		
Analog Mouse Action 1	MOUSE 1		
Analog Mouse Action 2	MOUSE 2		
Analog Mouse Action 3	MOUSE 3		
Analog Mouse Action 4			
Analog Mouse Action 5			
Analog Controller Action 1 Y (Slot 1)			
Analog Controller Action 1 X (Slot 2)			
Analog Controller Action 2 Y (Slot 3)			
Analog Controller Action 2 X (Slot 4)			
Analog Controller Action 3 Y (Slot 5)			
Analog Controller Action 3 X (Slot 6)			
Analog Controller Action 4 Y (Slot 7)			
Analog Controller Action 4 X (Slot 8)			
Analog Controller Action 5 Y (Slot 9)			
Analog Controller Action 5 X (Slot 10)			

Lights

Flashlight	F		
Work lights	L		
Rear work lights	K		
Indoor Light	NUM 9		
Light (around)	NUM 6		
Indicator left	NUM 1		
Indicator right	NUM 3		
Hazard flasher	NUM 2		

User Interface

Radial menu	Mouse icon		
Toggle menu	F1		
Esc button			
Key bindings info	F2		
Toggle UI	F8		
Minimap toggle	M		

Camera

Forward rotation center	HOME		
Backward rotation center	END		
Left rotation center	DEL		
Right rotation center	PG DOWN		
Up rotation center	PG UP		
Down rotation center	INS		
Reset camera	NUM 5		
Field of view in			
Field of view out			
Camera zoom in			
Camera zoom out			
Look forward			
Look backward			
Look left			
Look right			
Toggle camera	C		
Pause/resume headtracking			
Re-Center headtracking			

Input Profile

Vehicles

On foot

UI

Radial menu

Movement

Forward	W		
Backward	S		
Left	A		
Right	D		
Jump	SPACE		
Run / Full throttle	↑		
Horizontal look			
Vertical look			

General

Attract animals	J		
Scare off animals	H		
Load	F9		
Save	F5		
Activate mouse cursor	CTRL L		
Show Info Panels	ALT		

Vehicle

Enter/Exit Vehicle	E		
Next vehicle	TAB	Y	
AutoPilot to next waypoint	N		

Lights

Flashlight	F		
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User Interface

Toggle menu	F1		
Esc button			
Key bindings info	F2		
Toggle UI	F8		
Minimap toggle	M		

Camera

Forward rotation center	HOME		
Backward rotation center	END		
Left rotation center	DEL		
Right rotation center	PG DOWN		
Up rotation center	PG UP		
Down rotation center	INS		
Reset camera	NUM -		
Field of view in	NUM *		
Field of view out	NUM /		
Camera zoom in			
Camera zoom out			
Look forward			
Look backward			
Look left			
Look right			
Toggle camera	C		
Pause/resume headtracking			
Re-Center headtracking			

Input Profile

Vehicles On foot UI Radial menu

Movement

Horizontal look			
Vertical look			

General

Load	F9		
Save	F5		
Activate mouse cursor			

User Interface

Radial menu			
Toggle menu	F1		
Next menu			
Next tab			
Previous menu			
Previous tab			
Move mouse cursor horizontally			
Move mouse cursor vertically			
Scroll page horizontally			

Scroll page vertically	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Left click mouse button	<input checked="" type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Middle click mouse button	<input checked="" type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Right click mouse button	<input checked="" type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Esc button	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>

Input Profile

Vehicles

On foot

UI

Radial menu

Movement

Forward	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Backward	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Left	<input type="button" value=""/>	<input checked="" type="button" value="A"/>	<input type="button" value=""/>
Right	<input type="button" value=""/>	<input checked="" type="button" value="D"/>	<input type="button" value=""/>
Horizontal look	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>
Vertical look	<input type="button" value=""/>	<input type="button" value=""/>	<input type="button" value=""/>

General

Load	<input type="button" value=""/>	<input checked="" type="button" value="F9"/>	<input type="button" value=""/>
Save	<input type="button" value=""/>	<input checked="" type="button" value="F5"/>	<input type="button" value=""/>

Vehicle

Quickslot 1	<input type="button" value=""/>	<input checked="" type="button" value="1"/>	<input type="button" value=""/>
Quickslot 2	<input type="button" value=""/>	<input checked="" type="button" value="2"/>	<input type="button" value=""/>
Quickslot 3	<input type="button" value=""/>	<input checked="" type="button" value="3"/>	<input type="button" value=""/>
Quickslot 4	<input type="button" value=""/>	<input checked="" type="button" value="4"/>	<input type="button" value=""/>
Quickslot 5	<input type="button" value=""/>	<input checked="" type="button" value="5"/>	<input type="button" value=""/>
Quickslot 6	<input type="button" value=""/>	<input checked="" type="button" value="6"/>	<input type="button" value=""/>
Quickslot 7	<input type="button" value=""/>	<input checked="" type="button" value="7"/>	<input type="button" value=""/>
Quickslot 8	<input type="button" value=""/>	<input checked="" type="button" value="8"/>	<input type="button" value=""/>
Quickslot 9	<input type="button" value=""/>	<input checked="" type="button" value="9"/>	<input type="button" value=""/>
Quickslot 10	<input type="button" value=""/>	<input checked="" type="button" value="0"/>	<input type="button" value=""/>

User Interface

Radial menu			
Close radial menu			
Radial menu: Move selection horizontally			
Radial menu: Move selection vertically			
Radial menu: Next machine			
Radial menu: Previous machine			
Radial menu: Next ring			
Radial menu: Previous ring			
Radial menu: Execute UA			
Radial menu: Execute UA (relative)			
Radial menu: Assign quickslot			