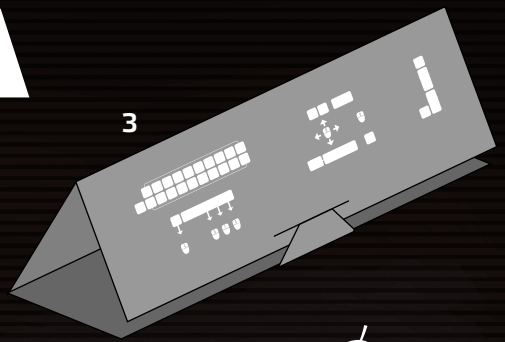
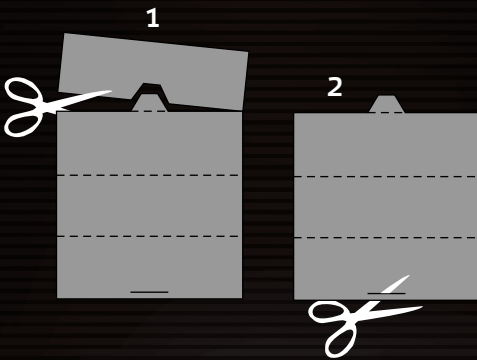


ARMA

INDUSTRY STANDARD



INFANTRY CONTROLS (INDUSTRY STANDARD)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

EXIT MENU **Esc** | **LOOK / AIM** (Mouse) | **LEAN LEFT** **Q** | **RUN FORWARD** **W** | **LEAN RIGHT** **E** | **RELOAD** **R** | **LOCK / REPORT TARGET** **T** | **TEAM SWITCH** **U** | **INVENTORY** **I** | **WATCH** **O** | **PLAYER STATUS** **P** | **PLAYER LIST** **R** | **CHAT** (Mouse) | **WEAPON ZEROING, DISTANCE +/-** (Numpad) | **FREE LOOK TOGGLE** (Numpad)

HOLD VOIP TOGGLE* **Caps Lock** | **STRAFE LEFT** **A** | **STRAFE RIGHT** **D** | **DEFAULT ACTION** **F** | **CYCLE THROW ITEMS** **J** | **DIARY** **K** | **COMPAS** **L** | **LIGHT / LASER** **;** | **WEAPON SWITCHING** **R** | **LOOK DIR.** (Numpad) | **ZOOM OUT** **-** | **ZOOM IN** **+**

SPRINT / HOLD BREATH **LShift** | **WEAPON MODE** **Z** | **TOGGLE SIGHTS** **X** | **COMBAT PACE TOGGLE** **C** | **STEP OVER** **V** | **THROW (GRENADE THROW)** **B** | **BINO-CULARS** **N** | **VISION MODES** **M** | **MAP** **,** | **PREV. CHANNEL** **.** | **NEXT. CHANNEL** **M** | **GPS** **0** | **1ST/3RD PERSON VIEW** (Numpad)

CROUCH **L** | **Alt** | **Space** | **WALK / RUN TOGGLE** **W** | **DEPLOYMENT / LOWER WEAPON*** **S** | **ADJUST STANCE** (Mouse) | **CONFIRM (CLICK)** (Mouse) | **EXIT MENU** (Mouse) | **CLICK / HOLD FIRE** (Mouse) | **HOLD - IRON SIGHTS / ZOOM** (Mouse)

*DOUBLE TAP - FUNCTIONS ARE ACTIVATED BY DOUBLE-TAPPING THE KEY

VEHICLE CONTROLS (INDUSTRY STANDARD)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

TURN IN **L** | **LOWER TURRET** **Q** | **FWD** **W** | **RAISE TURRET** **E** | **TURN OUT** **L** | **LOCK / REPORT TARGET** **R** | **WEAPON ZEROING, DISTANCE +/-** (Numpad) | **FREE LOOK TOGGLE** (Numpad) | **ZOOM OUT** **-** | **ZOOM IN** **+**

STEER LEFT **A** | **BACK** **S** | **STEER R.** **D** | **DEFAULT ACTION** **F** | **LIGHTS** **L** | **LOOK DIR.** (Numpad) | **1ST/3RD PERSON VIEW** (Numpad)

SWITCH WEAPONS **Z** | **COUNTER-MEASURES** **C** | **GET OUT OF VEHICLE / FAST EJECT*** **V** | **VISION MODES** **N** | **GPS** **M** | **0**

CYCLE GUNNER'S WEAPONS **L** | **SLOW FWD** **L** | **FAST FWD** **L** | **HAND BRAKE** **Space** | **STEAR AIM TURRET LOOK** (Mouse)

FIRE ORDER (Mouse) | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM** (Mouse)

AIRCRAFT CONTROLS (INDUSTRY STANDARD)

MOVEMENT **VIEW** **WEAPONS** **MISC** **MENU**

RUDDER LEFT **Q** | **NOSE DOWN** **W** | **RUDDER RIGHT** **E** | **LOCK / REPORT TARGET** **R** | **WEAPON ZEROING, DISTANCE +/-** (Numpad) | **FREE LOOK TOGGLE** (Numpad) | **ZOOM OUT** **-** | **ZOOM IN** **+**

BANK LEFT **A** | **NOSE UP** **S** | **BANK R.** **D** | **DEFAULT ACTION** **F** | **LIGHTS** **L** | **LOOK DIR.** (Numpad) | **1ST/3RD PERSON VIEW** (Numpad)

INCREASE THRUST **Z** | **SWITCH WEAPONS** **C** | **AUTO-HOVER** **N** | **COUNTER-MEASURES** **M** | **VISION MODES** **M** | **GPS** **0**

CYCLE GUNNER'S WEAPONS **L** | **CHANGE COUNTER-MEASURES** **C** | **DEC. THRUST** **Space** | **BANK / TILT AIM TURRET LOOK** (Mouse)

FIRE ORDER (Mouse) | **CLICK / HOLD FIRE** (Mouse) | **CLICK - IRON SIGHTS HOLD - ZOOM** (Mouse)

GROUP / TEAM COMMAND CONTROLS (INDUSTRY STANDARD)

COMMAND **VIEW** **SELECTION** **MOVEMENT**

SELECT UNITS **F1** - **F12** | **PREVIOUS UNITS** **F10** | **NEXT UNITS** **F11**

(DE)SELECT ALL UNITS **1** - **0** | **COMPLEX COMMANDS** **1** - **0**

ADD UNIT WAYPOINT **L** | **QUICK COMMAND** (Mouse) | **NAVIGATE UP/DOWN** (Mouse) | **CLOSE COMMAND MENU** (Mouse) | **ALTERNATE QUICK COMMAND** **Alt** | **F**

COMPLEX COMMAND SHORTCUTS:
 1 MOVE
 2 TARGET
 3 ENGAGE
 4 MOUNT
 5 STATUS
 6 ACTION
 7 COMBAT MODE
 8 FORMATION
 9 TEAM
 0 RADIO

COMPLEX COMMAND MENU (Mouse) | **LOOK** (Mouse) | **ZOOM OUT** **-** | **ZOOM IN** **+** | **1ST/3RD PERSON VIEW** (Numpad) | **LEAVE UAV** **.** | **TACTICAL VIEW** **Enter**

TOGGLE HIGH COMMAND INTERFACE **LShift** | **F** or **Enter**