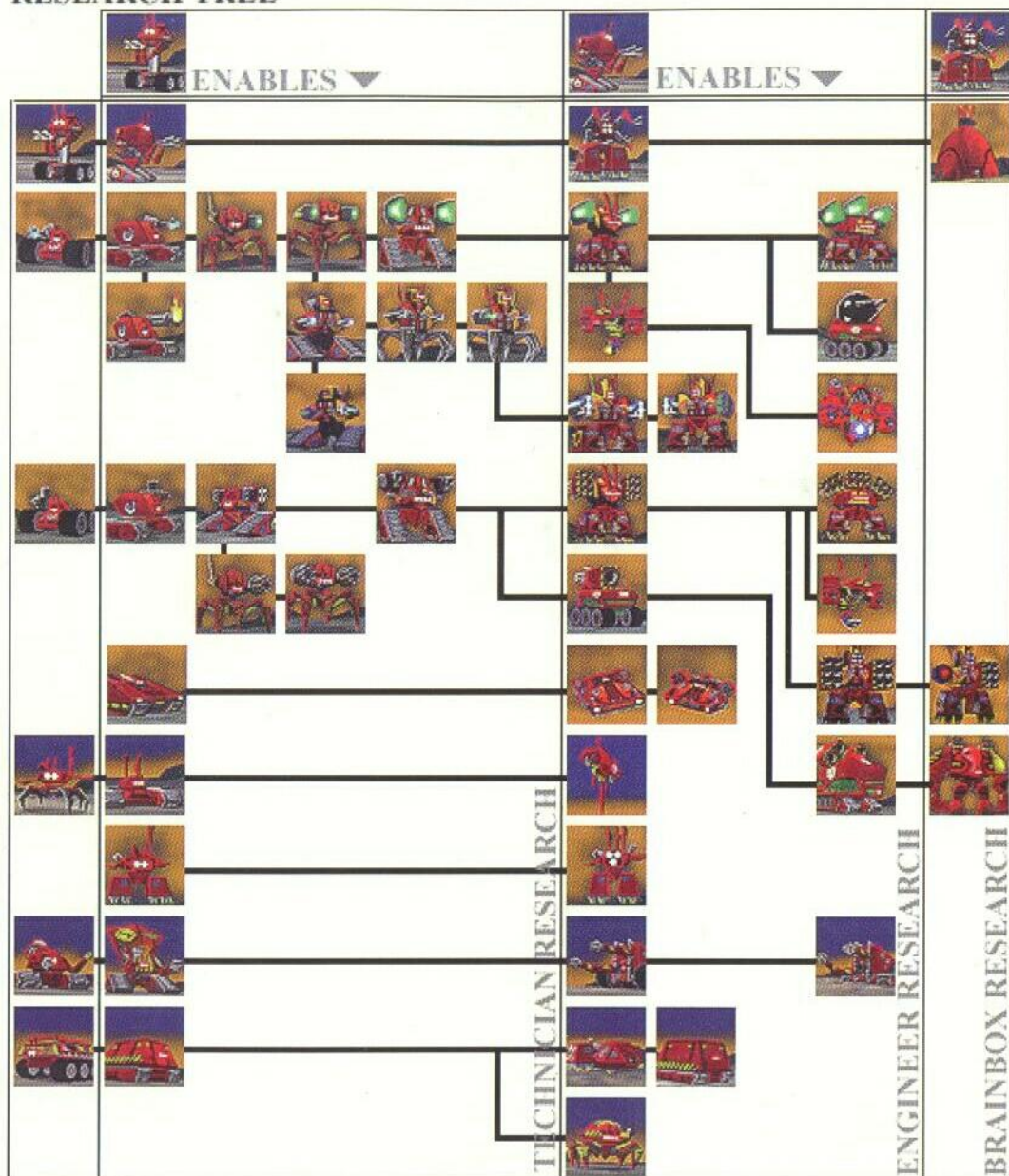
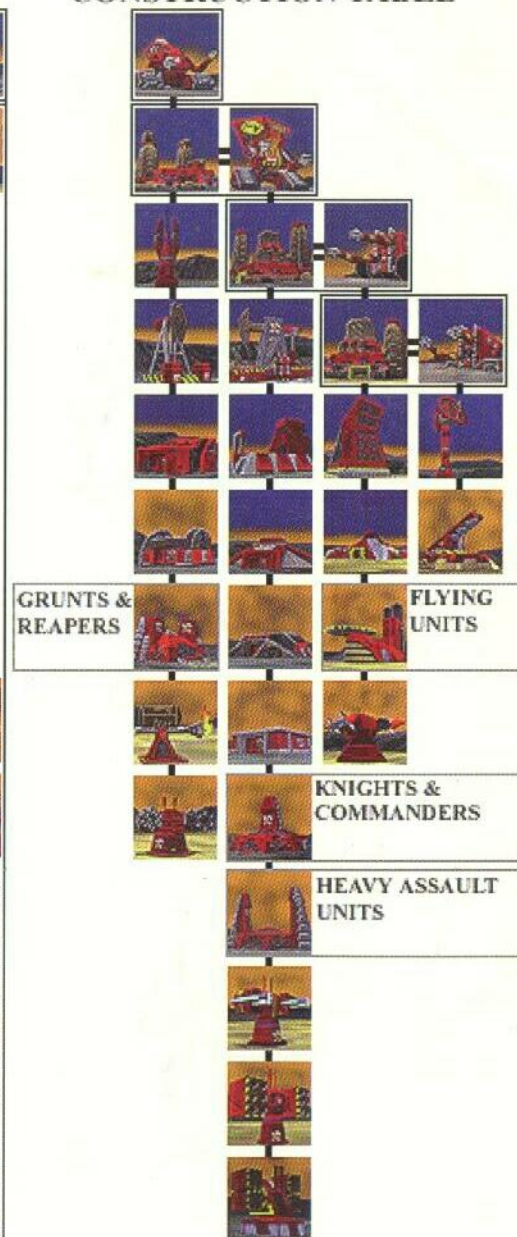


RESEARCH TREE



CONSTRUCTION TABLE



MACHINES COMMAND REFERENCE

FORM A SQUADRON	[Ctrl] + [0] - [9] or [F]
SELECT A SQUADRON	[0] - [9]
MOVE	[M]
ATTACK	[A]
CONSTRUCT	[C]
LOCATE MINERALS	[L]
PATROL	[P]
DEPLOY	[E]
PICK UP	[K]

TRANSPORT	[T]
SELF-DESTRUCT	[Ctrl] + [Ctrl] + [Backspace]
DROP MINE	[Ctrl] + [M]
REFILL LAND MINES	[G]
HEAL	[H]
DECONSTRUCT	[D]
RECYCLE	[Q]
STOP (WILL ALSO TERMINATE SELF-DESTRUCT)	[S]
STAND GROUND	[W]

REPAIR	[R]
CAPTURE	[U]
MACHINE INITIATIVE SETTING	[Tab]
ION-CANNON ATTACK	[I]
NUKE ATTACK	[N]
ASSEMBLE AT	[B]
SCAVENGE	[Y]
CAMOUFLAGE (MULTIPLAYER ONLY)	[O]
TREACHERY	[J]

NAVIGATOR

SELECT ALL CONSTRUCTIONS	[Ctrl] + [S]
SELECT ALL CONSTRUCTIONS KEEPING WHAT'S ALREADY SELECTED IN CORRAL	[Ctrl] + [Ctrl] + [S]
VIEW NEXT CONSTRUCTION	[Alt] + [S]
SELECT ALL MACHINES	[Ctrl] + [A]
SELECT ALL MACHINES KEEPING WHAT'S ALREADY SELECTED IN CORRAL	[Ctrl] + [Ctrl] + [A]
VIEW NEXT MACHINE	[Alt] + [A]
SELECT ON-SCREEN MACHINES	[Ctrl] + [Z]
SELECT ON-SCREEN MACHINES KEEPING WHAT'S ALREADY SELECTED IN CORRAL	[Ctrl] + [Ctrl] + [Z]
SELECT ON-SCREEN CONSTRUCTIONS	[Ctrl] + [X]
SELECT ON-SCREEN CONSTRUCTIONS KEEPING WHAT'S ALREADY SELECTED IN CORRAL	[Ctrl] + [Ctrl] + [X]
MOVE CAMERA TO LOOK AT MACHINE/CONSTRUCTION	[Alt] + CLICK NAV BUTTON

FIRST PERSON

FIRE	[Fire]
WEAPON SELECT	[Tab]
EXIT MACHINE	[Esc] / DOUBLE CLICK RIGHT MOUSE BUTTON
FORWARD	[↑]
BACKWARD	[↓]
LOOK DOWN	[Ctrl] + [↑]
LOOK UP	[Ctrl] + [↓]
TURN LEFT	[←]
TURN RIGHT	[→]
TURN HEAD LEFT	[Ctrl] + [←] OR RIGHT MOUSE
TURN HEAD RIGHT	[Ctrl] + [→] OR RIGHT MOUSE
CENTER HEAD	[S] OR RELEASE RIGHT MOUSE
NIGHT VISION GOGGLES ON/OFF (COMMANDERS AND WARLORDS)	[N]
MENUS	[F10]
SLOW TURN SPEED	[Ctrl]

MISC

TO MENUS FROM IN GAME	[F10] OR [F10]	DESELECT ALL MACHINES/CONSTRUCTIONS IN CORRAL	TAP RIGHT MOUSE BUTTON
TO IN GAME FROM 1ST PERSON	[Esc]	POSITION CAMERA VIA MAP	RIGHT MOUSE BUTTON CLICK
HIDE CONTROL PANEL	[Alt] + [←]	TASK MACHINE/CONSTRUCTION IN 3D WINDOW OR VIA MAP	LEFT MOUSE BUTTON CLICK
SHOW CONTROL PANEL	[Alt] + [→]	POSITION CAMERA AT STARTING POSITION	[Ctrl] + [H]
SCREEN SHOT	[Ctrl] + [Ctrl] + [F2]	POSITION CAMERA AT LAST POSITION (POS BEFORE CYCLING THROUGH SAVED CAMERAS)	[Ctrl] + [Ctrl] + [H]
CANCEL LAB RESEARCH	SELECT ICON + [Backspace]	MOVE CAMERA TO LOOK AT MACHINE/CONSTRUCTION	[Alt] + CLICK CORRAL BUTTON
CANCEL FACTORY PRODUCTION	SELECT ICON + [Backspace]	SPIN BUILDING	[Space]
ALTERNATIVE INTELLIGENT CURSOR	[Alt]		

MULTIPLAYER GAMES

SEND CHAT MESSAGE TO SPECIFIC OPPONENT (PRESS REPEATEDLY TO CYCLE THROUGH DEFAULT SET OF CHAT MESSAGES)	[F1] [F2] [F3]
SEND CHAT MESSAGE TO ALL OPPONENTS (PRESS REPEATEDLY TO CYCLE THROUGH DEFAULT SET OF CHAT MESSAGES)	[F4]
CHANGE DISPOSITION (ALLY OR ENEMY) OF SPECIFIC OPPONENT	[Ctrl] + [F1] [F2] [F3]

