

# MALHARI™

## Game Keys

- Esc** - Takes you to game options
- Ctrl S** - Saves a game
- Ctrl L** - Loads a game
- Ctrl R** - Restarts a game
- Ctrl End** - End turn

## Camera Movement

Arrow keys pan or rotate the camera (depending on the camera mode).

To reduce the speed of the camera, hold down the shift key and then use the arrow keys.

- I, >, +** - Zooms camera in
- O, <, -** - Zooms camera out
- Spacebar** - Jumps the camera to the default location for that view
- Shift Spacebar** - Restores camera position to what it was before "space" was last pressed
- W** - Centers the camera on the first selected object
- Z** - Toggles between the different camera modes. These modes are:
  - linear
  - rotating about the view center
  - free motion
  - and in non-solar view, there is a locked camera mode
- Shift Z** - Toggles back through the camera modes
- V** - Faces the camera at the view center (if in free motion camera mode)
- C** - Jumps the camera to near the view center

## All Views

- S** - Jumps to solar system view
- D** - Toggle Information Data View
- Enter** - Return to last view
- Page up** and **Page down** - Toggles through pages of data area info
- ;** - Select next set of goto buttons
- Shift ;** - Select previous set of goto buttons
- Numeric Keys - Select corresponding set of goto buttons (not applicable to Numeric Keypads)

## Design Chamber

- ↑, ↓** - Moves through the template list
- ←, →** - Scrolls the available modules



## Non-Design Chamber

- Tab** - Jumps to the next asteroid you have a presence at
- Shift Tab** - Jumps to the previous asteroid you have a presence at
- U** - Jump to face the next unit you control in the current view
- Shift U** - Jump to face the previous unit you control in the current view
- F** - Toggles through the different filters
- I** - Toggles info text for filtered units

## Future Mode

- M** - Toggle future mode on or off
- L** - Steps forward one turn
- K** - Toggles between play and pause modes
- J** - Steps backwards one turn

## Grid Display

- G** - Toggles on/off the grid
- Shift G** - Toggles on the grid at original height
- T** - Raises the grid if it is turned on
- B** - Lowers the grid if it is turned on

## Unit Selection

Left mouse click - Select a unit

**Shift**, left mouse click - Select multiple units

Right mouse click - Obtain a specialized unit menu for assigning orders

**Ctrl**, Assign Order - Appends order to queue

Double left mouse click - Display that unit's template

**A**, **Y** - Selects all units

**Shift A**, **H** - Deselects all units

**Backspace** - Cancels an order being assigned

**Delete** - Deletes all orders the selected units have

The player can use the function keys (F1 – F12) to store all currently selected objects for future use. The methods associated with the function keys are:

**Ctrl Function** - Tells the program to store the currently selected units under this function key

**Shift Function** - As above but also repositions the camera to face the first selected unit

**Function** - Causes all stored units to become selected

Note: The function keys select all units even if they aren't in the same view

## Miscellaneous

- N** - Toggles the background nebulae and stars on/off
- P** - Toggle Distance Fogging (In replay mode, toggle the playback speed)
- Ctrl V** - Display version number
- Ctrl F** - Find an asteroid