

### X4 Foundations 3.1 Vendetta Keyboard Settings, Default

Esc Options Menu	F1 Standard View	F2 External View	F3 External Target View	F4 External Static View	F5 Quick Save	F6	F7	F8	F9 Quick Load	F10	F11	F12
°^	1  Tgl Travel Mode Pri. Weap Group 1	2  Tgl Scan Mode Pri. Weap Group 2	3  Tgl LR Sca Mode Pri. Weap Group 3	4  Tgl SETA Mode Pri. Weap Group 4	5% Sec. Weap Group 1	6& Sec. Weap Group 2	7/{ Sec. Weap Group 3	8( Sec. Weap Group 4	0=}	ß?\ ^	Backsp. Stop Engines	
TAB Boost	Q Ext Game Roll Left	W Strafe Up	E Tgt Closest Enemy Roll Right	R Fire 2nd Weapons	T Tgl VR Tracking Target Object	Z	U	I Player Information Object Information	O Options Menu Container Magnet	P Property Owned	Ü	*+~ Return Current Ship Info Open Quick Action Menu
Caps	A Toggle Auto Pilot Strafe Left	S Save Game Strafe Down	D Get Up FC Dock Strafe Right	F Scan Object Interact. Menu	G Toggle Guidance	H Toggle Cockpit Tgl HUD Help	J	K Next Ammunit.	L Load Game Fire 2nd Weapons	Ö	Ä	,#
Shift	><	Y Decelerate	X Match Tgt. Speed Accelerate	C Deploy Counter. Object Communicat.	V Toggle Sound	B	N Tgl Direct Mouse Steering	M Tgl Radar/Missions Map	;	::	-_	Shift
Strg	Windows	Alt	Space bar Toggle Flight Assist Toggle Mouse Steering Fire Primary Weapons						AltGr	Windows	Windows	Strg

Mouse Buttons: 2: Fire primary weapons at cursor 2: Camera Mouse Look  
 Mouse Side Buttons: 1: Fire secondary weapons

### X4 Foundations 3.1 Vendetta Keyboard Settings, modified v1, 19.04.2020

Esc Options Menu	F1 Standard View	F2 External View	F3 External Target View	F4 External Static View	F5 Quick Save	F6	F7 Camera Mouse Look	F8 Cycle Camera View	F9 Quick Load	F10	F11 Toggle Mouse Steering	F12 Toggle Steering Axis
°^	1  Tgl Travel Mode Pri. Weap Group 1	2  Tgl Scan Mode Pri. Weap Group 2	3  Tgl LR Sca Mode Pri. Weap Group 3	4  Tgl SETA Mode Pri. Weap Group 4	5% Sec. Weap Group 1	6& Sec. Weap Group 2	7/{ Sec. Weap Group 3	8( Sec. Weap Group 4	0=}	ß?\ ^	Backsp. Stop Engines	
TAB Boost	Q Roll Left	W Full Forward Accelerate	E Roll Right	R Fire 2nd Weapons	T Tgt Closest Enemy Target Object	Z Toggle Target Lock	U Get up From Chair	I Player Information Object Information	O Container Magnet	P Property Owned	Ü	*+~ Return Current Ship Info Open Quick Action Menu
Caps	A Toggle Auto Pilot Strafe Left	S Full Reverse Decelerate	D Dock Strafe Right	F FPS Count. Scan Obj Interact. Menu	G Toggle Guidance	H Toggle Cockpit Tgl HUD Help	J	K Next Ammunit.	L Fire 2nd Weapons	Ö Tgl Turret Arming	Ä Tgl Drone Launching	,#
Shift	><	Y	X Match Tgt. Speed	C Deploy Counter. Object Communicat.	V Toggle Sound	B	N Tgl Direct Mouse Steering	M Tgl Radar/Missions Map	;	::	-_	Shift
Strg	Windows	Alt	Space bar Toggle Flight Assist Strafe Up Strafe Down						AltGr	Windows	Windows	Strg

Logitech MX 518 (Sw v9.02) Mapping: 1+2: as is, 3: Fire primary weapons at cursor, TOP: Depby Counter Measure, Target Closest Enemy, Next Surface Element.  
 Left Side: Camera Mouse Look, Switch Mouse Resolution. Signal Rate: 1000, DPI Sens.: 400 + 1400.

Druck	Rollen Reset VR View	Pause Pause	Num	/	*	-	Zoom Out
Einfg	Pos1 Next Surface Element	Bild ↑ Next Target	7 Camera Up/Left	8 Camera Up	9 Camera Up/Right	+	Zoom In
Entf	Ende Previous Surface Element	Bild ↓ Previous Target	4 Camera Left	5 Reset Camera View	6 Camera Right	1 Camera Down/Left	2 Camera Down
	↑ Steer Up		3 Camera Dwn/Right	0 Change Camera Mode	,	Enter	
← Steer Left	↓ Steer Down	→ Steer Right					

Druck	Rollen Reset VR View	Pause Pause	Num	/	*	-	Zoom Out
Einfg	Pos1 Next Surface Element	Bild ↑ Next Target	7 Camera Up/Left	8 Camera Up	9 Camera Up/Right	+	Zoom In
Entf	Ende Previous Surface Element	Bild ↓ Previous Target	4 Camera Left	5 Reset Camera View	6 Camera Right	1 Camera Down/Left	2 Camera Down
	↑ Steer Up		3 Camera Dwn/Right	0 Change Camera Mode	,	Enter	
← Steer Left	↓ Steer Down	→ Steer Right					