



Movement & Basic Interaction

Basic Movement

W, A, S, D	Move Forward, Left, Backward, Right
Space	Jump / Ascend
Ctrl	Crouch (Toggle/Hold)
Shift	Sprint (Hold)
Alt	Walk (Hold - Slower, Quieter)
V	Auto Sprint (Toggle)
Q (Hold)	Tactical Ability (Hold to aim/cancel certain abilities)
Z	Ultimate Ability

Advanced Movement Tips

Sliding: Sprint (Shift) then press Crouch (Ctrl). Great for faster downhill movement and making yourself harder to hit.
Bunny Hopping: While sliding, repeatedly tap Space to jump immediately upon landing. Maintain momentum and evade fire.
Wall Bouncing/Jumping: Slide into a wall/surface and press Space immediately as you hit it. Propels you off the surface, useful for repositioning.
Climbing: Approach a ledge and hold Space . Max height is limited, but can access higher ground quickly.
Zipline Jumping: When on a zipline, press Space to detach. Can re-attach by pressing E near it. Tap Space repeatedly for evasive zipline movement.
Supergliding: Frame-perfect input combining jump and crouch at the end of a climb animation. Difficult but provides a large momentum boost.

Interaction

E	Use / Interact (Pick up items, open doors, revive, ride ziplines, etc.)
E (Hold)	Open doors slowly / Revive a downed teammate
Mouse Button 3 (Middle Click)	Contextual Ping / Mark Target (Default)
Mouse Button 3 (Hold)	Open Ping Wheel (Choose specific ping types)
F	Melee Attack
H	Holster Weapon (Run faster, useful for quick repositioning)
Escape	Game Menu / Cancel (Many actions)
G	Throw Ordnance (Grenade)

Combat & Inventory

Weapons

Left Mouse Button	Attack / Fire Weapon
Right Mouse Button	Aim Down Sights (ADS) / Block (with melee weapon)
R	Reload Weapon
Mouse Wheel Up/Down	Swap Primary/Secondary Weapon
1	Select Primary Weapon
2	Select Secondary Weapon
B	Toggle Weapon Fire Mode (If available on weapon)
X	Inspect Weapon

Inventory Management

Tab	Open Inventory Screen
Left Click (in Inventory)	Use/Equip Item
Right Click (in Inventory)	Discard Item
Shift + Left Click (in Inventory)	Split Item Stack
Drag & Drop (in Inventory)	Move items, equip attachments
E (on Deathbox/Loot Tick)	Open Deathbox/Loot UI (Alternatively, Tab)
F (on Attachment)	Equip Attachment to Weapon (Priority system auto-equips compatible items on pick up)

Healing & Shielding

4	Open Health/Shield Item Wheel
4 (Quick Press)	Use previously selected Health/Shield item
5	Use Survival Slot Item (Heat Shield, Mobile Respawn Beacon, etc.)
5 (Hold)	Open Survival Slot Item Wheel
Left Click (in Wheel)	Select and use item from wheel
Right Click (in Wheel)	Cancel item selection
Tip: Prioritize shield healing over health healing in combat, as shields apply instantly upon completion.	
Tip: You can 'quick swap' shields by picking up a shield from a deathbox or the ground if it has more charge than yours. Press E over it.	

Communication & Utility

Ping System (Default)

Mouse Button 3 (Click)	Contextual Ping (Enemy, Loot, Location)
Mouse Button 3 (Double Click)	Enemy Ping ('Enemy Here')
Mouse Button 3 (Hold)	Open Ping Wheel
Ping Wheel Options	<ul style="list-style-type: none">• Going Here• Enemy Here• Looting Here• Watching Here• Defending Here• Needs Healing/Shield• Attacking Here• Separating
F1 - F5	Pre-set Communication Wheel Phrases (Bindable)
Tip: Ping everything! Enemies, loot you don't need, dangers. It's key to team communication without voice chat.	
Tip: Ping location on map screen (M) to indicate landing spot or rotation path.	

Emotes & HoloSprays

N	Open Emote Wheel
Left Click (in Wheel)	Select and use Emote / HoloSpray
Right Click (in Wheel)	Cancel selection
Tip: Emotes are mostly cosmetic but some legends have unique in-game interactions or movements via emotes.	
Tip: HoloSprays can be used tactically as distractions or markers, though their primary use is cosmetic.	

Other Useful Keys

M	Open Map
~	Toggle Console (Requires enabling in Launch Options)
Enter	Send Chat Message
P	Cycle Spectator Target (When downed or eliminated)
Esc	Open System Menu
Left Alt + F4	Close Game (The classic bailout, use with caution!)