

Interface.

Drag and drop is supported. You can drag and drop skills, items or windows, like inventory, radar, etc. To enable/disable mouse cursor for UI/free look control use:



by default **R** key, or assign a new hotkey inside skills window (T key) of Actions tab

Assign hotkey for any active skill.

Simply hover mouse cursor and press any unused key. If the keyboard key was already assigned it will be automatic removed from another skill. Use Del or backspace for assignation remove, during mouse cursor hover.

Doesn't work for passives and aura.

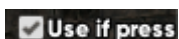
Quick use panel

Drag and drop here skills for use with this keys or auto assign here skills from input config (read below)



Alt+X → Settings → Input.

Allows to configure hotkeys behaviour, during use.



“use if press” - enabled checkbox causes immediatly use of the assigned skill when hotkey pressed. For example, if enabled, F1 assigned to regular attack, during press, your character will try to attack with equipped weapon. If checkbox option disabled, during press, nothing happened or happened only skills assignation inside quick use panel.



Enabled checkbox at specific position causes assignation of the hotkey skill to quick use panel.

Occupied buttons.

You can not use this keys to assign as hotkeys for skills.

WASD – Movement keys.

ESC – closing all currently opened windows and disables mouse cursor to free look

mode.

B – Opens buy window. For TvT work only at base, for HD game mode anywhere.

I – Opens Inventory window.

T – Opens Skills/Stats/Action window.

Alt – Show secondary mouse buttons context, highlights nearby items, used for quick weapon switch with mouse wheel.

Alt+X – always enables/disables mouse cursor and open/close options menu at the right down of the screen.

Left Ctrl, Space, Left Shift – All used as quick skill panel with mouse buttons at the screen left down corner by default. You can drag and drop skill to it.

Tab – Shows stats information like current round, kills, deaths, releases, etc.

Del, Backspace – during hover mouse cursor and press, removes previously assigned hotkey from a skill.