

Configure Controls

Default Keyboard Controls: (Can be reconfigured)

Arrow Keys or NUM Arrow Keys for Movement

Z or W for Main Attack

X or A for Secondary Attack

Shift for Sprint/Lock Direction

S for Menu/Inventory

ESC/NUM0 for Cancel (In Menu),

D for Lift Off/Land Spaceship

Q for Flashlight (On Foot)

Enter/Space for select/ok

If you own a copy of VX Ace or another VX Ace game, there is a big possibility that the Key Bindings will be set to your own personal configurations.

Although After The End: TH will still function, there is a possibility that some buttons will overlap, such as the Secondary Attack and Map buttons, which can cause some understandable irritation.

This issue does not occur for those who don't own a copy of VX ACE or a VX Ace developed game.

Most controls CAN be rebound by pressing F1 during Gameplay.

Below is the definitions to what each Key Binding does.

(NOTE- These are not the buttons that you press on the Keyboard while playing. These are the definitions of the codes used for rebinding.)

C = Select/Ok

R = Main Attack

A = Sprint/Direction Fix

B = Cancel (In Menu), Map (On Foot)

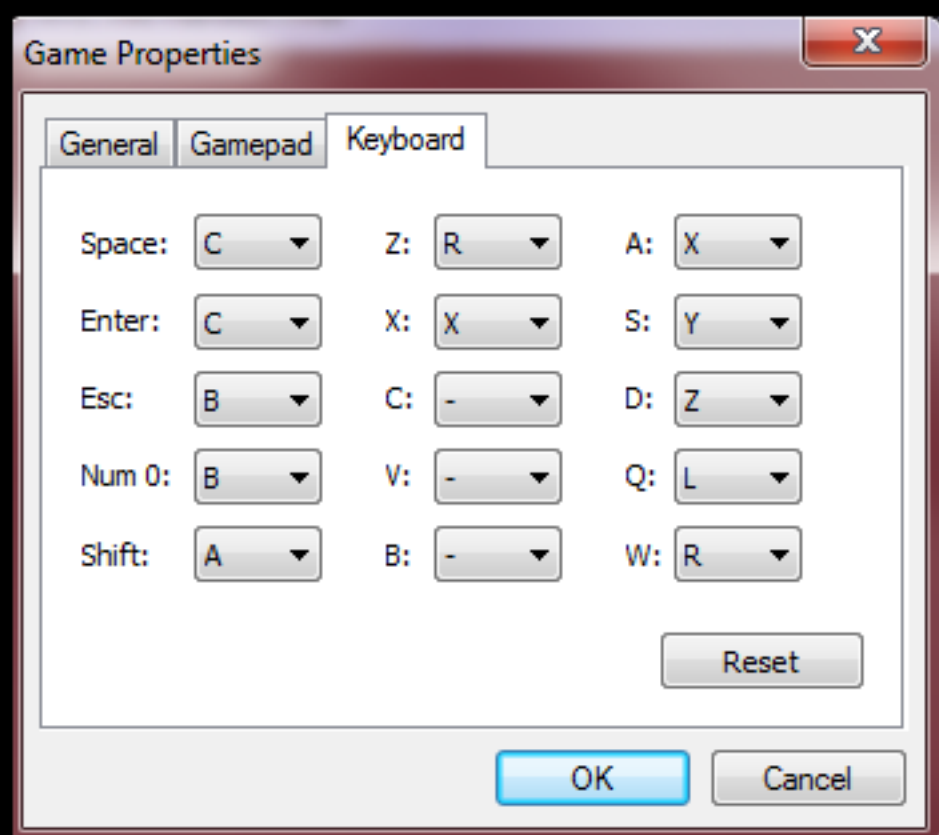
Y = Inventory

X = Secondary Attack

L = Flashlight (On Foot)

Z = Lift Off/Land Spaceship

When you're inside the F1 Menu you will see this box.



The controls listed in the picture above are the Default Controls. If you don't want to make your own setup, or are having the issue with overlapping controls, use the configuration listed in the picture.

On the left-hand side, you will see Space, Enter, ESC etc. These represent your keyboard keys that are pressed during gameplay. The drop down boxes with the selectable letters C, B, A etc, represent the configurable controls that can be assigned.

Using the corresponding letters above will allow you to remap almost all the controls. The only keys that can't be rebound are the Arrow Keys/NUMPAD Arrow Keys, which are used for movement.