

DarkHelm

Keybindings — default controls

Every console works with the **mouse**. The bindings below are optional shortcuts and are **fully rebindable** in any station's  menu → **Controls / Keybinds** (or press ). The editor has **separate keyboard and controller columns** — rebinding a key never disturbs the controller binding — plus controller options (invert pitch / yaw, stick dead-zone, connected-pad readout). The Helm fully supports a gamepad.

Helm – keyboard

Action	Key(s)
Yaw / heading	 /  (also  / )
Pitch	 /  (also  / )
Roll	 / 
Throttle up / down	 / 
Throttle presets (ahead)	 –  (Dead Slow → Flank)
All stop	
Astern presets	 +  – 
Level attitude	
Engage / drop hyperspace	
Dock / undock	
Execute / cancel course	
Map zoom in / out	 / 

Helm – controller

Action	Input
Yaw / pitch	Left stick

Action	Input
Roll	LB / RB
Throttle up / down	RT / LT
Flank preset	Y
All stop	B
Level attitude	A
Hyperspace	X
Dock / undock	D-pad ►
Execute / cancel course	D-pad ◄
Map zoom	D-pad ▲ / ▼

Weapons

Action	Key
Toggle weapons online	R
Fire (all ready)	Space
Fire all beams	B
Fire all missiles	M
Cycle target	Tab

Sensors

Action	Key
Cycle contact	Tab
Scan selected	Enter

Engineering

Action	Key
Recall power preset 1–10	1 – 9 , 0
Save power preset 1–10	Ctrl + 1 – 9 , 0

Alert (Command & Comms)

Action	Key
Condition Green	Ctrl + G
Level 2 (Yellow)	Ctrl + Y
Level 1 (Red)	Ctrl + R

Global (every console)

Action	Key
Open Help	/
Open Controls / Keybinds	\
Change Station	Ctrl + [

Notes

- **F-keys (**F1** – **F12**) are reserved** for switching between the station tabs you are manning, so no rebindable action defaults to an F-key.
- Hotkeys fire only on the **active** station tab and are suppressed while a text field has focus, so typing waypoints or comms messages never triggers an action.
- Helm flight reads the analog **strength** of each action, so keyboard (digital) and gamepad sticks (proportional) share one binding set.