STAR WARS X-WING VS. TIE FIGHTER

# XvT Cheat sheet 0.91

## Propulsion & craft

- [=] Increase throttle
- [-] Decrease throttle
- [\] Throttle to zero
- [[] Throttle to 1/3
- []] Throttle to 2/3
- [←] Full throttle
- [V] Troggle S-Foils (X-W only)
- [Return] Match speed /w target
- [Alt] [E] Eject
- [H] Engage/Abort Hyperdrive
- [J] Jump to new craft if available

## Targeting

- [A] Target attacker of target
- [E] Cycle through objects targeting you
- [R] Target nearest fighter
- [T] / [Y] Next / Prev target
- [U] Target newest object
- [U] Target newest object
- [I] Cycle through incoming warheads
- [O] Nearest "objective" craft
- [P] Nearest hostile player
- [⇧] [P] Cycle through players
- [,] Cycle target's components
- [⇧] [,] Previous component
- [F1] / [F2] Prev/Next friendly object
- [F3] / [F4] Prev/Next enemy object
- [⇧] [F5] to [F7] Store current target as preset
- [F5] to [F7] Select target preset
- [Z] Toggle Threat Display
- [Alt] [C] Clear Target Display

## Craft scores

| | | | |
|---|---|---|---|
| GUN | 400 | Hard | 4 x Craft Value |
| Z95 | 160 | Medium | 2 x Craft Value |
| X-W | 300 | Easy | 1 x Craft Value |
| Y-W | 200 | | |
| A-W | 400 | Friendly Fire penalties | |
| TF | 200 | Kill | -4 x Craft Value |
| TI | 300 | Shared Kill | -2 x Craft Value |
| TB | 300 | | |
| TA | 500 | | |

## Power & Shields

- [F8] Beam recharge rate
- [F9] Cannon recharge rate
- [F10] Shield recharge
- [9] / [0] Power presets
- [⇧] [9] / [⇧] [0] Save power presets
- [;] Transfer all shield energy to cannon
- [']  Transfer cannon energy to shields
- [⇧] ['] Transfer all cannon energy to shields
- [S] Cycle Shield Settings

## View controls

| | | |
|---|---|---|
| [7] | [8] | [9] |
| 10 o'clock Left forward | 12 o'clock Forward | 2 o'clock Right forward |
| [4] | [5] | [6] |
| 9 o'clock view | Look straight Up | 3 o'clock view |
| [1] | [2] | [3] |
| 7 o'clock Left shoulder | 6 o 'clock | 5 o'clock Right shoulder |

- [0] Toggles between wing and high angle view
- [.] Period. Toggles Cockpit on/off
- [/] External camera mode
- [*] Repositions camera in External mode

## Wingmen orders

- [⇧] [A] **A**ssign target to wingmen
- [⇧] [B] Signal resupply ship
- [⇧] [C] Order wingmen to **C**over you
- [⇧] [I] Order wingmen to **I**gnore target
- [⇧] [R] Order wingmen to **R**eport in
- [⇧] [H] Order targeted craft to go **H**ome
- [⇧] [W] Order targeted craft to **W**ait/Stop
- [⇧] [G] Order targeted craft to **G**o
- [⇧] [E] Order targeted craft to **E**vade
- [⇧] [S] Call for reinforcements

## Weapons

- [X] Cycle weapon configuration
- [W] Cycle through weapon systems
- [B] Toggle beam weapon on/off
- [C] Fire countermeasure

## In-flight map

- [M] Toggle In-Flight map
- [⇧] [M] Map with AI taking over craft
- [H] Show keyboard reference for map (*, /, +, - on Numpad)

## Communications

- [Tab] Toggle chat line (1x Team, 2x Enemy, 3x All)
- [Esc] Abort chat

## HUD Popups

- [L] Toggle **L**og popup
- [F] Toggle **F**riendly craft list
- [⇧] [F] Toggle enemy craft list
- [G] Toggle **G**oals
- [K] Toggle **K**ills or score
- [D] **D**amage assessment
- [C] Fire countermeasure
- [←] [→] Highlight different pop-ups
- [↓] [↑] Scroll through pop-up content

## Meta Game Commands

- [Alt] [A] Quits the observation deck
- [Alt] [P] Pause game
- [Alt] [V] Display game version
- [Alt] [D] Cycle through **D**etail settings
- [Alt] [B] Cycle through **B**rightness settings
- [Alt] [I] Toggle **I**nterlace on/off
- [Q] **Q**uits game