

# HOTKEYS - for Jagged Alliance 2 1.13

v1.6 -by goc\_man

Note: Hotkeys added/updated after the 4870 release are underlined.  
- new hotkeys until Revision 5695

## SELECTING MERCS and SQUADS

### TACTICAL SCREEN

<b>F1 - F10</b>	Selects mercs in the current squad.
<b>MOUSE WHEEL UP / DOWN</b>	Select previous / next merc. (cursor must be in tactical map)
<b>SPACE</b>	Selects the next merc in the current squad. Function depends on the option 'Space selects next squad'.
<b>SHIFT + SPACE</b>	Selects next squad.
<b>= (equals)</b>	Selects all mercs in the current sector.
<b>1 - 0</b>	Change to squad (of pressed number).
<b>/ (forward slash)</b>	Center on currently selected merc.
<b>ALT + F</b>	Keeps the screen centered on the selected merc during turn based combat.

### MAP SCREEN

<b>LEFT / RIGHT</b>	Select previous / next merc.
<b>PAGE UP / DOWN</b>	Select first / last merc in list.
<b>1 - 0</b>	Select all members of that squad number. You can also do this by right clicking on the "SQUAD" textbox next to the merc's name.
<b>SHIFT + (1 - 0)</b>	Select all members of squads 11 thru 20.
<b>CTRL</b>	Hold down CTRL while selecting mercs to add additional mercs to the selection group.
<b>SHIFT</b>	Hold down SHIFT while selecting mercs to select a range of mercs.

## TACTICAL SCREEN

### - MOVEMENT, STANCE, ACTIONS

<b>SHIFT</b>	In Movement Mode, SHIFT makes a merc's movement path visible. It also forces the cursor to HUG the ground, which is very handy in tight quarters (example: doors/other mercs in the way of your cursor). Used for the new feature of <u>Jumping over small obstacles</u> . Hold SHIFT and point at a tile (2 or 3 tiles away from merc). Now click and the merc makes a small jump to the destination. Useful for jumping over mines, water tiles, from roof to roof or over another merc if he is prone.
<b>ALT</b>	While moving a merc, holding down ALT makes: - a STANDING merc sidestep or back-up - a CROUCHING merc back-up - a PRONE merc roll to the side or back-up
<b>L (or MIDDLE MOUSE BUTTON)</b>	Look / Turn cursor. Use to change merc's facing. Use again in the same direction to raise weapon. Note that some bonuses (like scope vision range bonus) only apply when a weapon is raised.
<b>PAGE UP / DOWN</b>	Cycles through stances. Pressing it while Standing next to (or on) a building with a flat roof will cause the merc to climb onto/off the roof.
<b>P</b>	Changes to PRONE stance.
<b>C</b>	Changes to CROUCH stance.
<b>S</b>	Changes to STANDING stance.
<b>R</b>	Changes to RUN mode.
<b>J</b>	Before an obstacle/roof to jump/climb with selected merc.
<b>SHIFT + J</b>	Jump through window (merc must be facing the window, and there must be a free tile on the other side of the window). If the window is intact the merc will <u>jump through a closed window</u> , smashing it in the process (WARNING: merc might be injured).
<b>X</b>	Exchanges places with another merc, militiaman or civilian.
<b>Z</b>	Activate STEALTH mode (for selected merc/s).
<b>ALT + Z</b>	Activate STEALTH mode for the entire squad.
<b>CTRL + SHIFT + X</b>	Turn real time sneaking on/off.
<b>CTRL + X</b>	Enter turn based (while sneaking in real time).
<b>ESC</b>	Aborts action (such as movement, firing or first aid).
<b>CTRL</b>	Hold to bring up the HAND cursor.
<b>A</b>	Auto-Bandage your mercs (if possible, and only in Turn-Based).
<b>B</b>	Toggles BURST / AUTO / UB mode for weapon in hand. (UB stands for UnderBarrel weapon, for example: the M203)

<b>. (dot)</b>	<u>Toggle between a gun's different scopes / sights.</u> (if a gun has one or more scope/sight attached) Also used to switch to ' <u>Alternative weapon holding</u> '. - see JA2_Options.ini [Tactical Gameplay]
<b>CTRL + . (dot)</b>	Opens the <u>new menu</u> - <u>fill canteens, clean weapons, change clothes...</u>
<b>Q</b>	Switch between standard Grenade Launcher angles and higher angles. Higher angles enable you to launch grenades farther.
<b>SHIFT + G</b>	Swap cursors for the Grenade Launcher burst from the standard toss cursor to the burst cursor (allows spread fire).
<b>SHIFT + R</b>	Reload all weapons (in hand) of your squad. Reloads from mercs' inventory in turn-based. When in real time mode, reloads all weapons in squad inventory using ammo from sector inventory (if available, if not – reloads from mercs' inventory). <u>Also fills any magazines if they aren't full.</u>
<b>SHIFT + K</b>	Swap valid weapons between gunsling and primary hand (also works in Strategic Map)
<b>SHIFT + N</b>	Toggles NVGs/sun goggles for all mercs in active team. Goggles will be worn for daytime, and NVG for nighttime. The unused gear will be placed in inventory or attached to the helmet (if worn) (also works in Strategic Map)
<b>SHIFT + B</b>	Drop backpacks for all mercs in the current sector. (New Inventory Mode only)
<b>CTRL + SHIFT + F</b>	Pickup all dropped backpacks (NewInv mode only), then automatically perform both SHIFT + F and SHIFT + S hotkeys (see below).
<b>CTRL + SHIFT + M</b>	Merges all mergable items while stacking and sorting. This means medkits, toolkits, canteens, gas cans, first aid kits, ammo...
<b>CTRL + SHIFT + A</b>	Create ammo crates using all ammo found in sector.
<b>SHIFT + A</b>	<u>Create ammo boxes</u> using all ammo found in sector inventory.
<b>SHIFT + F</b>	Remove all removable attachments from items and unload all weapons in sector inventory.
<b>SHIFT + S</b>	Sort items in sector inventory. Also merges ammo items.
<b>SHIFT + M</b>	Moves all items in sector to location of selected merc.
<b>SHIFT + T</b>	Resort teams based on hire date.

## TACTICAL SCREEN - INTERFACE

<b>D</b>	DONE with turn (Turn based combat only).
<b>E</b>	Cycles through all enemies seen by the selected merc.
<b>ENTER</b>	Cycles through all enemies your team knows about.
<b>N</b>	Cycles between targets that overlap on the screen.
<b>TAB</b>	Toggles cursor level (ground/upper level).
<b>F</b>	Displays useful info about a given tile, relative to the selected merc. It shows cover, range (and your current gun range) and CTH. Also shows the level of brightness and 'muzzle stability' (if using NCTH).
<b>INSERT</b>	Displays overhead view of current sector.
<b>HOME</b>	Toggles 3D cursor.
<b>DELETE</b>	Shows COVER spots relative to seen enemies.
<b>END</b>	Shows LINE OF SIGHT of selected merc.
<b>SHIFT + C</b>	Toggles COVER display
<b>SHIFT + V</b>	Toggles LINE OF SIGHT display
<b>ALT</b>	When mousing over an enemy soldier -> displays soldier info.
<b>~ (TILDE)</b>	Toggles between Team and Inventory panels.
<b>CTRL + TAB</b>	<u>Displays next tab in Enhanced Description Box</u> (works in Strategic & Tactical Screen; you can use ' <b>TAB</b> ' in Strategic Screen)
<b>G</b>	Turns off merc lights in nighttime.
<b>H</b>	Brings up context sensitive HELP.
<b>I</b>	Toggles glowing Items on and off.
<b>K</b>	Opens the KEYS panel.
<b>M</b>	Map Screen.
<b>O</b>	Options Screen.
<b>T</b>	Toggles Treetops on and off.
<b>V</b>	Shows various info: Version Release, Difficulty Level, Progress...
<b>W</b>	Toggle additional building Wireframes.
<b>* (STAR)</b>	Toggles between red and white glowing objects.
<b>SHIFT</b>	Hold down to increase scrolling speed.
<b>BACKSPACE</b>	Cancels current dialogue (if any).
<b>PAUSE</b>	Pauses the game.
<b>CTRL + ALT + SHIFT + T</b>	Enter/exit Forced turn base mode.
<b>- (SUBTRACT on keypad)</b>	<u>Speeds up the game</u> in turn-based or real-time mode. Useful for speeding up those long enemy turns. You can also bind a different key for this shortcut in JA2_Options.INI [Clock Settings]

### Shortcuts for the 'Tripwire-triggered mines' feature

- ALT + Shift + C** Toggle Display of all (also enemy) planted BOMBS / MINES / TRIPWIRE when the selected merc has a metal detector in his hand.
- ALT + SHIFT + V** Toggle Display of bombs/mines/tripwires planted by your team. Toggles between different displays:
- Display trap network: mines are red, tripwire is yellow, tiles with both tripwire and mines are orange.
  - Display network colouring: network A is red, network B is orange, network C is yellow, network D is green.
  - Display trap network A,B,C or D: only tripwire of this network is displayed. Hierarchy: 1 is green, 2 is yellow, 3 is orange, 4 is red.
  - No display of traps (standard mode).

### TACTICAL SCREEN - MOUSE COMMANDS

- CLICK (on portrait)** Select merc / move screen to mercenary.
- ALT + CLICK (on portrait)** Centre screen on merc (if not visible).  
Show merc's location (if visible).
- CLICK (on figure)** Select merc.
- ALT + CLICK** Add merc to selection (if not selected).  
Deselect merc (if already selected).
- RIGHT-CLICK** Toggle current action(depending on item in hand slot)
- RIGHT-CLICK and Hold** Change merc's assignment (click on mercenary).  
Select click action from toolbox (click on other tile).
- LEFT-CLICK and Drag** Select multiple mercs (when using selection cursor) / Fire (when using targetting cursor) / Walk gunfire (when using targetting cursor with weapon in BURST or AUTO) / Change stance (when clicking on mercenary and dragging up or down) / Scale obstacle (when clicking on mercenary and dragging up).
- LEFT-CLICK and Hold, RIGHT-CLICK, Release LEFT-CLICK** Order all mercs of selected squad to move to the specified Location.
- SHIFT** In a merc's inventory use the SHIFT key to select stacked units of a given item. For example, to pick up and move 3 clips of .45 ammo from a merc's inventory, just hold down SHIFT and click on the stack of 3 clips (also works in the Strategic Map and Sector Inventory).
- CTRL + CLICK** on an item with an item in your cursor to auto-attach/merge them. Works with mergeable items (kits,canteens...), clips and stacks of clips. For example: Ctrl + Click with a full clip in cursor on a stack of 2 half-empty clips -> the two clips will be filled with ammo from the one you had in the cursor. (Also works in the Strategic Map and Sector Inventory)
- SHIFT + RIGHT-CLICK** on a gun with ammo inside to unload its magazine and place it on your cursor. This way you don't have to go to the weapon description box to unload it. (also works in the Strategic Map)
- CTRL + RIGHT CLICK** on a stack of items displays the destription box of the top item in stack (skipping the window that selects different items in stack).
- CTRL + Z (or CTRL + Y)** When playing the game in Windowed mode this "Locks" / "Releases" the mouse cursor inside the window. This is very useful for scrolling with the mouse when in windowed mode.
- SCROLL WHEEL UP / DOWN** Select next/previous merc.
- ALT + SCROLL WHEEL** Add/subtract bullets when in auto fire.
- MIDDLE MOUSE BUTTON** Look (same as 'L' hotkey).
- ALT + MIDDLE MOUSE BUTTON** Change firing mode (SINGLE,BURST,AUTO).
- ALT + WHEEL UP / DOWN** Changes stance.
- 4th MOUSE BUTTON** Enables/disables STEALTH mode.
- ALT + 4th MOUSE BUTTON** Reloads weapon.
- 5th MOUSE BUTTON** Switch cursor to roofs.
- ALT + 5th MOUSE BUTTON** Climb on/off roof.

### STREATEGIC MAP

- ESC** Enter into currently highlighted sector.
- + (plus) / - (minus)** Speeds up / slows down Time compresion.
- SPACE** Toggles between Pause and your last mode of time compression.
- SHIFT** When plotting travel routes on the Map Screen, hold down SHIFT to make mercs travel the most direct route (instead of the fastest).
- INSERT / DELETE** Up / Down one map sublevel.
- ENTER** Enter / Exit merc inventory.
- F1 - F6** Sort merc list by column 1-6 (NAME,ASSIGN,SLEEP,LOCATION...).
- L** Brings up the Laptop.
- C** Brings up the selected merc's contract.
- W, M, T, Z, R, A, I** Toggles map filters in order: ToWns; Mines; Teams & Enemies; Militia & Enemies (**Z**); Mobile Milita Restrictions; Airspace; Inventory
- U** Open Inventory Screen of highlighted sector on map.

### STRATEGIC MAP - SECTOR INVENTORY

- SHIFT + E** Drop carried Items (of selected merc). Does not include Armor, LBE and hand positions. Also opens sectory inventory.
- SHIFT + W** Drop ALL items (of selected merc), including Armor, LBE and hand positions. Also opens sectory inventory.
- CTRL + SHIFT + E** Pickup as many sector items as possible. Only works if a vehicle is in the sector and active. Also opens the vehicle inventory and sector inventory panels.
- , (comma) / . (dot)** Previous / Next page.
- ESC** Exit Sector Inventory.
- ALT + LMB** Sell one item in Sector Inventory.
- CTRL + LMB** Permanently delete one item in Sector Inventory.
- ALT + SHIFT + LMB** Sell all items from selected slot in Sector Inventory.
- CTRL + SHIFT + LMB** Permanently delete all items from selected slot.
- ALT + Y + LMB** Sell all items of the same type from Sector Inventory.
- CTRL + Y + LMB** Delete all items of the same type from Sector Inventory.
- CTRL + DEL** Permanently delete all items from Sector Inventory.

### LAPTOP

- TAB / CTRL + TAB** Next / previous button in Navigation Panel
- ESC** Shut down the Laptop

#### AIM WEBSITE

- LEFT / RIGHT ARROW** previous / next Merc (when in merc details)
- LEFT / RIGHT ARROW** previous / next Page (when in mug shot index)
- ENTER** Contact Merc (when in merc details)
- 1 - 5** Select Kit 1 - 5 (starting gear)
- RIGHT-CLICK** On merc portrait or mug shot -> go back one page.
- BACKSPACE** Back to AIM Sorting Screen / Homepage Screen.  
Close window if in Conference Mode.
- M, P, H, L** Go to page: Members; Policies; History; Links.  
(when on Homepage)
- M, F, A** Mug Shot Index page; Members page(F); Alumni page.  
(when on Members Sorting Page)

#### M.E.R.C. WEBSITE

- LEFT / RIGHT ARROW** View Previous / Next merc.
- ENTER** Hire curently selected merc.
- T** Switch between Profile Info & Starting Gear.
- BACKSPACE** Back to M.E.R.C. Homepage.

#### BOBBY RAYS' WEBSITE

- LEFT / RIGHT ARROW** Previous / Next Items
- SHIFT + LEFT / RIGHT** Jump 5 pages Back / Forward
- CTRL + LEFT / RIGHT** Jump to First / Last Page
- ENTER** Order Form
- 1 - 4** Purchase 1 item: '1' for 1st item, '2' for 2nd...
- Shift + ( 1 - 4 )** Purchase all items
- Ctrl + ( 1 - 4 )** Unpurchase 1 item
- Shift + Ctrl + ( 1 - 4 )** Unpurchase all items

### SYSTEM COMMANDS

- CTRL + S** Brings up the save screen.
- CTRL + L** Brings up the load screen.
- ALT + S** Quick Save.
- ALT + L** Quick Load.
- ALT + A** Load last auto save (only available in Load savegame screen).
- ALT + B** Load previous save prior to last one (Load screen only).
- CTRL** Hold to display game settings for (Load Screen only).
- CTRL + T** Toggles between unshaded and shaded background for text.
- ALT + X** Exit the game.

#### MAIN MENU

- N** Start New Game with latest loaded game settings
- M** Multiplayer game
- C** Continue Saved Game (Load Screen)
- ALT + C** Load Last Game
- O** Preferences
- S** Credits
- Q** Quit game

## GABBI / IGUANA Cheat Keys

**CTRL + GABBI** On Tactical Map: Enables cheat mode in English Version.

**CTRL + IGUANA** On Tactical Map: Enables cheat mode in German Version

### Tactical Screen

**ALT + E** Make all characters (enemies and NPCs) and items visible.

**ALT + O** Kill all enemies in current sector.

**ALT + T** Teleport selected character to cursor location.

**CTRL + H** Hurt character under cursor location.

**ALT + D** Refresh APs of all mercenaries. (May require multiple uses to fully restore)

**ALT + R** Reload selected character's gun.

**CRTL + U** Refresh all character's health and energy (heals them).

**ALT + ENTER** Aborts enemies turn.

**ALT + G** Adds a random merc to roster.

**ALT + I** Adds a random gun beneath your cursor.

**ALT + B** Adds an enemy soldier beneath the cursor.

**ALT + C** Adds a civilian beneath the cursor.

**ALT + 2** Adds a baby crepitus beneath your cursor.

**ALT + 4** Puts the selected merc in a wheelchair.

**ALT + 5** Turns selected merc into a large crepitus.

**ALT + W** Progressive scrolling through item list. (When viewing a large item-screen in tactical screen) scrolls through the item-list in a progressive fashion. Put the item you're going to view in the upper hand, or the game will 'create' an item in the upper hand: item #1.

**ALT + SHIFT + W** Same as ALT + W but cycle backwards through item list.

**ALT + K** Mustard Gas explosion at cursor.

**CRTL + K** Hand Grenade explosion at cursor.

**ALT + V** Create a robot.

**ALT + Q** View interior of all buildings.

**CRTL + T** All mercs in current sector arrested by the Queen.

**CRTL + F** Display the frame rate.

**ALT + Keypad 1** Merc changes into a tank.

**CRTL + O** Creates a large crepitus.

### Map Screen

**CRTL + T** In travel mode, teleport squad to sector under cursor.

**ALT + AUTO RESOLVE** Kill all enemies in sector.

### Laptop

**+ (plus) / - (minus)** Increase/decrease funds by \$10,000.

**+ / - (on keypad)** Increase/decrease funds by \$100,000.