

HOTKEYS - for Jagged Alliance 2 1.13

2014 Stable Public Release

SELECTING MERCS and SQUADS

TACTICAL SCREEN

- F1 - F10** Selects merc / move screen to merc
- SPACE** Selects the next merc in the current squad. Use depends on option 'Space selects next squad'
- SHIFT + SPACE** Selects next squad
- = (equals)** Selects all mercs in the current sector
- 1 - 0** Switches to dynamic squad number in sector
- / (slash)** Centres on currently selected merc
- ALT + F** Keeps screen in view on the selected merc during turn-based

MAP SCREEN

- LEFT / RIGHT** Selects previous / next merc
- PG UP / DOWN** Select first / last merc in list
- 1 - 0** Selects all members of that squad number. Same as RMB on the "SQUAD" textbox
- SHIFT + (1 - 0)** Select all members of squads 11 thru 20
- CTRL** Hold CTRL while selecting mercs to add more mercs to selection group
- SHIFT** Hold SHIFT while selecting mercs to select a region of mercs

TACTICAL SCREEN - MOVEMENT, STANCE, ACTIONS

- SHIFT** In Movement Mode, SHIFT makes a merc's movement path visible. It also forces the cursor to HUG the ground, very handy in tight quarters (e.g. doors / other mercs in the way of cursor)
- ALT + SHIFT** Used for jumping over small obstacles. Hold ALT + SHIFT and point at a tile (2 or 3 tiles away from merc). Cursor will change to indicate jumping is possible. Useful for jumping over mines, from roof to roof or over another merc if he is prone
- ALT** While moving a merc, holding down ALT makes:
 - STANDING merc will sidestep or back-up
 - CROUCHING merc will back-up
 - PRONE merc will roll to the side or back-up
- L / W / MMB** Look / Turn cursor. Change merc's facing / Raise weapon if looking at the same direction. Note that some bonuses like scope vision range bonus only apply when a weapon is raised
- PG UP / DOWN** Cycles through stances. Standing next to (or on) a building with a flat roof will cause the merc to climb onto/off the roof
- P / X** PRONE stance
- C** CROUCH stance
- S** STANDING stance
- R** RUN mode
- J** Before an obstacle / climb / drop off roof with selected merc
- SHIFT + J** Jumps through window (merc must be facing the window, and there must be a free tile on the other side of the window). Closed window works as well
- G** Toggles selected mercs to move in formation
- X** On merc / NPC, exchanges position with selected merc
- Z** Activate / Disable STEALTH mode for selected merc(s)
- ALT + Z** Activate / Disable STEALTH mode for the entire squad
- CTRL + SHIFT + X** Toggle real-time sneaking
- CTRL + X** Enter turn based (while sneaking in real-time)
- CTRL + T** Toggles forced turn-based mode
- ESC** Aborts action (such as movement, firing or first aid)
- CTRL** Hold to bring up the HAND cursor
- A** Auto-Bandage your mercs when no enemy in sector
- B** Toggles BURST / AUTO / Underbarrel mode for primary hand
- . (dot)** Toggles between a gun's different scopes / sights / alternative weapon holding (if a gun has variable scope / sight attached)
- , (comma)** Increase aiming in BURST / AUTO fire (for non-mouse wheel)
- CTRL + . (dot)** Opens menu - fill water, clean weapons, swap clothes etc.
- ALT + RMB / SHIFT + 4** Opens skills menu - e.g. radio operator, spotter
- Q** Switches between standard/higher Grenade Launcher angles. Higher angles enable you to launch grenades farther
- SHIFT + G** Toggles cursor for the Grenade Launcher burst between standard toss cursor and burst cursor, allowing spread grenade burst
- ALT + R** Reloads selected merc's weapon

- SHIFT + R** Reloads all weapons (in hand) of active squad from mercs' inventory in turn-based. For real-time, reloads all weapons and fills magazines in squad inventory from sector inventory (if available) first
- SHIFT + Q** Drop primary hand item to ground
- SHIFT + H / CTRL + Q** Swaps between primary hand and secondary hand
- SHIFT + K / ALT + Q** Swaps weapons between gunsling and primary hand
- CTRL + SHIFT + K** Equip sidearm/Swap sidearm with gunsling
- ALT + SHIFT + K** Equip knife/Swap knife with gunsling
- ALT + (1 - 0)** Quick access to predefined items in JA2_Options.INI [Tactical Interface Settings]
- ALT + ~ (tilde)** Put quick access item back to inventory and swap hands
- SHIFT + T** Quick item transformation for primary hand item
- SHIFT + N** Toggles NVGs/sun goggles for all mercs in active team. Goggles in the day, NVG for night
- SHIFT + B** Drops backpacks for all mercs in the current sector (NIV only)
- SHIFT + LMB** Plants tripwire using the previous network settings
- SHIFT + A** Create ammo boxes using all ammo found in sector
- CTRL + SHIFT + A** Create ammo crates using all ammo found in sector
- SHIFT + F** Remove all removable attachments from items and unload all weapons in sector
- SHIFT + S** Sorts items in sector inventory. Also merges ammo items.
- CTRL + SHIFT + F** Pickup all dropped backpacks (NIV only), then automatically perform both SHIFT + F and SHIFT + S hotkeys
- CTRL + SHIFT + M** Merges all mergable items while stacking and sorting. This means medkits, toolkits, canteens, gas cans, first aid kits, ammo etc.
- SHIFT + M** Moves all items in sector to location of selected merc

TACTICAL SCREEN – INTERFACE

- M** Map Screen
- O** Options Screen
- H** Context-sensitive Help Screen
- D** Done / End turn in turn-based combat mode / Activate turn-based when in real-time mode
- CTRL + D** Skip player's interrupts for that turn (for single player & old interrupt system)
- ~ (tilde)** Toggles between TEAM and INVENTORY panels
- CTRL + LEFT / RIGHT ARROW** Move selected merc to the left / right in merc panel
- E** Cycles through all enemies seen by the selected merc
- ENTER** Cycles through all enemies team knows
- N** Cycles through targets that overlap on the screen
- TAB** Toggles cursor level between ground / upper level
- F** Displays info about a given tile, relative to the selected merc
- ALT** Displays soldier info on mouse cursor
- INSERT** Displays overhead sector view
- HOME** Toggles 3D cursor
- CTRL + TAB** Next tab in Enhanced Description Box
- T** Toggles Treetops on and off
- CTRL + ALT + G** Toggles merc artificial lights at night
- CTRL + ALT + I** Toggles glowing Items on and off
- CTRL + ALT + W** Toggle building Wireframes
- * (star)** Toggles between red and white glowing objects
- K** Opens the KEYS panel
- V** Shows Game Version, Difficulty Level, Progress etc.
- SHIFT** Hold down to increase scrolling speed
- (subtract on keypad)** Speeds up the game. Useful for speeding up long enemy turns. Can be reassigned in JA2_Options.INI [Clock Settings]
- BACKSPACE** Skips current dialogue (if any)
- PAUSE** Pauses the game
- DELETE** Shows COVER spots relative to seen enemies
- END** Shows LINE OF SIGHT of selected merc
- SHIFT + C** Toggles COVER display
- SHIFT + V** Toggles LINE OF SIGHT display
- CTRL + C** Opens COVER display / TRAP display menu
- CTRL + V** Opens Sector Inventory manipulations menu
- ALT + SHIFT + C** Toggles Display of nearby planted BOMBS / MINES / TRIPWIRE when the selected merc has a metal detector in his hand
- ALT + SHIFT + V** Toggles between different Display of BOMBS / MINES / TRIPWIRE planted by own team:
 - TRAP NETWORK display: mines are red, tripwire is yellow, tiles with both tripwire and mines are orange
 - NETWORK COLOURING display: network A is red, network B is orange, network C is yellow and network D is green
 - A, B, C, D TRAP display: only tripwire of this network is displayed. Hierarchy: 1 is green, 2 is yellow, 3 is orange, 4 is red
 - NO TRAP display (default mode)

TACTICAL SCREEN – MOUSE COMMANDS

LMB (portrait / figure) Selects merc / move screen to merc
ALT + LMB (portrait) Centres screen on merc (if not visible) / show merc's location (if visible)
ALT + LMB (figure) Adds / deselects merc to selection
RMB Toggles current action (depending on item-in-hand) / Hold RMB (figure) Change merc's assignment / Hold RMB (other tile) Show Action menu / (radarmap) Displays overhead sector view
LMB-and-Drag Selects multiple mercs (selection cursor) / Spread gunfire (targeting cursor with in BURST / AUTO) / Change stance (figure and drag up or down) / Scale obstacle (figure and drag up)
Hold LMB, RMB, Release LMB Order all mercs of selected squad to move to Location
SHIFT Hold SHIFT to pick up stacked items, instead of single item (works in Strategic Map and Sector Inventory as well)
CTRL + LMB Auto-attach/merge with item-in-cursor to applicable item (works in Strategic Map and Sector Inventory as well)
ALT + LMB Swap valid attachment item with item-in-cursor instead of opening description box (works in Strategic Map as well)
SHIFT + RMB On a loaded gun to unload magazine to cursor, skipping hassle of opening description box (works in the Strategic Map as well)
CTRL + RMB On a stack of items to display the first item's description box, skipping item selection window (works in Strategic Map and Sector Inventory as well)
SCROLL WHEEL Selects next/previous merc
ALT + SCROLL WHEEL Changes stance in Movement mode / Add / subtract bullets when in auto fire
MMB Look / Turn (same as 'L' hotkey)
ALT + MMB Changes firing mode (SINGLE / BURST / AUTO, same as 'LB hotkey)
4th MB Toggles STEALTH mode (same as 'Z' hotkey)
ALT + 4th MB Reloads selected merc's weapon
5th MB Toggles cursor level between ground / upper level (same as 'Tab' hotkey)
ALT + 5th MB Before an obstacle / climb / drop off roof with selected merc (same as 'J' hotkey)
CTRL + Z Locks / Releases the mouse cursor inside game window. Useful for mouse scrolling and tactical traversing (windowed mode only)

STRATEGIC SCREEN

ESC Enter highlighted sector
+ (plus) / - (minus) Speeds up / slows down Time Compression
SPACE Toggles between Pause and last mode of Time Compression
SHIFT Hold SHIFT to plot the most direct travel route (instead of fastest)
ENTER / ~ (tilde) Enter / Exit merc / vehicle inventory
CTRL + LMB Auto-move first item in slot to Sector Inventory
CTRL + SHIFT + LMB Auto-move all items in slot to Sector Inventory
CTRL + TAB Displays next tab in Enhanced Description Box
INSERT / DELETE Up / Down one sublevel
CTRL + LMB / RMB Assign / remove 5 in Militia Assignment window
SHIFT + LMB / RMB Assign / remove all in Militia Assignment window
SHIFT + K Swaps valid weapons between gunsling and primary hand
SHIFT + N Toggles NVGs / sun goggles for all mercs in active team. Goggles in the day, NVG for night
F1 - F6 Sort merc list by column 1 - 6 (NAME, ASSIGN, SLEEP, LOCATION etc.)
L Laptop Screen
C Show selected merc's contract
W, M, T, Z, R, A, I Toggles map filters: ToWns; Mines; Teams & Enemies; Militia & Enemies (Z); Mobile Milita Restrictions; Airstpace; Inventory
U Open Sector Inventory Screen of highlighted sector

STRATEGIC MAP - SECTOR INVENTORY

ESC Exit Sector Inventory
, (comma) / . (dot) Previous / Next page
SHIFT + W Drop ALL items (of selected merc), including Armour, LBE and hand positions
SHIFT + E Drop carried Items (of selected merc). Does not include Armour, LBE and hand positions
CTRL + SHIFT + E Pickup as many sector items as possible
TAB + LMB Restrict item from militia equipment (for Militia Use Sector Equipment = TRUE only)
CTRL + TAB + LMB Restrict item in towns from move item assignment
ALT + LMB Sell first item in slot

ALT + SHIFT + LMB Sell all items in slot
ALT + Y + LMB Sell all items of the same type in Sector Inventory
DEL + LMB Delete first item in slot
DEL + SHIFT + LMB Delete all items in slot
DEL + Y + LMB Delete all items of the same type in Sector Inventory
CTRL + DEL Delete all items from Sector Inventory
CTRL + LMB Auto-move first item in slot to merc / vehicle inventory
CTRL + SHIFT + LMB Auto-move all items in slot to merc / vehicle inventory
CTRL Hold CTRL to compare item stats with item in Description Box

LAPTOP

ESC Shut down the Laptop
TAB / CTRL + TAB Next / Previous button in Navigation Panel

LAPTOP COMMON KEYS

LEFT / RIGHT ARROW Previous / Next page
SHIFT + LEFT / RIGHT ARROW Jump 10 pages back / forward
CTRL + LEFT / RIGHT ARROW Go to first / last page
ENTER Assigned to commonly-used action in webpage
BACKSPACE Go back previous page (if applicable)
(W, A, S, D, E, Q are alternate keys for ARROWS, Enter, Backspace)

AIM WEBSITE

1 – 5 Select Kit 1 – 5 (starting gear)
RMB (merc portrait / mug shot) Go back previous page
M, P, H, L (homepage) Go to page: **M**embers; **P**olicies; **H**istory; **L**inks
M, F, A (members sorting page) Go to page: **M**ug Shot Index; **M**embers page(**F**); **A**lumni page

M.E.R.C. WEBSITE

T Switch between Profile Info & Starting Gear

BOBBY RAYS WEBSITE

1 – 4 Add 1 item: '1' for 1st item, '2' for 2nd item etc.
SHIFT + (1 – 4) Add all items
CTRL + (1 – 4) Remove 1 item
CTRL + SHIFT + (1 – 4) Remove all items

PERSONNEL MANAGER

UP / DOWN ARROW Switches between Stats, Employment and Inventory
SHIFT + TAB Toggles between Current Team and Departures

EMAIL CLIENT

LMB (message) Close email message
RMB (message / mailbox) Delete email message prompt

SYSTEM COMMANDS

CTRL + S Save Screen
ALT + S Quick Save
CTRL + L Load Screen
ALT + L Quick Load
ALT + X Exit game

SAVE LOAD SCREEN

PG UP / DOWN Previous / Next page
ALT + A Load last Auto-Save (Load Screen only)
ALT + B Load previous save prior to last one (Load screen only)
CTRL Hold CTRL to display game settings (Load Screen only)

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 ENG Version

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

TACTICAL SCREEN

ALT + ENTER Aborts enemies turn

ALT + E Makes all characters (enemies and NPCs) and items visible

ALT + T Teleports selected merc to cursor location

ALT + R Reloads selected merc's weapon without depleting ammo

ALT + D Refreshes APs of all mercs (May require multiple uses to fully restore)

CTRL + U Refreshes all character's health and energy (heals them)

ALT + G Adds a random merc to roster

ALT + B Adds an enemy soldier beneath the cursor

ALT + C Adds a civilian beneath the cursor

ALT + V Adds a robot beneath your cursor

ALT + 2 Turns selected merc into a baby crepitus

ALT + 4 Puts the selected merc in a wheelchair

ALT + 5 Turns selected merc into a large crepitus

CTRL + O Adds a large crepitus beneath your cursor

ALT + I Adds a random gun beneath your cursor

ALT + . (dot) Adds item by Item ID on selected merc

CTRL + ALT + . (dot) Adds previously spawned item on selected merc

ALT + W Cycle forward through item list by Item ID in primary hand (if empty will create item)

ALT + SHIFT + W Cycle backward through item list instead

ALT + Q View interior of all buildings

CTRL + F Displays the frame rate

CTRL + ALT + SHIFT + T All mercs in current sector arrested by the Queen

ALT + K Mustard Gas explosion at cursor

CTRL + K Hand Grenade explosion at cursor

CTRL + H Hurts character under cursor location

ALT + O Kills all enemies in current sector

MAP SCREEN

CTRL + T In travel mode, teleport squad to sector under cursor

ALT + AUTO RESOLVE Kills all enemies in sector

LAPTOP

= (equal) / - (minus) Increase / Decrease funds by \$10,000

+ (plus) / _ (underscore) Increase / Decrease funds by \$100,000