

Enemy Territory CONTROL keyboard mappings – mrbass.org Feb 2005

MOVE

Forward:	W or UPARROW
Back:	S or DOWNARROW
Move Left:	A or LEFTARROW
Move Right:	D or RIGHTARROW
Lean Left:	Q or DEL
Lean Right:	E or PGDN
Jump	SPACE or MOUSE2
Crouch	C or CTRL
Prone	\ or x
Walk	CAPSLOCK
Sprint	SHIFT
Use (Activate)	ENTER or F

USE WEAPONS

Attack:	MOUSE1
Switch to Alternate:	KP_INS
Reload Weapon:	R or KP_PLUS
Binocular Zoom:	B or END

SELECT WEAPONS

Next Weapon:	MWHEELDOWN
Previous Weapon:	MWHEELUP
Slot 1 - Melee:	1
Slot 2 – One Handed:	2
Slot 3 – TwoHanded:	3 or KP_HOME
Slot 4 – Grenade:	4
Slot 5 – Special 1:	5 or KP_END
Slot 6 – Special 2:	6 or KP_LEFTARROW
Slot 7 – Special 3:	7

GAME

Double-Tap Prone:	No
Default Zoom Level:	Far
Zoom Levels:	4 Levels of Zoom

Voice Messages

v14	incoming
v10	enemy in disguise
v21	need a medic
v22	need ammo
v23	need backup
v43	thanks
v45	sorry
v55	bye
v57	cheer
v586	good game
v70	escort vehicle

T talk to all

Y team speak

press ~ tilde key to bring up console

`\com_drawfps 1` – turn on | `/com_drawfps 0` - turn off

`\com_hunkmeg 384 - 192MB/256MB, 384MB/512MB, 567MB/768MB, 750MB/1GB`

`\bind kp_del toggle cg_drawgun`

`\bind kp_enter playdead`

Player Alias to change colors

`^1mr^2bass = mrbass`

`^6mr^4ba^2ss = mrbass`

0	black	8	orange
1	red	b	turquoise
2	green	d	lt blue
3	yellow	e	lt purple
4	blue	n	dk beige
5	cyan	x	lt orange
6	pink	/	lt beige
7	white	*	grey