

Dominion Hot Key, Popup Menu & Mouse Interface Guide

<i>Command</i>	<i>Hot Key</i>	<i>Popup Menu Item</i>	<i>Mouse Action</i>
	<i>Selected Unit</i>	<i>Target</i>	
<i>Select</i>			
Select friendly unit			Left Click on unit or rubberband
Select enemy unit	Friendly unit		Left Click on unit
Cancel selection	Enemy unit		Right Click on map
Select units assigned to <i>any</i> group	0		
Select the units in group 1 - 9	1 ... 9		
Select all friendly <u>B</u> uildings (structures)	B		
Select all <u>w</u> eaponed units	E		
Select flying units (<u>H</u> overcraft)	H		
Select all on-screen weaponed units	V		
Add units assigned to any group to selection	SHIFT-0		
Add the units in group 1 - 9 to selection	SHIFT-1 ... SHIFT-9		
Select units of similar type to selection	TAB		
Add/remove friendly units to selection	Friendly unit		SHIFT-Left Click on unit or
	Friendly unit		SHIFT-rubberband unit(s)
<i>Center/Track next unit</i>			
Center map on saved map position	SHIFT-F2 ... SHIFT-F8		
Center Map on next <u>A</u> ttacking unit	SHIFT-A		
Center Map on next <u>C</u> ritically damaged unit	SHIFT-C		
Center Map on next <u>D</u> amaged unit	SHIFT-D		
Center Map on next <u>E</u> ngineer Unit	SHIFT-E		
Center Map on selected unit (and <u>E</u> ollow)	SHIFT-F		
Center Map on next <u>H</u> overed unit	SHIFT-H		
Center Map on next <u>M</u> ain plant	SHIFT-M		
Center Map on <u>N</u> ext unit	SHIFT-N		
Center Map on next <u>R</u> efinery	SHIFT-R		
Center map on <u>S</u> electd unit(s)	SHIFT-S		
Center map at Reinforcement <u>T</u> humper	SHIFT-T	<i>Find Rendezvous</i>	
Center Map on next <u>V</u> irusd structure	SHIFT-V		

Center map at Withdrawl Thumper

SHIFT-W

Find Withdrawal

Center map on next X-Tech

SHIFT-X

Orders

Take Over <target>

Engineer

Enemy structure

Left Click on <target>

Virus <target>

Engineer

Enemy structure

Left Click on <target>

Board Friendly <target>

Humanoid

Friendly carrier

Left Click on <target>

Unload Carrier

Loaded carrier

Unload

Left Click on Selected Unit

Waypoint <location>

Moving unit

Unobstructed location

SHIFT-Left Click on <location>

Move to <location>

Moving unit

Unobstructed location

Left Click on <location>

Repair Structure

All structures

Left Click on *Repair* icon

Sell Structure

All structures

Left Click on *Sell* icon

Upgrade Structure

All structures

Left Click on *Upgrade* icon

Recon

Recon

Recon

Left Click on Selected Unit

Dig to <location>

Recon

Dig

SHIFT-Left Click on <location>

Deploy (Open) / Retract (Close)

Scorp X-Tech (Digger)

Unobstructed location

Deploy/Retract

Left Click on Selected Unit

Cautious Approach <location>

Telerig

Weaponed moving unit Unobstructed location

CTRL-Left Click on <location>

Cautious Attack Enemy <target>

Weaponed moving unit Enemy unit

CTRL-Left Click on <target>

Attack Enemy <target>

Weaponed unit

Enemy unit

Left Click on <target>

Attack Friendly <target>

Weaponed unit

Friendly unit

CTRL-Left Click on <target>

Detonate at <target>

DELETE

Detonate At Unit

ALT-Left Click on <target>

Detonate

Vehicle, PHV

Enemy unit

CTRL-DELETE

Detonate

Disable Auto Repair

Vehicle, PHV

Disable Auto Repair

CTRL-D

Structure

Enable Auto Repair

CTRL-E

Enable Auto Repair

Set Guard <location>

Structure

Guard

ALT-Left Click on <location>

Set Guard Friendly <target>

Moving unit

Unobstructed location

CTRL-G

Guard

ALT-Left Click on <target>

Hold Position

Weaponed moving unit

Friendly unit

CTRL-H

Hold Position

Weaponed unit

Command

Hot Key

Popup Menu Item

Mouse Action

Selected Unit

Target

Orders (cont.)

Set Patrol <location>

CTRL-P

Patrol

ALT-Left Click on <location>

Crawl

Moving unit

Unobstructed location

C

Crawl

Stand

Soldier

S

Stand

<u>K</u> neel	Soldier K	<i>Kneel</i>	
<u>F</u> ix (repair) Structure	Soldier F	<i>Repair</i>	
<u>L</u> iquidate (sell) Structure	Structure L	<i>Sell</i>	
<u>U</u> pgrade Structure	Structure U	<i>Upgrade</i>	
Send to <u>R</u> einforcement Thumper	Structure R	<i>Reinforcement</i>	
Send to <u>W</u> ithdrawl Thumper	Moving unit W	<i>Withdrawl</i>	
Scatter	Moving unit X	<i>Scatter</i>	
Toggle Structure's Autorepair On/Off	Non-flying moving unit	<i>Auto Repair*</i>	
Show Range	Structure	<i>Show Range</i>	Left Click on Selected Unit
Set facing direction North	Weaponed unit UP ARROW		
Set facing direction NorthEast	Friendly unit PAGE UP		
Set facing direction East	Friendly unit RIGHT ARROW		
Set facing direction SouthEast	Friendly unit PAGE DOWN		
Set facing direction South	Friendly unit DOWN ARROW		
Set facing direction SouthWest	Friendly unit END		
Set facing direction West	Friendly unit LEFT ARROW		
Set facing direction NorthWest	Friendly unit HOME		
Stop (current action)	Friendly unit SPACE	<i>Stop</i>	
	Moving unit, Tower, or Structure		
<u>S</u>et			
Toggle Commander's Thumper On/Off	Commander	<i>Thumper</i>	
Set as primary receiver for transpad		<i>Primary Receiver*</i>	
Set as primary build pad for new units	Deployed telerig	<i>Primary Build Pad*</i>	
Set as repair pad	Main plant, Transpad, Deployed telerig	<i>Repair Pad*</i>	
Set <u>R</u> endezvous Thumper	Transpad CTRL-R	<i>Set Rendezvous</i>	
Set <u>W</u> ithdraw Thumper	CTRL-W	<i>Set Withdraw</i>	
Set group 1 - 9 to selected unit(s)	CTRL-1 ... CTRL-9		
Set Save map Position	Friendly Unit(s) CTRL-F2 ... CTRL-F8		
<u>Miscellaneous Controls</u>			
Decrease Game Speed	MINUS		
Increase Game Speed	PLUS		
Cycle Scroll Rate	ALT-Z		

Exit the Game Quickly

ALT-F4

Screen Capture

ALT-PRINT SCR

Interface

Bring up Options Menu

ESC

Talk to other players/Type Command

T or **ENTER**

Show Popup Menu for unit(s)

Right Click on Selected Unit

Show General Popup Menu

Friendly unit

(Long) Right Click on map

Nothing Selected

Multiplayer

Share men and material with allies

<# resources> to <player>

Toggle Alliance with selected unit's player

Refinery, Colony

A

Enemy or Allied unit

Notes:

Popup Menu Item annotated with "*" is an on/off state (e.g. *Auto Repair**)

Soldier is Light Infantry, Heavy Infantry, Commander

Humanoid is Soldier or Engineer

Carrier is Multipedal carrier, Hovered carrier

Structures are buildings, umbilicals, bridges

Friendly Units are player's or allied units