Dominion Hot Key, Popup Menu & Mouse Interface Guide

Command	Hot Key Selected Unit	Popup Menu Item Target	Mouse Action
Select			
Select friendly unit			Left Click on unit or rubberband
	Friendly unit		
Select enemy unit			Left Click on unit
	Enemy unit		
Cancel selection			Right Click on map
Select units assigned to *any* group	**0**		
Select the units in group 1 - 9	**1 ... 9**		
Select all friendly Buildings (structures)	**B**		
Select all weaponed units	**E**		
Select flying units (Hovercraft)	**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**		
	Friendly unit		
Add/remove friendly units to selection			**SHIFT**-Left Click on unit or
	Friendly unit		**SHIFT**-rubberband unit(s)
Center/Track next unit			
Center map on saved map position	**SHIFT-F2 ... SHIFT-F8**		
Center Map on next Attacking unit	**SHIFT-A**		
Center Map on next Critically damaged unit	**SHIFT-C**		
Center Map on next Damaged unit	**SHIFT-D**		
Center Map on next Engineer Unit	**SHIFT-E**		
Center Map on selected unit (and Follow)	**SHIFT-F**		
Center Map on next Hovered unit	**SHIFT-H**		
Center Map on next Main plant	**SHIFT-M**		
Center Map on Next unit	**SHIFT-N**		
Center Map on next Refinery	**SHIFT-R**		
Center map on Selected unit(s)	**SHIFT-S**		
Center map at Reinforcement Thumper	**SHIFT-T**	*Find Rendezvous*	
Center Map on next Virused structure	**SHIFT-V**		

Command	Selected Unit	Target	Hot Key	Popup Menu Item	Mouse Action
Center map at Withdrawl Thumper			SHIFT-W	Find Withdrawal	
Center map on next X-Tech			SHIFT-X		

Orders

Command	Selected Unit	Target	Hot Key	Popup Menu Item	Mouse Action
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>	Scorp X-Tech (Digger)	Unobstructed location		*Dig*	**SHIFT**-Left Click on <location>
Deploy (Open) / Retract (Close)	Telerig			*Deploy/Retract*	Left Click on Selected Unit
Cautious Approach <location>	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>	Vehicle, PHV	Enemy unit	**DELETE**	*Detonate At Unit*	**ALT**-Left Click on <target>
Detonate	Vehicle, PHV		**CTRL-DELETE**	*Detonate*	
Disable Auto Repair	Structure		**CTRL-D**	*Disable Auto Repair*	
Enable Auto Repair	Structure		**CTRL-E**	*Enable Auto Repair*	
Set Guard <location>	Moving unit	Unobstructed location	**CTRL-G**	*Guard*	**ALT**-Left Click on <location>
Set Guard Friendly <target>	Weaponed moving unit	Friendly unit	**CTRL-G**	*Guard*	**ALT**-Left Click on <target>
Hold Position	Weaponed unit		**CTRL-H**	*Hold Position*	

Command	***Hot Key***	***Popup Menu Item***	***Mouse Action***
	Selected Unit	***Target***	

Orders (cont.)

Command	Selected Unit	Target	Hot Key	Popup Menu Item	Mouse Action
Set Patrol <location>	Moving unit	Unobstructed location	**CTRL-P**	*Patrol*	**ALT**-Left Click on <location>
Crawl	Soldier		**C**	*Crawl*	
Stand			**S**	*Stand*	

Kneel	Soldier		
	K	*Kneel*	
	Soldier		
Fix (repair) Structure	**F**	*Repair*	
	Structure		
Liquidate (sell) Structure	**L**	*Sell*	
	Structure		
Upgrade Structure	**U**	*Upgrade*	
	Structure		
Send to Reinforcement Thumper	**R**	*Reinforcement*	
	Moving unit		
Send to Withdrawl Thumper	**W**	*Withdrawl*	
	Moving unit		
Scatter	**X**	*Scatter*	
	Non-flying moving unit		
Toggle Structure's Autorepair On/Off		*Auto Repair**	
	Structure		
Show Range		*Show Range*	Left Click on Selected Unit
	Weaponed unit		
Set facing direction North	**UP ARROW**		
	Friendly unit		
Set facing direction NorthEast	**PAGE UP**		
	Friendly unit		
Set facing direction East	**RIGHT ARROW**		
	Friendly unit		
Set facing direction SouthEast	**PAGE DOWN**		
	Friendly unit		
Set facing direction South	**DOWN ARROW**		
	Friendly unit		
Set facing direction SouthWest	**END**		
	Friendly unit		
Set facing direction West	**LEFT ARROW**		
	Friendly unit		
Set facing direction NorthWest	**HOME**		
	Friendly unit		
Stop (current action)	**SPACE**	*Stop*	
	Moving unit, Tower, or Structure		

Set
Toggle Commander's Thumper On/Off		*Thumper*	
	Commander		
Set as primary receiver for transpad		*Primary Receiver**	
	Deployed telerig		
Set as primary build pad for new units		*Primary Build Pad**	
	Main plant, Transpad, Deployed telerig		
Set as repair pad		*Repair Pad**	
	Transpad		
Set Rendezvous Thumper	**CTRL-R**	*Set Rendezvous*	
Set Withdraw Thumper	**CTRL-W**	*Set Withdraw*	
Set group 1 - 9 to selected unit(s)	**CTRL-1 ... CTRL-9**		
	Friendly Unit(s)		
Set Save map Position	**CTRL-F2 ... CTRL-F8**		

Miscellaneous Controls
Decrease Game Speed	**MINUS**
Increase Game Speed	**PLUS**
Cycle Scroll Rate	**ALT-Z**

Exit the Game Quickly	**ALT-F4**	
Screen Capture	**ALT-PRINT SCRN**	

Interface

Bring up Options Menu	**ESC**	
<u>T</u>alk to other players/<u>T</u>ype Command	**T** or **ENTER**	
Show Popup Menu for unit(s)		Right Click on Selected Unit
	Friendly unit	
Show General Popup Menu		*(Long)* Right Click on map
	Nothing Selected	

Multiplayer

Share men and material with allies	*<# resources> to <player>*	
	Refinery, Colony	
Toggle <u>A</u>lliance with selected unit's player	**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