Dominion Hot Key, Popup Menu & Mouse Interface Guide

Command	Hot Key	Popup Menu Item	Mouse Action
	Selected Unit	**Target**	
Select			
Select friendly unit			Left Click on unit or rubberband
Select enemy unit			Left Click on 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 **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**		
Center map at Withdrawl Thumper	**SHIFT-W**	*Find Withdrawal*	
Center map on next X-Tech	**SHIFT-X**		
Orders			
Take Over <target>			Left Click on <target>
	Engineer	Enemy structure	
Virus <target>			Left Click on <target>
	Engineer	Enemy structure	
Board Friendly <target>			Left Click on <target>
	Humanoid	Friendly carrier	
Unload Carrier		*Unload*	Left Click on Selected Unit
	Loaded carrier		
Waypoint <location>			**SHIFT**-Left Click on <location>
	Moving unit	Unobstructed location	
Move to <location>			Left Click on <location>
	Moving unit	Unobstructed location	
Repair Structure			Left Click on *Repair* icon
Sell Structure			Left Click on *Sell* icon
Upgrade Structure			Left Click on *Upgrade* icon
Recon		*Recon*	Left Click on Selected Unit
	Recon		
Dig to <location>		*Dig*	**SHIFT**-Left Click on <location>
	Scorp X-Tech (Digger)	Unobstructed location	

Command	Hot Key / Selected Unit	Popup Menu Item / Target	Mouse Action
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>	**DELETE** Vehicle, PHV	*Detonate At Unit* Enemy unit	**ALT**-Left Click on <target>
Detonate	**CTRL-DELETE** Vehicle, PHV	*Detonate*	
Disable Auto Repair	**CTRL-D** Structure	*Disable Auto Repair*	
Enable Auto Repair	**CTRL-E** Structure	*Enable Auto Repair*	
Set Guard <location>	**CTRL-G** Moving unit	*Guard* Unobstructed location	**ALT**-Left Click on <location>
Set Guard Friendly <target>	**CTRL-G** Weaponed moving unit	*Guard* Friendly unit	**ALT**-Left Click on <target>
Hold Position	**CTRL-H** Weaponed unit	*Hold Position*	

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

Orders (cont.)

Command	Hot Key / Selected Unit	Popup Menu Item / Target	Mouse Action
Set Patrol <location>	**CTRL-P** Moving unit	*Patrol* Unobstructed location	**ALT**-Left Click on <location>
Crawl	**C** Soldier	*Crawl*	
Stand	**S** Soldier	*Stand*	
Kneel	**K** Soldier	*Kneel*	
Fix (repair) Structure	**F** Structure	*Repair*	
Liquidate (sell) Structure	**L** Structure	*Sell*	
Upgrade Structure	**U** Structure	*Upgrade*	
Send to Reinforcement Thumper	**R** Moving unit	*Reinforcement*	
Send to Withdrawl Thumper	**W** Moving unit	*Withdrawl*	
Scatter	**X** Non-flying moving unit	*Scatter*	
Toggle Structure's Autorepair On/Off	Structure	*Auto Repair**	
Show Range	Weaponed unit	*Show Range*	Left Click on Selected 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**	
Talk to other players/Type 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 Alliance 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