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Ark survival evolved pc controls

Below is ARK's default keyboard binding: Survival Evolution You can use the keyboard to perform most actions in the game, including moving, straying, running, using, jumping, reloading, crouching, inventory, zooming, tribal manager, push-to-talk, toggle weapon attachment, location map markers, slot items used, whistles, defecation, craft, maps, proximity/pistol whips, cameras, chat boxes, etc. Also gamepad control loading screen tips Home » Guide » ARK: Survival evolved PC keyboard controls see strands on mysterious island shores, you need to learn to survive. Use your cunning to kill and tame primitive creatures roaming the land, encounter and dominate other players to survive. And Escape! Arc Survival Evolution PC Keyboard Control These are the default keyboard shortcuts for game Arc Survival Evolution. Move/Move Forward - Move W/Move Backwards - SStrafe Left - Astraf Right - DRun - Left Shift Jump - Space Crouch - CPrene - XHUD Extended HUD Info - H (Hold) CameraTo orbit Camera - K (Hold) Zoom Camera - Mouse Scroll Up Zoom Camera Out - Mouse Scroll Down Battle Primary Fire - Mouse Button DownSite / Alternative Fire - Right Mouse Button Toggle Fist - Reload Weapon - RDrag Body - GMelee / Pistol Whip - Left CTRL Toggle Weapon Attachment - NActionsOpen Inventory - IAccess Other Inventory - IAccess Other - FUse HotBar Slot - MItem Menu - ?Whistle Menu - ' Creatures and Vehicles Mount/Disarming - EPrimary Fire - Mouse Button Left Alternate Fire - Right Mouse Button Jump - Spaceland / Takeoff - Space (Flying Creature Only) . Brake - XThrow Shoulder Mount - RAleron Roll - CWhileDrop Item in Inventory - OTransfer Stack - T (Hold) Transfer Half Stack - Shift +TTra nsfer Item - Ctrl +TTransfer Item - Left Mouse Buttonx+TTransfer Item - Left Mouse Buttonx2 Transfer 5 Items - Shift + Left Mouse Buttonx2 Transfer Half Stack - Ctrl + Left Mouse Buttonx2 Toggle Item Label - Switch Labels for Craftable Items - VChatToggle Auto Hidden Chat Box - \Global Chat - EnterTribe Chat - /Local Chat - INSERTScroll Chat - Page Up Scroll Chat Down - Page Down Push to Speak - B (Use microphone to talk to other players). Whistle Selection - Follow All - Follow J (Hold) 1 - T (Hold) Stop All - U (Hold) Stop 1 - Y (Hold) Attack My Target - = (Hold) Neutral - = (Hold) Passive - ;(Hold) Attack This Target - . When placing (hold) objects [or] showcraft - VDefecate - ZFlip walls - ESnap point cycles - when placing Q or Z objects: the controls used to play arc survival evolution are keyboard keys, mouse and mouse button combinations. You can use the Controls tab on the Options tab of the game's main menu to redalt all keys. From there, you can change the binding of the key. That's the end. I hope arc survival evolution keyboard controls will help you. Feel free to post your topic. If you have any comments or suggestions, please comment. A lot of things of this kind: ARK: Survival Evolution - How to Make Medical Brewing? Arc Survival Evolution Save Game Location ARK: Survival Evolution - How to TameRaptorARK: Survival Evolution - How to Tame the Terridinosaur Arc: Survival Evolved Wiki Action Default Key Xbox PS4 Note Movement Runs Forward Left Left Strait Lower Right Run D Right Run , Moving Forward increases stamina use and characters that ride out may only be able to run forward. The speed of the stray fining and back pedal remains constant. Depending on the input of Move Previous, toggle between run and off (run or walk). It can be used while standing. Jump space Jumps up while the character is stationary and jumps in the direction as you move. It rises to the surface when diving. Crouch C press used to descend during diving also. X long press long press is prone to player character lying down. Xbox/PS4: Pressure must be released after pausing. It is also used to descend during diving. Fighting a primary fire causes a primary attack with weapons and tools, such as firing a launch weapon or waving a melee weapon. Aim-down sight/alternate fire brings up the sight of a weapon, or uses an object's alternate action if an object exists (such as unpooling hookspooling), or does nothing. Switch fists Q+ + Remove (or equip) items so you can use fists. (Tested on xbox\version, 11/9/20, this button combo instead tells Dinos to go here.) Reload Weapon R manually triggers reload animations and fills the magazine with the corresponding ammunition available. Double press switches weapon attachments (PC only). Drag body G drag corpse or unconscious body. Melee/Pistol Whip Left Ctrl has the same effect as a melee weapon primary fire, but if applicable, it causes a melee animation/attack with a firing weapon. Toggle weapon attachment N x 2 to turn off or on weapon attachments, if applicable. If the weapon attachment is toggleable, it is always off by default. The camera to '11*' + '11*' to camera toggle orbit camera K hold+ provides an inverted third-party view of the character that is not recommended to use while playing the game. Zoom up the camera with mouse scrolling Zoom camera Zoom 1-person mode Zoom camera Zoom out mouse Zoom down Mouse Zoom down Camera third-party mode HUD extended HUD information hold H hold to view additional information such as map location, temperature, and time. HUD - no backspace Toggle At the end of the nameplate distance: Toggles the distance at which the floating name of the familiar creature is displayed. Action Open Inventory I Press Use E activates default actions for objects, such as opening and closing doors, climbing ladders, and opening inventory in storage boxes. Access other inventory F Open an inventory of objects, such as craft stations, storage, and unconsciousness.Corpse. Double tap F throws the creature attached to the shoulder. (Use R once when mounting.) (Patch 302.4 Added F alternate activation option to items that pick up all items at close range) Hotbar slot items 0 - 9 , / Hold + from '12*' to '9', +// or Hold + to '12*' to '9*' Use items in the corresponding slot on the hotbar. Opening map M or hold + from '10' or hold + to '10*' opens the character's in-game map. Map Marker P Press Place the marker pin at the specified latitude and longitude while displaying the map. There is also a tab to remove markers. Item Menu ?Hold Hold Opens the character's item selection radial wheel (Xbox/PS4). Whistle Menu Hold Displays the Whistle Selection Menu (PC) or Whistle Selection Radial Wheel (Xbox/PS4). Switch chat auto hidden chat box \ no; accessible without options. If you select On, which is accessible in Options, the chat box disappears + the last message is sent. Chat with nearby players without local chat inserts. Tribal Chat/ + Chat with Tribes. Alliance Chat Home Chat and Alliance Granting. Scroll to top page Scroll the chat box. Scroll Chat Down Scroll Down No Scroll down the chat box. If you use a microphone to talk to other players, push them to talk B no-hold. Xbox/PS4: If the microphone is connected and enabled, nearby players can automatically hear you when you connect to the microphone, depending on your server settings. Whistle Whistle Selection' Hold Hold Displays the Whistle Selection menu. Follow all J-holds + '12*' All dinosaurs within a certain radius will follow you. The dinosaurs you are looking at will follow you. Stop all U-holds + '2*' All dinosaurs within a certain radius will stop following you. Stop one Y hold + '3*' dinosaurs you're looking at will stop following you. No Aggressive No All dinosaurs in a certain radius change their attack level aggressively. Xbox: This attack level is at the whistle wheel, but it's actually set to attack-level Attack My Target, and it's unclear if this is intended. Attack My Target = Hold + '4*' All dinosaurs within a certain radius turn the attack level into an attack. Xbox: If you're aggressive but whistle, you're actually in this action, and it's not clear if this is intended. This aggression setting doesn't really have its own whistle. Neutral - Hold + to '5*' All dinosaurs within a certain radius change their invasion level to neutral. Passive:Hold +6*' All dinosaurs in a certain radius change their invasion level to passive.If attacked further. Attack this target. hold+ to '7*' hold + all dinosaurs in a certain radius will attack any target you are looking at. You can use this whistle while looking at the target through the spyglass. Move to position and + hold + all dinosaurs within a certain radius will move to where you are looking. Turnen order group display The current group H displays a chevron on top of a dinosaur currently in the active order group. Whistles only affect dinosaurs within the range in the active order group. Add/Remove to Group Z The dinosaurs you want to add or remove to the currently active tame ordering group. Switch between active groups NumPad 0 - 9 and active ordering groups. Press NumPad to activate the corresponding group, press again to delete the active order group, and undo the whistle to affect all tame dinosaurs in the range. Open additional radial wheels for emo hold [or] hold + to '9*' emo. Show Inventory + '8*' Xbox: This action is a long-form command that opens the character's inventory and simply presses the Open Inventory command. Show Craftable V Then Hold+ to '10*' Xbox: This action opens an out-of-the-box inventory, not an inventory of characters. If you convert defecation + hold + to '11*', the characters are defecation. The action default key Xbox PS4 Note Mount/Unmount E causes characters to ride creatures if they walk or get off creatures if mounted. Some unmounted creatures jump their characters (usually occurring in smaller creatures such as parasols, pteranodons, and carnos) and stand on the creatures' backs after unmounting (usually with larger creatures such as Stegosaurus, Quetzal, and Rex). The primary fire uses the creature's primary attack. Alternative fires use alternative attacks/actions of creatures if applicable, or otherwise primary fires. Jump Space - Only a few creatures like raptors and terror birds can use this command. Land/takeoff space Without any other input, it will land on the proper horizontal surface where the animal lands, causing the creature to fire a few feet above the ground and hover to take off, unless you are too heavy. (Flying creatures only). Stop flying creatures from flying forward with no brake X (non-customizable). Throw a shoulder-mounted creature (such as dimorphodon or mesopicecus) while mounting a slow shoulder mount R x 2 x 2 (except tapejara). (Press F twice during unmounting.) The Aeron Roll/3rd Action C Press Presphe has puteranodon rolls, or other creatures third fire/action performed (etc.: Tapehara Provocation). Note: Some people may mis-refer to this in the common term barrel roll rather than a proper (and markedly different) roll. Note 2: alieron roll is not a proper or correct term for a roll of pteranodon. Game files call it barrelit will be the correct and appropriate term for referring to this in game actions. PC Notes: The following keys cannot be customized except for Switch to Craftable and Drop Items. Action Default Key Xbox PS4 Notes Drop Item O The currently highlighted object is dropped from the inventory into the game world. Transfer stack T-hold hovered stacks are transferred from the currently accessed inventory to the other inventory. When you press the transfer half stackoon Shift + T key, you press half of the stack you hovered on and it will be transferred from one inventory currently accessed to the other. Move items Ctrl+T++From the stack pointing to one item, move from the currently accessed inventory to the other. Item x2 Transfer one item from the double-clicked stack from the inventory you are currently accessing to the other. Transfer 5 items: Shift + x2 None Five items from the double-click stack are transferred from the currently accessed inventory to the other inventory. Transfer half stack Ctrl + x2 Half of the double-clicked stack is transferred from the currently accessed inventory to the other inventory. Toggle item labels Press Q to turn item labels on or off. Switch to craftable V in your inventory and switch to the craftable screen equipment item square in the selected slot of the Unequip item control in the hotbar + 0-9 hotbar repair items press repair items from the selected slot in the item building 0-9 Unequip items [Edit | Edit Source] Action default key Xbox PS4 flip flip direction to reverse the direction of the structure before placing it forward. Snap point cycle Q or Z When placing objects Find the appropriate snap points for placing walls, floors, ceilings, fences, and other objects. *Xbox Note: This refers to the corresponding hour position of the analog clock compared to the radial wheel with '12' on top, '3' on the right, '6' down, and '9' on the left. Left.

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