

Run8 Alternate Key Bindings for New Users

TLDR version: F11+F12 and all the modifiers are pretty confusing for new players. The table below lists alternatives that are easier to remember.

Background:

When I was new to Run8, I found a few of the default key bindings to be hard to remember –What was that key to fly again? What about the key to walk on the ground?

Here are a few suggestions for making your first week in Run8 a little easier.

Changing the Default Keys:

Enter setup by first loading the game, you have to be in the 3d environment before you can use the F1 key to bring up settings. Once settings are up, click the keyboard tab and make the changes below. If you mess up, just hit the "Reset All Keys to the Default Mapping" button and try again.

Here are some suggested replacements for new users of Run8:

| Name | Original Key | New Key | Notes |
|---------------------|----------------|----------|---------------------|
| CameraFreeFly | LSHIFT+F12 | E | See below.... |
| AvatarUP | E | E | See below... |
| CameraGround | F12 | G | G=Ground, easy huh? |
| EngineerView | LCTRL+F11 | R | R=enginee R |
| EngineerViewHeadOut | RALT+DownArrow | Shift-R | |
| EOTView | LCTRL+F12 | T | eo T |
| AttachPointChangeTo | F11 | LShift+T | a TT ach |

About fly mode – Entering Flymode doesn't actually move your character.

Using the default key bindings, you must first enter fly mode, and *then* fly up.- That's two key strokes where one will do.

If you map both CameraFreeFly and AvatartUp to the "E" key then E becomes a 'magic' key that will automatically put you into flight mode and raise your character up at the same time.

It's VERY natural to use as it puts all the relevant controls for movement under your left hand on the keyboard – If you're a new player, I promise these changes will become 2nd nature nearly instantaneous!

I hope these few simple changes will make your first few days in Run8 easier, more enjoyable and more natural than the defaults.