

Run8v3 Alternate Key Bindings for New Users

Run8 keyboard controls fall into 3 categories:

- Movement / Camera View (Hard to memorize using game defaults)
- Engine controls (easy to memorize using game defaults)
- Everything else (not important enough to memorize)

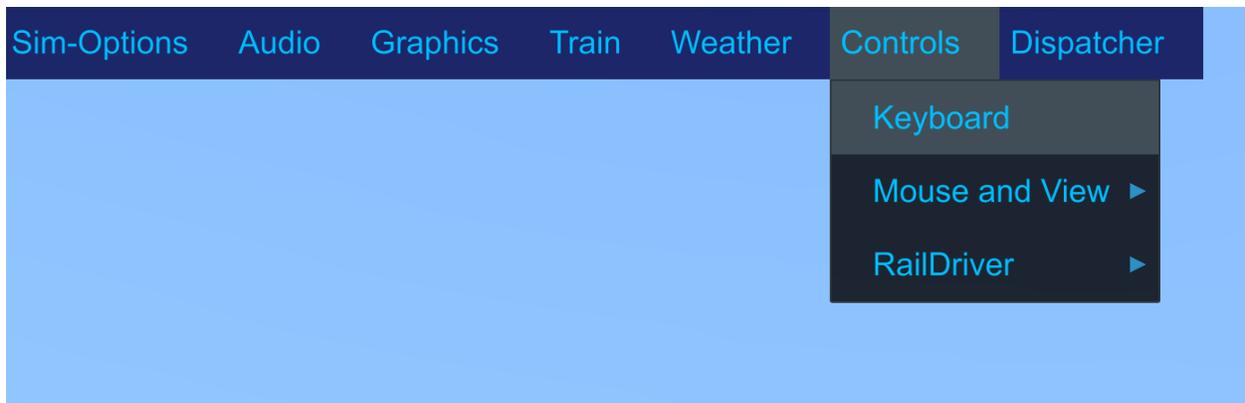
The goal of changing keybindings is to make the camera view options easier to remember, while leaving all the other keys at their defaults.

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? They were also hard or impossible to type with one hand.

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 bring up the keybindings which you'll find by bringing up the menu (Use your mouse to go to the top left of the screen) and then the **"Controls"** menu, then **"Keyboard"** 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 | F | F=Fly – easy to remember, easy to type |
| FlashLight | F | Shift F | Pretty easy to remember. |
| CameraGround | F12 | G | G =Ground, easy to remember, easy to type |
| EngineerView | LCTRL+F11 | R | R=enginee R (kind of easy to remember, and easier to type than left-control F11) |

| | | | |
|---------------------|----------------|----------|--|
| EngineerViewHeadOut | RALT+DownArrow | Shift-R | I think of Shifts as alternates, so if you can remember R=Engineer view, then shift R should be pretty logical for sticking your head out the window |
| CabViewDecrement | LSHIFT+F11 | [| This pair of keys is right next to each other on the keyboard, making it easy to recognize visually |
| CabViewIncrement | RSHIFT+F11 |] | They can also be typed with 1 hand. |
| EOTView | LCTRL+F12 | LShift+T | eo T |
| AttachPointChangeTo | F11 | T | a TT ach |

Sample new keybinding:



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

Here's a few tricks you might like:

Trick 1 – Ride an AI train

Click any Engine, Caboose or Passenger car while holding the AttachTo (T) key and you can sit in those vehicles without owning them (this is a great trick for riding along with an AI train)

Trick 2 – Switch from Engineer to ladder rider of the last car in your train

If you are working a yard job and backing a train up and sitting in the cab,

Hitting Shift+T (End of train view) followed by T (Attach) is a quick way to stand on the ladder of the rear most car.

Trick 3 – Look out the Conductors side window

If you're in the Engine (Engineer view using "R" as we remapped above) there are a **BUNCH** of other views you can switch to using the [and] keys (as we've remapped them above) If you switch to the conductors seat (if empty) or the extra seat, you can also use Shift R to look out the window on that side of the train.

Changes since V2's shortcut sheet.:

I used to recommend people map the CameraFreeFly to the E key, but this interferes with a few things now in the game. While I still use it myself, it seems the easiest and safest recommendation for a new player is to set CameraFreeFly to F. Advanced players can of course experiment with any other key they want.