

DECIDE=E
CANCEL=BackSpace
PAUSE=0
MAIN_MENU=Tab
SHOW_CURSOR=F1

MOVE_UP=W,Up
MOVE_DOWN=S,Down
MOVE_LEFT=A,Left
MOVE_RIGHT=D,Right

ACTION=E
ASSAULT=E
GUARD=Q,BackSpace
JUMP=Space
INTERACTION=E
WARP=F
DASH=V
PHANTOM=G
CAMERA_LOCK=Shift
CAMERA_LOCK_LOCK=Z
LOCK_TARGET_SWITCH_NEXT=C
LOCK_TARGET_SWITCH_PREV=X
COMMAND=Ctrl
COMMAND_GLADIOLUS=6
COMMAND_IGNIS=7
COMMAND_PROMPTO=8
COMMAND_GUEST=9
BATTLE_MENU=T
MAP_MENU=M
SUMMON=Alt
PLAYER_CHANGE_MENU=B
PLAYER_CHANGE_NOCTIS=F5
PLAYER_CHANGE_GRADIOLUS=F6
PLAYER_CHANGE_IGNIS=F7
PLAYER_CHANGE_PROMPTO=F8
FP_MODE=N
TURRET_ATTACK=E
TURRET_LEAVE=BackSpace
TURRET_FOCUS=Shift

CHOCOBO_ACCEL=V
CHOCOBO_BRAKE=Z

CHOCOBO_JUMP=SPACE
CHOCOBO_DASH=Alt
VEHICLE_ACCEL=W,Up
VEHICLE_BRAKE=S,Down
VEHICLE_CAMERA_ZOOM_UP=Y
VEHICLE_CAMERA_ZOOM_DOWN=T
VEHICLE_CAR_HORN=R
VEHICLE_UTURN=C
VEHICLE_ROOF=Q
VEHICLE_SNOWBIKE_ATTACK=Shift
VEHICLE_SNOWBIKE_JUMP=Space
VEHICLE_DECIDE=E
VEHICLE_TAKE_OFF=Space
VEHICLE_JUMP=Space
VEHICLE_AUDIO_PLAY=1
VEHICLE_AUDIO_CHANGE_MODE=2
VEHICLE_AUDIO_PREV=Z
VEHICLE_AUDIO_NEXT=X

WEAPON_CHANGE_UP=1
WEAPON_CHANGE_DOWN=3
WEAPON_CHANGE_RIGHT=4
WEAPON_CHANGE_LEFT=2

MENU_MOVE_UP=W,Up
MENU_MOVE_DOWN=S,Down
MENU_MOVE_LEFT=A,Left
MENU_MOVE_RIGHT=D,Right
MENU_MOVE_UP_SUB=I
MENU_MOVE_DOWN_SUB=K
MENU_MOVE_LEFT_SUB=J
MENU_MOVE_RIGHT_SUB=L
MENU_MOVE_TAB_LEFT=Z
MENU_MOVE_TAB_RIGHT=X
MENU_MOVE_RECIPE_TAB_LEFT=R
MENU_MOVE_RECIPE_TAB_RIGHT=T
MENU_ZOOM_UP=PageUp
MENU_ZOOM_DOWN=PageDown
MENU_SQUARE=1
MENU_TRIANGLE=2
MENU_L2=3
MENU_L3=5
MENU_R2=4

MENU_R3=6
MENU_MAP_UP=I
MENU_MAP_DOWN=K
MENU_MAP_LEFT=J
MENU_MAP_RIGHT=L
PHOTO_ZOOM_RESET=Home
CAR_CUSTOM_ROTATE_L=Z
CAR_CUSTOM_ROTATE_R=X
CAR_CUSTOM_SCALE_UP=PageUp
CAR_CUSTOM_SCALE_DOWN=PageDown
MENU_AVATAR_CHANGE_POSE=R
MENU_AVATAR_ZOOM_UP=PageUp
MENU_AVATAR_ZOOM_DOWN=PageDown

EPP_TPS_MODE=Shift
EPP_ARTS=Ctrl
EPP_ARTS_1=6
EPP_ARTS_2=7
EPP_ARTS_3=8
EPP_ARTS_4=9

EPI_WIRE=Alt
EPI_ARTS=Ctrl
EPI_OPERATION=M
EPI_ARTS_1=6
EPI_ARTS_2=7
EPI_ARTS_3=8
EPI_ARTS_4=9
EPI_SEARCHEYE=F

MULTI_MAGIC=Alt
MULTI_FRIEND_CAMERA_LOCK=Ctrl
MULTI_MAGIC_ATTACK=6
MULTI_MAGIC_RECOVER=7

QTE_A=E
QTE_B=SPACE
QTE_X=Q,BackSpace
QTE_Y=Tab
QTE_L1=Z
QTE_L3=C
QTE_R1=X
QTE_R3=V

FISHING_LURE=E
FISHING_REELING=Space

JM_ATTACK=E
JM_CANCEL=BackSpace
JM_CHANGE_BALL=B
JM_SKILL=Space
JM_SELECT_NEXT=X
JM_SELECT_PREV=Z
JM_START=Tab
JM_HELP=H

CIRCLE=NONE
TRIANGLE=NONE
SQUARE=NONE
CROSS=NONE
L1=NONE
L2=NONE
L3=NONE
R1=NONE
R2=NONE
R3=NONE
SELECT=NONE

[MouseConfig]
DECIDE=Left
CANCEL=Right

ACTION=Left
ASSAULT=Left
GUARD=Right
INTERACTION=Left
TURRET_ATTACK=Left
TURRET_LEAVE=Right

CHOCOBO_ACCEL=Right
VEHICLE_SNOWBIKE_ATTACK=Right
VEHICLE_DECIDE=Left
VEHICLE_TAKE_OFF=Right

EPP_DASH=Left

QTE_A=Left
QTE_X=Right
QTE_Y=Left

FISHING_LURE=Left

JM_ATTACK=Left
JM_CANCEL=Right

[MouseSettings]
MOUSE_SENSITIVITY=100