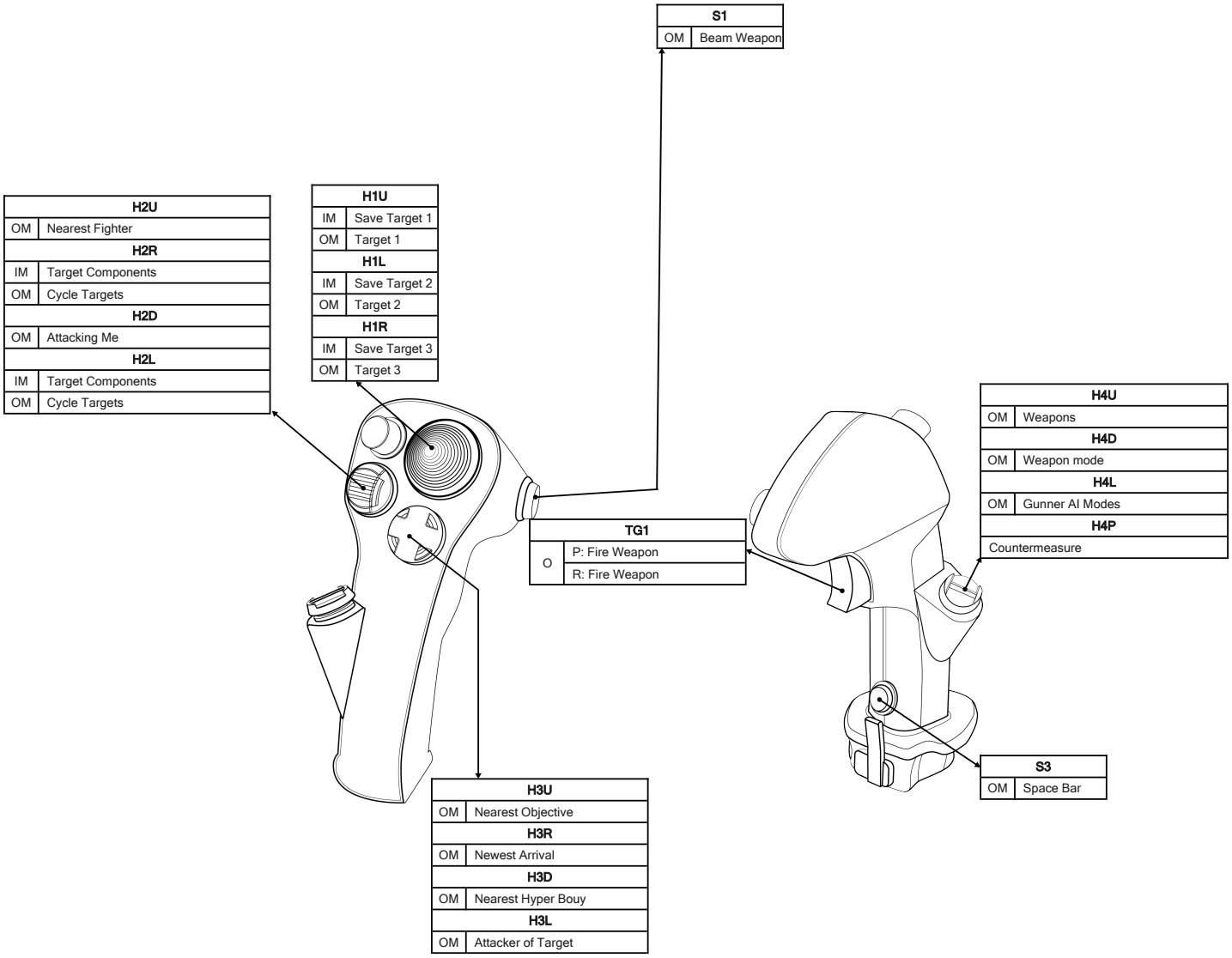
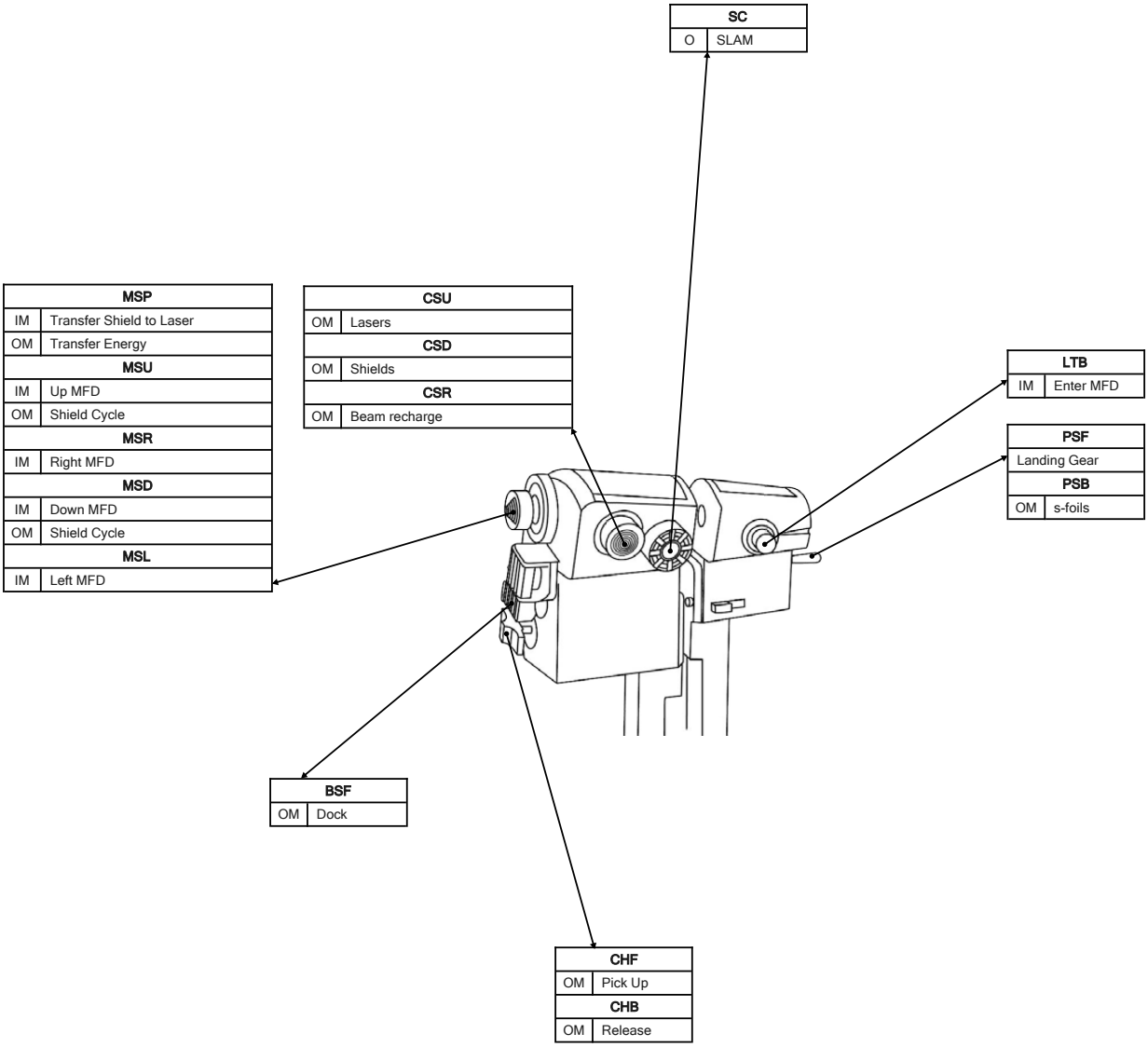
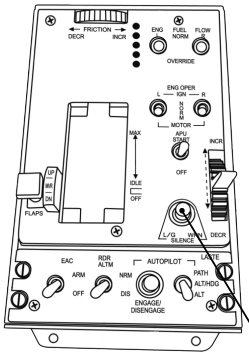

S1
OM Beam Weapon
H2U
OM Nearest Fighter
H2R
IM Target Components
OM Cycle Targets
H2D
OM Attacking Me
H2L
IM Target Components
OM Cycle Targets
H1U
IM Save Target 1
OM Target 1
H1L
IM Save Target 2
OM Target 2
H1R
IM Save Target 3
OM Target 3
H4U
OM Weapons
H4D
OM Weapon mode
H4L
OM Gunner AI Modes
H4P
Countermeasure
TG1
O P: Fire Weapon
R: Fire Weapon
S3
OM Space Bar
H3U
OM Nearest Objective
H3R
OM Newest Arrival
H3D
OM Nearest Hyper Bouy
H3L
OM Attacker of Target


SC
O SLAM
MSP
IM Transfer Shield to Laser
OM Transfer Energy
MSU
IM Up MFD
OM Shield Cycle
MSR
IM Right MFD
MSD
IM Down MFD
OM Shield Cycle
MSL
IM Left MFD
CSU
OM Lasers
CSD
OM Shields
CSR
OM Beam recharge
LTB
IM Enter MFD
PSF
Landing Gear
PSB
OM s-foils
BSF
OM Dock
CHF
OM Pick Up
CHB
OM Release



LDGH	
IM	gunner ai settings
OM	Turret