3D ARCADE

Quick Reference

NOTE: This Quick Reference lists the DEFAULT key settings for many of the core functions of 3DArcade.
All settings can be personalized. Please refer to the manual for complete functionality and customization instructions.

Menu Controls

	Fpsarcade	Listbox	Hor. Cylarcade	Vert. Cylarcade
↑	Forwards.	Next item.	Zoom in.	Next item.
↓	Backwards.	Previous item.	Zoom out.	Previous item.
→	Turn/strafe right.	Next item fast.	Next item.	Ahead by letter.
←	Turn/strafe left.	Previous item fast.	Previous item.	Back by letter.
S	Jump next.	Page ahead.	Page ahead.	Page ahead.
A	Jump previous.	Page back.	Page back.	Page back.
X	--	Ahead by letter.	Ahead by letter.	Ahead by letter.
Z	--	Back by letter.	Back by letter.	Back by letter.

Additional Fpsarcade Controls

D	Rotate the camera view downwards.	G	Rotate the camera view upwards.
R	Move the camera up.	F	Move the camera down.
Q	Narrow the field of view.	W	Widen the field of view.
🖱	Adjust camera view up, down, left, or right (Mouselook).	🖱	Enable/disable Mouselook.

Menu Navigation

1 or [mouse] — Start games, general selection.

2 — Show help screen for current selection.

3 — Show info screen for current selection.

4 — Go to the gamelist selection (gs) menu.

5 — Go to the selectionset selection (ss) menu.

6 — Toggle game selection (gl) menu between arcade and listbox.

7 — Toggle game selection (gl) menu between fpsarcade and cylarcade.

Esc — Quit the frontend.

Page Up — Enter skinner mode.

Page Down — Enter the configuration menu.

Gamelist Controls

V — Open search dialog, begin search.

B — Filter current gamelist, create random selection.

[Spacebar] — Remove or add the currently selected gamelist entry from the favorites list.

Tab — Switch between gamelist pairs.

Toggle Options Keys

N — Toggle game info on/off.

, — Toggle screenshot video on/off.

/ — Toggle speech on/off.

0 — Toggle arcade full-screen on/off.

8 — Toggle between skin pairs.

. — Toggle ambient sound on/off.

9 — Toggle between standard view pairs.

- — Toggle arcade background on/off.

C — Toggle video capturing on/off.

M — Toggle renderer display on/off.

Backspace — Toggle between cabinet view and marquee/screenshot display (listbox only).

Movecabs Mode (Fpsarcade Only)

B	Enter/exit Movecabs mode.	**1**	Save Movecabs edits to file.
V	Grab/release cab in center of screen.	**M**	Cycle through position, scale, rotation and and texture replacement selections.
Insert + 🖱	Insert cab.	**Delete** + 🖱	Delete cab.
Home + 🖱	Replace cab.	🖱	Select a cab for adjustment.
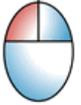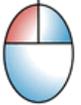
Movecabs Adjustment Controls

	Position	Rotation	Scale	Fpsxtramodel Texture Replacement
I	Forwards.	X Axis +.	Y Axis +.	Open bitmap selection dialog.
K	Backwards.	X Axis -.	Y Axis -.	---
J	Left.	Y Axis +.	X Axis +.	Cycle forward through replaceable textures.
L	Right.	Y Axis -.	X Axis -.	Cycle backward through replaceable textures.
U	Up.	Z Axis +.	Z Axis +.	---
O	Down.	Z Axis -.	Z Axis -.	---
🖱	Hold down left mouse button and move mouse to drag model forwards, backwards, left, or right.			