

Changing the weapon setting (re-mapping) while in a Mercs map (this is for the default keyboard command setup. This situation occurs when using stock mechs):

- 1) Pressing the “\” key twice (this key is located just above the “Enter” key on US-English key boards) will put you into the weapons Fire Select mode. When you are in the Fire Select mode, the selected weapon will be outlined in a blue rectangle.**
- 2) Once you are in the Fire Select mode, you can change the weapon selection (the weapon to be re-mapped) using the “[“ to select the next weapon, or the “]” to select the previous weapon (these keys are just to the left of the “\” key on a US-English keyboard). You can tell which weapon is the selected weapon, because the blue rectangle for the corresponding weapon (and not the group) will change (if the group changes, you will have to press the “\” key one more time).**
- 3) Once you have a particular weapon selected, press the “Shift” key, and the number of the key you want that weapon to be controlled with. The number selected is tied to the controller key you wish to use to fire that weapon. You can tell which number controls which weapon by the number (under the words GROUP) will be highlighted. If you want multiple weapons for a single trigger, simply choose the corresponding keys before selecting another weapon using the “[“ or “]” keys.**
- 4) Repeat steps 2) and 3) for any other weapons you want to re-map.**
- 5) When your new weapon selection is complete, press the “\” again – once. The blue rectangle will disappear.**

Your new weapon selection will take effect immediately, and now you can continue the game. J

Note: This will only work while you are in a map. And, this document was written for use a joy stick to control the mech. However, I believe the mouse and/or keyboard control work the same way.