



Installation

See the [README](#).

Start Menu

When starting Oolite, a menu with six options will be displayed.

Start New Commander

Start a new commander. Three starting scenarios are available by default, though expansion packs may add more. New players may wish to start with the Tutorial scenario which introduces the basics of flight and combat. A commander started with the Strict Mode option will never have any expansion packs affecting the game-play, even if these are installed at a later stage.

Load Commander

Load an existing commander file.

View Ship Library

View the specifications and descriptions of the ships and other common space objects.

Game Options

Opens the Game Options screen to allow for game settings to be viewed and changed (See Game Options below for more details).

Manage Expansion Packs

Install and remove Oolite mods, often referred to as OXPs (Oolite eXpansion Packs). Not all mod packs can be installed and removed by this method – others, especially older ones, can be found [here](#).

Exit Game

Exit the game.



























Controls and Commands































The current keyboard configuration can be edited by selecting “Keyboard Configuration” from the “Game Options” menu.

Oolite can be controlled using the keyboard, mouse and/or game controller.

The following list describes the default key settings.

In Dock Commands












Key	Menu / Action	Sub-Item / Control	Interaction & Details
 or 	Launch	—	Propels your spacecraft from docked station.
 or 	Quick-Save / Load	File Selection	Use  and  to select,  to choose.
	Game Options	Autosave	  to toggle. When enabled, creates a save every time you launch from a planetary station.
		Docking Clearance	  to toggle. If enabled, docking without clearance at Galcop/XP stations results in a fine.
		Audio Settings	  to adjust Source Volume or toggle Music (Mac users also have "iTunes" option).
		Spoken Messages	  or  to toggle. Uses selectable voice.
		Display Mode	  to select screen size/refresh rate.  to toggle Window/Full Screen (or use  anytime).
		HDR Brightness	  to adjust Max Brightness and Paper White levels (for HDR-capable systems only).
		Graphics / Gamma	  to toggle Wireframe mode, Gamma correction, or Graphics Detail (Minimal, Normal, Shaders, Extra).
		Field Of View	  to adjust (30°–80°). Lower values make objects appear larger;

Key	Menu / Action	Sub-Item / Control	Interaction & Details
			higher values increase peripheral vision.
		Colorblind Mode	  to select: None, Protanopia, Deuteranopia, or Tritanopia.
		Config Screens	Press  on Joystick or Keyboard configuration to view/change assignments.
	System	End / Exit	Press  to End Game (return to menu) or Exit Game (quit to desktop).
 or 	Shipyards	Outfitting	  to select,  to purchase.   to move between pages.
 or 	Interfaces	Station/Ship	  to select,  to open.   for pages.
 or 	Manifest	Status/Cargo	Toggles views. Use  and  to move between pages.
 or 	Galactic Chart	Navigation	Mouse Drag to pan; Wheel or  /  to Zoom.
		Selection	 or Cursors to select. Double-Click for System Data.
		Home	 selects current system.
		Routing	 plots route (Fewest Jumps/Time). <i>Requires advanced navigational array.</i>
		Filters	 highlights by economy, government, tech level, or sun color. <i>Requires advanced navigational array.</i>






Key	Menu / Action	Sub-Item / Control	Interaction & Details
		Info History	Alt + ← / → to cycle previous system info screens for the F7 display.
		Search / Info	Type Name to find (Entire Chart); i for tech info (Zoomed).
7 or F7	Database	System Info	Shows detailed planetary database for the system selected on the Chart.
8 or F8	Market	Selection	Use ↑ and ↓ to select commodity.
		Buying	→ buys 1 unit. Shift + → buys maximum possible.
		Selling	← sells 1 unit. Shift + ← sells maximum possible.
		Smart Trade	Enter : If holding item, sells all. If empty, buys maximum possible.
		Filters	? cycles: All goods, Carried in stock, Carried, In stock, No transport restrictions, Transport restrictions.
		Sorting	/ cycles: Default, Alphabetical, Price, Quantity in stock, Quantity in hold, Unit mass.

Flight Key Commands








Movement & Attitude

Key	Action	Notes
 	Pitch	Nose up and down.
 	Roll	Rotate ship along the longitudinal axis.
 	Yaw	Turn nose left and right.
	Precision Mode	Hold while turning to move more slowly/precisely.
 / 	Speed Control	 to Increase Speed;  to Decrease Speed.




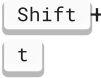


Propulsion & Travel

Key	Action	Notes
	Torus Jump Drive	Toggle in-system hyperspeed. Disabled by nearby mass/gravity.
	Hyperdrive	Activate Witchspace jump. Requires a target selected on  chart.
	Galactic Hyperdrive	Activate the inter-galactic jump drive (if installed).
	Fuel Injection	Activate afterburners/Witchdrive injectors (if installed).

Weaponry & Combat

Key	Action	Notes
	Fire Laser	Fire main weapon for the current view facing.
	Weapons Lockdown	Toggle safety lockdown on/off.
	ECM	Activate Electronic Counter-Measures to destroy incoming missiles.
	Pause	Pause/Un-pause. While paused, press  or  to access Options, or  to toggle HUD for screenshots.

Missiles & Pylon Equipment

Key	Action	Notes
	Identify Target	Activate ID system (deactivates missile/mine system).
	Target/Arm	Enable missile targeting or arm mine. Locks missile if ID is active.
	Cycle Missiles	Switch to next available pylon. <i>Requires Multi-Targeting System.</i>
	Target Missile	Immediately target the nearest incoming enemy missile.
	Unarm / Safety	Deactivate ID or put missiles into safety mode.
	Launch/Drop	Fire locked missile or drop armed mine.


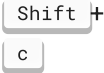
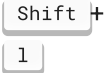

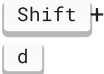
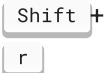

Selectable Equipment & MFDs

Key	Action	Notes
	Activate	Activate currently selected equipment.
/	Cycle Equipment	Select Next or Previous equipment in your inventory.
	Mode Change	Change mode for the selected equipment (if applicable).
/	Fast Slots	Activate equipment in Fast Slot 1 () or Slot 2 ().
/	MFD Controls	to rotate current display; to select next display area.
/	Target Memory	Lock on to next/previous target in memory expansion (if installed).

Sensors & Navigation

Key	Action	Notes
/ +	Scanner Zoom	cycles zoom (1:1 to 5:1); resets to 1:1.
	Compass Mode	Cycle targets (Planet, Station, Sun, Target, Beacons).
	Compass Reverse	Reverse cycle the Compass Mode.
(Backtick)	Comms Log	View recent ship-to-ship message history.

Docking & Utility

Key	Action	Notes
	Autodock	Begin/Abandon docking sequence. <i>Requires Docking Computer.</i>
	Instant Dock	Fast docking without the sequence. Advances game clock 20 mins.
	Docking Clear	Request, cancel, or renew docking clearance with a station.
	Docking Music	Toggle music during the automated docking sequence.
	Eject Cargo	Jettisons one cargo pod into space.
	Rotate Cargo	Choose which cargo type is at the "front" of the eject queue.
	Escape Pod	Quickly double-tap to abandon ship (if installed).

Viewscreens & Systems

Key	Action	Notes
1 or F1	Forward View	Look out the front of the ship.
2 or F2	Aft View	Look out the back of the ship.
3 or F3	Port View	Look out the left side of the ship.
4 or F4	Starboard View	Look out the right side of the ship.
5 or F5	Status/Manifest	Toggles between Ship Status and Cargo Manifest.
6 or F6	Galactic Chart	Toggles between Zoomed and Entire range charts.
7 or F7	System Data	Shows the Planetary Database for the selected system.
8 or F8	Market	Access the Commodity Market.
v	External View	Toggle between external free-look views.
↑ ↓ ← →	External Camera	Use arrow keys to rotate the camera in external view.
Caps Lock + Mouse	External Free-look	Move the mouse while Caps Lock is on for free-look in external view.
Shift + f	FPS Toggle	Show/hide the frames-per-second counter.
F12	Screen Mode	Toggle between Full Screen and Windowed mode.
Shift + Esc	Quit	Immediate exit to desktop.

Mouse Flight Controls

To enable mouse flight (available in Full Screen mode only), use the following toggles:

Key Combination	Action
<code>Shift + M</code>	Toggle mouse control (X-axis = Roll)
<code>Ctrl + Shift + M</code>	Toggle mouse control (X-axis = Yaw)

Active Mouse Commands:

Input	Action
Mouse Left/Right	Roll or Yaw (depending on toggle mode)
Mouse Forward/Back	Pitch
Primary Mouse Button	Fire main weapon
Secondary Mouse Button	Center all controls (cancels roll/yaw and pitch)
Mouse Wheel Up/Down	Increase or Decrease speed

Game Data

Game data such as your saved games and expansion packs are stored in certain locations depending upon the setup:

OS	Type	Default Game Data Folder
Windows	NSIS	<code><Oolite installation folder>/oolite.app</code>
Windows	MSSore	<code>%localappdata%/Packages/OoliteDevTeam.Oolite_x4y hmc dj37sz2/LocalCache/Local/Oolite/oolite.app</code>
Linux	AppImage	<code><AppImage folder>/GameData</code>

OS	Type	Default Game Data Folder
Linux	Flatpak	<code>\$HOME/.var/app/space.oolite.Oolite</code>

Linux

The Applmage can be configured to use alternative locations by setting various environment variables:

Environment Variable	Value	Game Folder
<code>OO_DIRTYPE</code>	xdg	<code>\$HOME/.local/share/Oolite</code>
<code>OO_DIRTYPE</code>	legacy	<code>\$HOME</code> (old folder structure - not recommended)

More intricate setups are possible by specifying individual environment variables for different folders:

Environment Variable	Description	Default Path (if unset)
<code>OO_SAVEDIR</code>	Directory for saved games	<code>\$GAME_DATA/SavedGames</code>
<code>OO_SNAPSHOTSDIR</code>	Directory for screenshots/snapshots	<code>\$GAME_DATA/Snapshots</code>
<code>OO_LOGSDIR</code>	Directory for game log files	<code>\$GAME_DATA/.logs</code>
<code>OO_MANAGEDADDONS DIR</code>	Directory for OXPs managed by the game	<code>\$GAME_DATA/.ManagedAddons</code>
<code>OO_USERADDONSDIR</code>	User-specified directory for OXPs	<code>\$GAME_DATA/AddOns</code>
<code>OO_ADDONSEXTRACT DIR</code>	Directory for extracted OXPs	<code>\${OO_USERADDONSDIR:-\$GAME_DATA/AddOns}</code>
<code>OO_ADDITIONALADD ONSDIRS</code>	List of extra addon search paths	

Environment Variable	Description	Default Path (if unset)
OO_GNUSTEPDIR	GNUstep directory	\$GAME_DATA/.GNUstep
OO_GNUSTEPDEFAULT TSDIR	User preferences defaults file location	\$GAME_DATA

Changing user preferences

The user preferences defaults file `OoliteDefaults.plist` contains various game settings which will include some of the following:

- Autosave (Off/On)
- Sound Volume (Mute to 100% in increments of 5%)
- Music mode (Off/On)
- Full Screen Mode and Display Resolutions
- Wireframe Graphics (Off/On)
- Graphics Detail (Minimum, Normal, Shaders Enabled, Extra)
- Gamma correction (0.02 to 4.0 in increments of 0.02)
- Field Of View (30° to 80° in 20 increments)
- Javascript Runtime (in mib)

The file is created after Oolite first execution. It is located in the game data folder on Linux, while on Windows it is in a subfolder `GNUstep/Defaults/`.

The file looks like this:

```
{
  "debug-settings-override" = {
  };
  "gamma-value" = 1;
  "volume_control" = "0.5";
}
```

The recommended way to change these settings is to use the in-game options menu. Troubleshooting or the need to experiment with more advanced options, may lead to directly editing the file. For the changes to take effect, the file must be edited and saved before executing Oolite.

For more information please refer to [hidden settings in Oolite](#).

Test Builds

Starting with Oolite 1.77 there are two different versions of the game. A normal version without debugging tools and a slightly slower version with debugging options that can be used with the console. This test build version will be useful for oxp developers. It can be found under [the releases](#) and has has `_test` in the name.

The test builds have the following extra features:

- When pressing `Shift + F`, the FPS display will show additional info, including a TAF indicator.
- A console can be used, to type in JavaScript commands, interfacing directly with the Oolite universe and its entities.

The following debugging options are accessible while paused:

Key	Action
<code>0</code>	Dump a list of all entities in the log-file.
<code>b</code>	Enable collision test debugging.
<code>c</code>	Enables octree debugging.
<code>d</code>	Enables all debug flags.
<code>s</code>	Enables shader debug messages.
<code>x</code>	Enables drawing of bounding boxes around all entities.
<code>n</code>	Disables all debug flags and displays HUD again.
<code><</code> and <code>></code>	Time Acceleration: Halves or Doubles the Time Acceleration Factor.

Helpful Information

For more information on playing Oolite visit <https://www.oolite.space>.

Browse the [Oolite Wiki](#).

Check the [Frequently Asked Questions](#).

Most Oolite mods, often referred to as OXP's (Oolite eXpansion Packs) are available [here](#), or from the Expansion Manager in the game.

The Oolite Development Project Page is located on [GitHub](#).

For answers to questions about playing Oolite, customizing Oolite and anything else Oolite related, post to the [Oolite Bulletin Boards](#). It's the friendliest place this side of Riedquat!

Your feedback is essential to keep improving Oolite. A lot of effort has been put in making Oolite stable. In the rare event Oolite crashes, it will be highly appreciated if you let us know by raising an [issue](#) or by creating a topic in the [Testing and Bug reports](#) section of the Oolite Bulletin Board. In both cases, attaching the crash log can be very helpful in solving problems. It is located at:

OS	Log folder location
Windows	<code><oolite installation folder>/oolite.app/Logs/Latest.log</code>
Windows (MSStore)	<code>%localappdata%/Packages/OoliteDevTeam.Oolite_x4yhmc dj37sz2/ LocalCache/Local/Oolite/oolite.app/Logs/Latest.log</code>
Linux	<code>\$GAME_DATA/.logs/Latest.log</code>

We are immensely grateful to all the people who have been testing Oolite and tediously bringing it towards perfection.

Thank you all!