

# Settings

OPTION

## Controls

Exploration  
Section Controls  
Battle Controls

This section of the manual explains how to use the game controller. The basic game controls are outlined below. Text in red describes actions that can be taken in exploration sections, and text in blue describes actions that can be taken in battle. Control guides are also displayed on-screen while navigating each particular menu.

CURRENT SETTING



OPTION	CURRENT SETTING
Overclock	Right trigger
Change between schemata	Right bumper
Select menu options	Y button
Select targets	B button
Character movement	X button
Character movement	A button
Switch the navigational map on or off. Skip scene (when watching movie scenes)	Right stick
Left stick button	Right stick button
Open the pause menu	START button
Open the pause menu	

**Left trigger** Dash (hold down while moving)  
Libra (show enemy information)

**Right trigger** Dash (hold down while moving)  
Libra (show enemy information)

**Right bumper** Attack (initiate battle)  
Change between schemata

**Y button** Main menu  
Activate abilities

**B button** Cancel menu selections/ jump  
Activate abilities

**X button** Display map  
Activate abilities

**A button** Confirm menu selections/  
operate switches etc.  
Activate abilities

**Right stick** Move camera  
Camera controls

**Right stick button** Reset camera position  
Switch between camera modes

**START button** Open the pause menu

**Left bumper** Change between schemata

**Directional buttons** Select menu options  
Select targets

**Left stick** Character movement  
Character movement

**BACK button** Switch the navigational map on or off.  
Skip scene (when watching movie scenes)

## Settings

### Keyboard Settings



Character movement (forward): <b>W</b>	Confirm selections / activate abilities: <b>↵</b>
Character movement (backward): <b>S</b>	Cancel / Jump / activate abilities: <b>⏪</b>
Character movement (left): <b>A</b>	Menu/ activate abilities: <b>⏏</b>
Character movement (right): <b>D</b>	Display map / activate abilities: <b>M</b>
Cursor movement (up): <b>↑</b>	Change between schemata: <b>E</b>
Cursor movement (down): <b>↓</b>	Attack (start battle)/ Change schemata: <b>U</b>
Cursor movement (left): <b>←</b>	Overclock: <b>G</b>
Cursor movement (right): <b>→</b>	Dash (while moving) / Libra (enemy info): <b>O</b>
Camera movement (up): <b>I</b>	Open the pause menu: <b>⏸</b>
Camera movement (down): <b>K</b>	Switch the navigational map on or off: <b>F1</b>
Camera movement (left): <b>J</b>	Reset map position (while map is open): <b>X</b>
Camera movement (right): <b>L</b>	Reset camera/ Change camera mode: <b>R</b>

**M** Restore key to its default setting.