

Ultima Online™ Controls

MOVEMENT

- Walk Hold **␣**
- Run Hold **␣** and move cursor away from character in the direction you want to run
- Pathfind **␣␣** on desired location
- Open Door **␣␣**
- Auto Follow **ALT+␣** on character you wish to follow
- Stop Auto Follow **ALT+␣** on your character

INTERFACE

- Open Character (Paper Doll) **␣␣** on self (**ALT+P**)
- Open Backpack **␣␣** on backpack in paper doll window (**ALT+D**)
- Open Skill Window **␣** on **SKILLS** button in paper doll window (**ALT+K**)
- Open Journal **␣** on **JOURNAL** button in paper doll window (**ALT+J**)
- Open Spellbook **␣␣** on **SPELLBOOK** (**ALT+B**)
- Item Identifier **␣** on item to display name
- Move Item **␣** and drag the item to desired location
- Move Entire Stack of Items **SHIFT+␣** and drag item (3D version only)
- Move Single Item From Stack **ALT+SHIFT+␣** and drag item (3D version only)
- Pick up Item **␣** and drag item to your character or backpack
- Open Container (Chest) **␣␣** on container
- Open Radar Map **ALT+R** (Press again to make map bigger)
- Move Window **␣** and drag on window border
- Resize Window **␣** and drag on gem in window
- Close Window **␣** on desired window
- Character Info **␣␣** on character (Peace Mode only)
- View Name/Species **␣** on character or creature

COMBAT

- War Mode **␣** on **PEACE** button in paper doll (**ALT+C** or Hold **TAB**)
- Peace Mode **␣** on **WAR** button in the paper doll (**ALT+C** or release **TAB**)
- Attack **␣␣** on target
- Character Status Hold **␣** and then drag the pop-up window with your cursor from character or creature to display the status info

ACTIONS

- Use Item Ⓜ on item, then Ⓜ on target
- Use Tools (Axe, Shovel) Ⓜ on tool in backpack, highlight target and Ⓜ
- Use a Moongate Walk into moongate, select destination, and Ⓜ on OKAY button
- Use Spell Ⓜ on spell icon in spellbook, highlight target and Ⓜ
- Use Skill Ⓜ on jewel next to skill you want to use in the skill window

OPTIONS MENU

- Options Window Ⓜ on OPTIONS button in paper doll window (ALT+O)
- Macro Options 2D Client: Ⓜ on the curved arrow icon (5th down on left)
3D Client: Ⓜ on MACRO button (4th down on left)
- Full Screen/Windowed Mode ALT+ENTER

COMMUNICATION

- Talk Type your statement then press ENTER
- Repeat Last Typed CONTROL+Q
- "Heal" Say this near a wandering healer or at a shrine to resurrect yourself
- "Bank" Type this while at a bank to open your bank box
- "Vendor Buy" Type this while near a vendor to open his goods window to view what he has to sell
- "Vendor Sell" Type this while near a vendor to open your goods window to show what you have to sell

MISCELLANEOUS

- Open Chat Ⓜ on CHAT button in paper doll window
- Zoom (3D Client) Spin mouse wheel
- Help Ⓜ on HELP button in the character display paper doll window and select appropriate option
- Log Out Character Ⓜ on LOG OUT button in the character display paper doll window (for safe log out, go to an Inn)
- Building Type To identify what type of building you are entering,
Ⓜ on the sign by the door
- Exit Game ALT+X