

# Controls: PlayStation®4

## Basic Controls (for all screens)

	Confirm
	Cancel Return
	Select Item

## Exploration Controls

	Examine Gather
	Jump
	Swing
<b>Hold</b>	Charged Swing
	Open Main Menu
	Display Quests
	Display World Map Skip (during events)
<b>Hold</b>	Switch Minimap
	Move
	Camera Controls
<b>Hold</b> +	Run (Default)
<b>Hold</b> +	Switch Gathering Tool
	Sprint ON/OFF (can be changed in Settings)
	Zoom Out*
	Zoom In*
	Open Photo Mode
	Reset Camera
	Display Event Log
	Display Area Map
<b>Hold</b> +	Select Emote
	Display Item Menu

\* You can change controls for zooming in and out from Main Menu > Camera Settings.

## Map Controls

<b>Hold</b>	Place Marker (on the Area Map)
<b>Tap</b>	Fast Travel to Landmark (on the Area Map)
	Return to Base
	Open Main Menu (on the World Map) Display Area Map Details (on the Area Map)
	Display Quests
	Display All Regions (on the World Map) Display World Map (on the Area Map)
	Move Cursor
	Toggle Region (on the World Map) Change Icon Display (on the Area Map)
	Toggle Region (on the World Map)
<b>Hold</b> +	Move Cursor Faster (on the Area Map)
	Zoom Out (on the Area Map)
	Zoom In (on the Area Map)
	Open Exploration List (on the Area Map)
<b>Hold</b>	Display Help
	Reset Cursor (on the Area Map)
	Select Area (on the World Map) Select Landmark (on the Area Map)

## Synthesis Controls

	Select Material Loop, Ingredients, Effects, etc. Synthesize Ingredients (adding ingredients when ingredients are insufficient)
<b>Hold</b>	Fast-Forward Synthesis
	Mark/Unmark as Favorite (when choosing a recipe) Change Display (when adding ingredients or using keys)
	Check Tree (when choosing a recipe) Display Submenu (when adding ingredients) Use Secret Key (when ready to synthesize)
	Start Synthesis (when ready to synthesize)
	Display Related Items
/	Move Cursor
	Toggle Loop Info (when choosing a Material Loop) Mark/Unmark as Favorite (when adding ingredients or using keys)
	Auto-Add Materials (when choosing a Material Loop) Add All (when adding ingredients) Switch between Key Bundle / Container (when using keys)
/	Change Mode (when choosing a recipe) Zoom In/Out (when choosing a Material Loop)
	Link Morph (when ready to synthesize)

## Combat Controls

	Attack
<b>Hold</b>	Fatal Drive (when conditions are met)
	Flee
	Use Item / Secret Key
	Guard
	Display Pause Screen
	Display Commands / Skills
	Camera Controls
	Key Creation (Item Selection Screen)
	Key Modification (Item Selection Screen)
+  /	Shift Skills
+  /  /  /	Use Skill
+	Order Drive (when conditions are met)
/	Change Player Character
	Toggle Mode
	Change Target