City of Heroes / City of Villains
Gunner's Advanced Basic Bindfile (GABB)

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Now always found at http://tinyurl.com/cohbinds

Overview

The default keybinds that come with CoH/CoV and can be exported using the `/bindsavefile` command are comprehensive, but use dated concepts of game interface and make many simple actions harder to remember and use than they need to be.

As a player who was with the game from release to sunset, and is now back, and has always been fascinated with the technical aspects of the game, I have developed a replacement bindfile that integrates years of refinement for different archetypes. In cleaning up all of my own old bindfiles and trying to make them consistent, I developed this universal replacement for the default file: Gunner's Advanced Basic Bindfile, or GABB.txt

Statesman knows there's no shortage of bind sets, examples, tips, and complete bindfiles out there – some old, some new, some thoroughly tested, some that probably have dumb mistakes in them. This file is an extension of the Technical Guide and implements a number of features new for the post-Live releases and recognizes changes to existing commands and options from the old versions. **It's assumed you have the Guide at hand to explain the commands, etc.**

Unless you are completely happy with the default keybindings or have put as much time as I have into creating your own custom interface, I sincerely believe new and returning players will find this bindset to be far more intuitive, easy to use and free from annoying glitches (such as touching the wrong key and losing part of your UI in the heat of battle, or firing off Inspirations when you meant to send a reply).

The basic bindfile now includes the Healer bind set. I'll add the MasterMind set soon. Both make defender/healer alts and Masterminds much more intuitive to play. Stay tuned for the pets one.

Comments and suggestions welcome, via any channel including in-game.

See you in the Cities!

Quick Start

Using the GABB is simple, even for a novice. Follow these instructions carefully and you'll be GABBing in less than an hour.

1. On your system, create a folder in the CoX main game directory (where you find **cityofheroes.exe**, etc.): **\GABB**. You can use any other path you like but you will have to edit all the files to reflect it. Putting the subdirectory here enables relatively simple relative-path file names. (A useful trick is to make a shortcut to this folder and put it on the desktop, so you can get to the files for editing easily.)
2. Put all the GABB files in this directory – **GABB.txt**, **RollChat1.txt**, **RollChat2.txt**, **RollChat3.txt**, and when available, the **Healer.txt** and **PetControl.txt** addendum files.
3. Open **GABB.txt** in a plain-text editor (Notepad is fine, do NOT use Word or any equivalent – the file has to stay plain ASCII.)
4. Go through the Reference section that follows and carefully review and edit any bindfile line that has red text in its Reference entry. You will be able to leave some as-is; others need you to put in customized information, or change values to make the command more suitable to your play style. Take your time; don't mess up anything and don't break any lines – each bind assignment MUST be an unbroken line even if the window wraps it several times. Save **GABB.txt**.
5. Log in to the first alt you want to convert to the new binds. Park somewhere safe. Put the chat window on Local so mistypes won't amuse the whole zone. Make sure you have a visible chat window that includes the **System** and **Error** channels – this is where status and errors with the bindfiles will be reported.
6. Save your existing binds, just in case: type **/bindsavefile .\GABB\myoldbinds.txt**. (That dot points the string to the game directory.)
7. Clear all keybinds: type **/unbind_all**. **NOTE:** This will wipe out any custom binds and reset ALL keyboard and mouse commands to the game defaults.
8. Load the GABB file: type **/bindloadfile .\GABB\GABB.txt**.
9. Press Alt-F5 to save a generic copy of the file for this alt, as **MyChar-save.txt** unless you changed the Alt-F5 bind.
   (You don't want to edit **GABB.txt** with alt-specific changes; it's meant to be the generic first-load version for each alt.)
10. Open **MyChar-save.txt** in the text editor.
11. Edit the Alt-F5 and Alt-F6 binds to use a unique alt name such as **SooperDooperMan-save.txt** and **SooperDooperMan-load.txt**.
12. Edit any other binds you know you want customized for this alt alone – maybe some of the special power keys or change the R, J, K or Y key to enable travel powers as suggested in the notes.
13. Save the file. Rename it from **MyChar-save.txt** to (such as) **SooperDooperMan-load.txt**.
14. Back online, load your new customized bind set: type **/bindloadfile .\GABB\SooperDooperMan-load.txt**.
15. The **System** chat window should respond "file loaded" with the path and filename. If there are certain kinds of errors in the file – if any lines are broken or the game cannot parse any one line of the file – there will be error reports. They usually give enough information to help you locate the fault. Go to step 10 and repeat until the file loads without errors.
16. Press Alt-F5 and check to see that the **SooperDooperMan-save.txt** file was written to the local directory. That's the basic test that shows you have the right file loaded successfully.
17. Away you go. Keep the reference sheet from this document handy until you're completely familiar with the new controls.
18. As your alt gains new powers, find useful ways to bind them to the available keys. Notes about which keys are good for what (mnemonically, mostly, but also for consistency across alts) are in the Reference section.
19. Save your bindfile using Alt-F5 after all changes are tested. Edit saved file names to create archive versions. At appropriate times, copy the newest –save file to the –load filename, so that a reload (after a bad bindfile test session, for example) is just an Alt-F6 away.
20. Enjoy… the game more with these sensible, updated, customized binds!

Editing Rolling Chat Binds

One really cool feature of GABB is that it includes six basic quick-chat binds, all with mnemonic key assignments:

- Alt-G: Saying a quick "Gratz!" when a teammate levels
- Alt-N: Saying a quick local "No"
- Alt-R: Saying a quick "Ready!" to your team
- Alt-T: Saying a quick local "Thanks!"
- Alt-W: Saying a quick "Wait!" to your team
- Alt-Y: Saying a quick local "Yes"

This is far more organized and remember-able than the default scattering of chat binds.

But what's really cool is that GABB uses a system of "rolling binds" I developed way back in the early days of the game. Instead of saying the same thing over and over – "Gratz!"… "Gratz!"… "Gratz" – the system loads a new bind definition each time one of these quick-chats is used, and the repetition becomes "Gratz!"… "Congratz!"… "Gratz-a-roonie!" – for far more pleasant team play and RP enhancement.

If you look at each of these commands in the bindfile, you'll see that each bind consists of a chat message (to either the Local or Team channel), sometimes an emote, and then a "silent" bindfile operation that loads the next sub-file in sequence and overwrites all of these chat binds. There are three variations in the basic GABB set; you can extend the rollover almost indefinitely with more files, and even break out different groups of binds so that, for example, Yes and No update on their own cycle and team commands update on another.

You can use the quickchat binds as written, or edit any or all of them to suit yourself. Feel free to add emotes to any that don't have one or vice versa.

There are two things to be careful about: don't break the command formatting, and be sure to call the "next" roll-chat file in each set. Broken files will generate errors, and failure to call the files in a round-robin sequence will mean erratic operation and more repetition.

So in a line like this:

<p align="center"><code>ALT+G "t Gratz!$$bindloadfilesilent .\GABB\rollchat2.txt"</code></p>

You ONLY want to edit the text in red – the actual text string, and then if you're extending the file set, the file number to call. It takes an organized approach to keep this all working.

If you want to add an emote, do it so:

<p align="center"><code>ALT+G "t Gratz!$$emote thumbsup$$bindloadfilesilent .\GABB\rollchat2.txt"</code></p>

adding only the text in red, with whatever emote code you want to use. If an existing bind has an emote, delete the text in red, being sure to leave one $$ divider between the text and file load commands.

It should be evident how to write additional roll-chat files and break them into different chains. If not… ask!

GABB Reference

- Change Codes: **S** – simplify similar commands. **X** – remove confusing/error-prone binds. **R** – remove redundant bind. **G** – gamechat bind set.
- Red text indicates text strings (mostly) that can be customized to suit yourself and your alt.
- Grayed blocks are large groups of similar keys and commands.
- Tinted blocks are Gunner's Gamechat commands.
- Binds can be **eliminated** from a bindfile by using "" (empty string) as the bind argument. However, later saves will have a blank for that bind line and will leave temporary or old binds in place when reloaded. Using "nop" as a null argument keeps the key line in the file for cleaner updates.
- I have restored default bindings to the arrow keys (they're useful sometimes), but see notes on DOWN for some limitations.

Default Bind	Gunner's Bind	Why?
`' "quickchat"`	`` ` "nop" ``	S X
`- "prev_tray"`	`- "nop"`	X (Top row dash key, not numpad key.)
`ALT+- "prev_tray_alt"`	`ALT+- "nop"`	X
`/ "show chat$$slashchat"`	`/ "show chat$$slashchat"`	Use this key to start a slash command. Use Enter to start regular chatting.
`0 "powexec_slot 10"`	`0 "powexec_slot 10"`	S X R *(Note how the game sorts by 0 here and writes key 10 as the first entry.)* I recommend putting Rest in tray1, slot 10 for a quick 0-key activation. This block for the keyboard top-row num keys is rearranged so the primary tray fires from each key 1-0, as in the defaults, but uses the easier Ctrl key to fire the second tray
`CTRL+0 "powexec_alt2slot 10"`	`CTRL+0 "powexec_altslot 10"`	
	`SHIFT+0 "nop"`	
`ALT+0 "powexec_altslot 10"`	`ALT+0 "nop"`	
`1 "powexec_slot 1"`	`1 "powexec_slot 1"`	
`CTRL+1 "powexec_alt2slot 1"`	`CTRL+1 "powexec_altslot 1"`	
`SHIFT+1 "team_select 1"`	`SHIFT+1 "nop"`	

Default Bind	Gunner's Bind	Why?
ALT+1 "powexec_altslot 1"	ALT+1 "nop"	powers.
2 "powexec_slot 2"	2 "powexec_slot 2"	The Alt and Shift keys are disabled for this array, for simplification. I recommend NOT using any of these keys for secondary purposes; their use for fast, accurate power triggering is too critical.
CTRL+2 "powexec_alt2slot 2"	CTRL+2 "powexec_altslot 2"	
SHIFT+2 "team_select 2"	SHIFT+2 "nop"	
ALT+2 "powexec_altslot 2"	ALT+2 "nop"	
3 "powexec_slot 3"	3 "powexec_slot 3"	
CTRL+3 "powexec_alt2slot 3"	CTRL+3 "powexec_altslot 3"	
SHIFT+3 "team_select 3"	SHIFT+3 "nop"	
ALT+3 "powexec_altslot 3"	ALT+3 "nop"	
4 "powexec_slot 4"	4 "powexec_slot 4"	
CTRL+4 "powexec_alt2slot 4"	CTRL+4 "powexec_altslot 4"	
SHIFT+4 "team_select 4"	SHIFT+4 "nop"	
ALT+4 "powexec_altslot 4"	ALT+4 "nop"	
5 "powexec_slot 5"	5 "powexec_slot 5"	
CTRL+5 "powexec_alt2slot 5"	CTRL+5 "powexec_altslot 5"	
SHIFT+5 "team_select 5"	SHIFT+5 "nop"	
ALT+5 "powexec_altslot 5"	ALT+5 "nop"	
6 "powexec_slot 6"	6 "powexec_slot 6"	
CTRL+6 "powexec_alt2slot 6"	CTRL+6 "powexec_altslot 6"	

Default Bind	Gunner's Bind	Why?
SHIFT+6 "team_select 6"	SHIFT+6 "nop"	
ALT+6 "powexec_altslot 6"	ALT+6 "nop"	
7 "powexec_slot 7"	7 "powexec_slot 7"	
CTRL+7 "powexec_alt2slot 7"	CTRL+7 "powexec_altslot 7"	
SHIFT+7 "team_select 7"	SHIFT+7 "nop"	
ALT+7 "powexec_altslot 7"	ALT+7 "nop"	
8 "powexec_slot 8"	8 "powexec_slot 8"	
CTRL+8 "powexec_alt2slot 8"	CTRL+8 "powexec_altslot 8"	
SHIFT+8 "team_select 8"	SHIFT+8 "nop"	
ALT+8 "powexec_altslot 8"	ALT+8 "nop"	
9 "powexec_slot 9"	9 "powexec_slot 9"	
CTRL+9 "powexec_alt2slot 9"	CTRL+9 "powexec_slot 9"	
	SHIFT+9 "nop"	
ALT+9 "powexec_altslot 9"	ALT+9 "nop"	
; "show chat$$beginchat ;"	; "nop"	S X
\ "menu"	\ "nop"	X (Use the mouse instead.)
	["dialog_no$$dialog_answer Decline$$dialog_answer Ok"	Quick Yes/No keys for windows. Leftbracket is "No"; Rightbracket is "Yes."
	] "dialog_yes$$dialog_answer Accept"	Use the first for the ubiquitous "Ok" windows.

Default Bind	Gunner's Bind	Why?
`A "+left"`	`A "+left"`	
	`ADD "target_custom_next base"`	Numpad + key. This master targeting finds EVERYTHING – friend, foe, pet, NPC, glowies, etc. Fantastic when searching for objectives. See also NUMPAD…
	`CTRL+ADD "nop"`	The numpad + key is a great place to put binds needing fast access from your mouse hand.
	`ALT+ADD "nop"`	
	`SHIFT+ADD "nop"`	
`B "++first"`	`B "nop"`	I bind this key to AOE effects like "Burn" for individual alts.
	`ALT+B "l $battlecry"`	G Could be included in the "rollchat" set if you want to vary your battle cry.
`BACKSPACE "autoreply"`	`BACKSPACE "autoreply"`	Starts a tell to whoever last SENT you a message.
	`CTRL+BACKSPACE "tell_last"`	Starts a tell to whoever YOU LAST SENT a message.
	`ALT+BACKSPACE "t $target, "`	Starts a tell to whoever YOU HAVE SELECTED.
`C "chat"`	`C "nop"`	X (Use the mouse instead.)

Default Bind	Gunner's Bind	Why?
COMMA "show chat$$beginchat /tell $target, "	COMMA "nop"	X S R
D "+right"	D "+right"	
	DECIMAL "nop"	Numpad ./Del key, available for bind. See also NUMPAD…
DELETE "+lookdown"	DELETE "clearchat"	G S
	DIVIDE "em victory$$l Die...Die!...$$l ...DIE!"	G The numpad / key. Available for bind. Can be used with all shift keys. This silly bind gives you a quick way to tap-dance on that boss when you finally bring him down. Think "Divide and Conquer." Edit to suit. Can change to g-for-team channel as well. See also NUMPAD…
DOWN "+backward"	DOWN "+backward"	This is an irritating bug in the bind system – two synonymous keys that will overwrite each others' definitions. If you change one, change the other to match. See also UP, RIGHT, LEFT.
DOWNARROW "+backward"	DOWNARROW "+backward "	
E "+turnright"	E "nop"	S X R Change if you use the Q and E keys to turn your character (instead of the mouse.)

Default Bind	Gunner's Bind	Why?
`END "+zoomout"`	`END "camdist 120"`	S Sets the camera position to the maximum limit of 120 (feet). Adjust the number to any default value you like. (See also Home, PgUp and PgDn.)
`ENTER "show chat$$startchat"`	`ENTER "show chat$$afk Speaking, excuse me...$$startchat"`	Basic start-chat key, modified to pop an AFK bubble over your so teammate and others know you're chatting. Edit the red bubble text to suit yourself.
`EQUALS "next_tray"`	`EQUALS "nop"`	Change back if you are a tray-switcher.
	`CTRL+EQUALS "nop"` `CTRL+EQUALS "next_tray_alt"`	Change to red text version if you are a tray-switcher.
`ALT+EQUALS "next_tray_alt"`	`ALT+EQUALS "nop"`	S X
`ESC "unselect"`	`ESC "unselect"`	The universal unselect/halt key.
`F "follow"`	`F "follow"`	(See also G.)
	`ALT+F "g ### SPOTTED: $target ###$$em whistle"`	G Team alert that you've "found" a targeted foe or other item.

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The triple reference will fire the most powerful version of each Insp available – if you have both a *Catch A Breath* and a *Take A Breather*, the key will fire the latter first and the former only when it's all that's left. You can carefully rearrange these strings if, for example, you want to fire the weakest ones first and save the big boys. Note that they won't do nothin' if you ain't got one of the specified Insps.

The shifted F keys are excellent places to put alternate commands and special binds FOR USE WHEN YOU HAVE TIME TO STOP AND SELECT THEM.

Only the F9-F12 keys, unshifted, should be used for combat-time commands, and even then, I am leery of using them this way. Too easy to make a mistake.

Note that the game writes the F10-F12 keys out of sensible order.

Emotes and canned messages have been moved to the Gamechat binds.

Default Bind	Gunner's Bind	Why?
`F1 "inspexec_slot 1"`	`F1 "inspexec_name resurgence$$inspexec_name` `    dramatic improvement$$inspexec_name respite"`	CTRL+F1 and ALT+F1 save and load a specific options file for the alt.
	`CTRL+F1 "optionsavefile .\GABB\MyChar-` `    options.txt"`	SHIFT+F1 creates a quick bind file load preset – just type in the actual file name.
	`SHIFT+F1 "beginchat /bindloadfile .\GABB\.txt"`	
	`ALT+F1 "optionloadfile .\GABB\MyChar-` `    options.txt"`	
`F10 "say $battlecry $$ emote attack"`	`F10 "nop"`	A good set for your own custom set of UI or other control functions.
	`CTRL+F10 "nop"`	
	`SHIFT+F10 "nop"`	
	`ALT+F10 "nop"`	

	`F11 "window_hide contacts$$window_hide`
	`    mission$$window_hide`
	`    contactdialog$$window_hide missionsummary"`
		F11 clears away all three windows used to check contacts and missions.

	`CTRL+F11 "nop"`	

Default Bind	Gunner's Bind	Why?
	`SHIFT+F11 "nop"`	
	`ALT+F11 "nop"`	
	`F12 "wdw_load_file .\GABB\MyChar-window.txt"`	The F12 key bind is useful for fast customization of your UI windows. Edit the filename to something alt-specific.
	`CTRL+F12 "windowscale map 2.0"`	
	`SHIFT+F12 "window_color 0 140 150 220"`	
	`ALT+F12 "wdw_load_file .\GABB\MyChar-window.txt"`	Experiment with the `/window_scale` slash command to find the optimum size for each window and position everything to your liking. Then use Alt+F12 to save it. Then any time the UI gets mangled, F12 will restore it.

The map bind will pop up or expand the map to a large size (you can go up to 3.0 if you wish). Use F12 to your selected size quickly. Good for finding that dang trainer in a new zone. You can edit both size values for convenience. This works best if the map is parked on the left edge or top left corner.

Finally, Shift+F12 can be used to quickly reset your UI window frame colors to your preference. This is useful if you import a window save from another alt. The numbers are R G B and window transparency, in 0-255 percent (lower is more transparent). This is useful if you save and load options across alts and want to quickly restore individual colors. |

Default Bind	Gunner's Bind	Why?
		The defaults here are an aqua with a dark window background. Note that changing the transparency affects the color density as well.

`F2 "inspexec_slot 2"`	`F2 "inspexec_name second wind$$inspexec_name`
	`    take a breather$$inspexec_name catch a`
	`    breath"`	

	`CTRL+F2 "nop"`	
	`SHIFT+F2 "nop"`	
	`ALT+F2 "nop"`	
`F3 "inspexec_slot 3"`	`F3 "inspexec_name escape$$inspexec_name` `    emerge$$inspexec_name break free"`	
	`CTRL+F3 "nop"`	
	`SHIFT+F3 "nop"`	
	`ALT+F3 "nop"`	
`F4 "inspexec_slot 4"`	`F4 "inspexec_name righteous rage$$inspexec_name` `    focused rage$$inspexec_name enrage"`	
	`CTRL+F4 "nop"`	
	`SHIFT+F4 "nop"`	
	`ALT+F4 "nop"`	
`F5 "inspexec_slot 5"`	`F5 "inspexec_name uncanny insight$$inspexec_name` `    keen insight$$inspexec_name insight"`	The Alt-F5 and Alt-F6 keys are quick binds to save and load your current alt's bind set.
	`CTRL+F5 "nop"`	
	`SHIFT+F5 "nop"`	The red text should be edited to

Default Bind	Gunner's Bind	Why?
	ALT+F5 "bindsavefile .\GABB\MyChar-save.txt"	specify a valid local path and a unique set of filenames for each alt.
F6 "local <color white><bgcolor red>RUN!"	F6 "inspexec_name robust$$inspexec_name rugged$$inspexec_name sturdy"	
	CTRL+F6 "nop"	
	SHIFT+F6 "nop"	
	ALT+F6 "bindloadfile .\GABB\MyChar-load.txt"	
F7 "say <color black><bgcolor #22aa22>Ready! $$ emote thumbsup"	F7 "inspexec_name phenomenal luck$$inspexec_name good luck$$inspexec_name luck"	
	CTRL+F7 "nop"	
	SHIFT+F7 "nop"	
	ALT+F7 "nop"	
F8 "local <color black><bgcolor #aaaa22>HELP! $$ emote whistle"	F8 "nop"	
	CTRL+F8 "nop"	
	SHIFT+F8 "nop"	
	ALT+F8 "nop"	
F9 "local <color white><bgcolor #2222aa><scale .75>level $level $archetype$$local <color white><bgcolor #2222aa>Looking for team"	F9 "requestexitmission 1"	F9 exits a current mission when it is completed, the same as clicking the Exit Mission button. It has no effect until then. This is useful for when you want to mop up but suddenly find yourself getting overwhelmed and need to get out NOW.
	CTRL+F9 "quittocharacterselect"	
	SHIFT+F9 "quittologin"	

Default Bind	Gunner's Bind	Why?
	`ALT+F9 "quit$$dialog_yes"`	Ctrl+F9 starts an exit to the character select menu and can be aborted. Shift+F9 starts an exit to the game login. It also can be aborted. **Alt+F9 is a VERY DANGEROUS key** but is convenient for exiting the game to the desktop quickly – whether it's because you're tired or your boss just walked in. There is no abort time; you're out! You can eliminate the '$$dialog_yes' component if you want an exit abort option, same as clicking Quit.
	`G "target_enemy_near$$follow"`	The melee alt's best friend: the Grapple bind. Easy to whack in the heat of battle to lock onto the next foe. Squishy archetypes might want to "nop" this bind, as it will pull and keep you in melee range with the target. I once watched a Blaster do a "power slide of death" all the way across a room into a Boss's waiting arms. Wasn't pretty.
	`ALT+G "g Gratz!$$bindloadfilesilent` `    .\GABB\rollchat2.txt"`	G **Rollover** Team message "gratz."
`H "helpwindow"`	`H "nop"`	X (use the mouse instead.)

Default Bind	Gunner's Bind	Why?

	ALT+H "g !!! HELD !!!$$em
	    whistle$$bindloadfilesilent
	    .\GABB\rollchat2.txt"
		G **Rollover**
		
		Team message "Held" or "Immobilized."

HOME "+zoomin"	HOME "camdist 30"	S Sets camera distance behind alt to specified number of feet (0-120). 0 is first-person view. Edit number to suit your preferences. The mousewheel adjusts camera view between 0 and 80 feet. (See also End and PgUp/PgDn)
	I "nop"	Available for bind.
INSERT "+lookup"	INSERT "nop"	X (use the mouse instead.)
	J "nop"	Available for bind. I use this key to toggle on Super Jump.
	K "nop"	Available for bind. I use this key to toggle on K-for-Combat Jump.
	L "nop"	Available for bind.
LALT "+alttray"	LALT "nop"	S X Using the shift keys as active individual keys is quirky and erratic. Best not to use them directly.
LCONTROL "+alt2tray"	LCONTROL "nop"	
LCTRL "+alt2tray"	LCTRL "nop"	

Default Bind	Gunner's Bind	Why?
`LEFT "+turnleft"`	`LEFT "+turnleft"`	See DOWN.
`LEFTARROW "+turnleft"`	`LEFTARROW "+turnleft "`	
`M "map"`	`M "nop"`	X (Use the mouse or F12 binds above instead.)
`MBUTTON "+camrotate"`	`MBUTTON "nop"`	Too hard to use on most mice, especially with a zoom wheel in the way. See the Shift bind instead.
`MouseChord "+forward_mouse"`	`MOUSECHORD "+up"`	Allows jumping while auto-running with one hand control.
`MOUSEWHEEL "+camdistadjust"`	`MOUSEWHEEL "+camdistadjust"`	
	`MULTIPLY "cce 1 ccNuke"`	G Switch costumes with the numpad * key. Each costume slot number and associated emote can be edited to suit. See the Guide for details. See also NUMPAD…
	`CTRL+MULTIPLY "cce 0 ccSmokeBomb"`	
	`ALT+MULTIPLY "cce 2 ccRainbow"`	
	`SHIFT+MULTIPLY "cce 3 ccUltimatePower"`	
`N "nav"`	`N "nop"`	X (Use the mouse instead.)
	`ALT+N "l No, thx.$$bindloadfilesilent` `    .\GABB\rollchat2.txt"`	G **Rollover** Local "No" message.
	`NUMPAD0 "nop"`	Numpad number keys (which operate separately from the rowtop keys) and Enter key (which is similarly separate from the main key). Can be used with all shift keys as
	`NUMPAD1 "nop"`	
	`NUMPAD2 "nop"`	
	`NUMPAD3 "nop"`	

Default Bind	Gunner's Bind	Why?
	`NUMPAD4 "nop"`	well.
	`NUMPAD5 "nop"`	===
	`NUMPAD6 "nop"`	Numpad binds are what makes alts with team- or pet-targeted powers a breeze to run. See the adjunct bind files for Healers and Masterminds.
	`NUMPAD7 "nop"`	
	`NUMPAD8 "nop"`	===
	`NUMPAD9 "nop"`	See also ADD, DIVIDE, MULTIPLY and SUBTRACT for the other numpad keys.
	`NUMPADENTER "nop"`	
	`O "nop"`	Available for bind.
`P "powers"`	`P "nop"`	X (Use the mouse instead.) I use this key for "**P**ower Up" binds. (See also U.)
`PAGEDOWN "camreset"`	`PAGEDOWN "camreset"`	
`PAGEUP "+camrotate"`	`PAGEUP "playerturn"`	S
`Q "+turnleft"`	`Q "nop"`	X

`R "++autorun"`	`R "++autorun$$powexec_toggleon Sprint"`
	`R "++autorun"`
	`R "++autorun$$powexec_toggleon Super Speed"`
		Edit to the red variants for different, run-forward/run-fast command for run-fast operation.
		
		A shift key combo could be used to select between Sprint, Prestige Sprint, Super Speed and Walk.

Default Bind	Gunner's Bind	Why?
	CTRL+R "autorun 0$$powexec_toggleoff Sprint" CTRL+R "autorun 0" CTRL+R "autorun 0$$powexec_toggleff Super Speed"	Hard toggle-off autorun and speed power.
	ALT+R "g Ready!$$em knuckles$$bindloadfilesilent .\GABB\rollchat3.txt"	G **Rollover** Team "Ready!" message.
	CTRL+RBUTTON "+mouse_look"	
	SHIFT+RBUTTON "+camrotate"	
	ALT+RBUTTON "playerturn"	
RALT "alttraysticky"	RALT "nop"	See LALT etc.
	SUBTRACT "nop"	Keypad – key, available for bind. Can be used with all shift keys.
RBUTTON "+mouse_look"	RBUTTON "+mouse_look"	
CTRL+RBUTTON "+mouse_look"	CTRL+RBUTTON "nop"	
SHIFT+RBUTTON "+camrotate"	SHIFT+RBUTTON "+camrotate"	Replacement "free look" key.
ALT+RBUTTON "playerturn"	ALT+RBUTTON "nop"	
RIGHT "+turnright"	RIGHT "+turnright"	See DOWN.
RIGHTARROW "+turnright"	RIGHTARROW "+turnright"	
S "+backward"	S "+backward"	
SPACE "+up"	SPACE "+up$$autorun 0"	Refinement. See also MOUSECHORD.

Default Bind	Gunner's Bind	Why?
	`SUBTRACT "nop"`	Numpad – key. Available for bind. Can be used with all shift keys. See also NUMPAD…
`SYSRQ "screenshot"`	`SYSRQ "screenshot"`	
`T "target"`	`T "target_enemy_near"`	Refinement.
	`CTRL+T "target_enemy_next"`	Wider targeting scope.
	`ALT+T "l Thanks!$$bindloadfilesilent` `.\GABB\rollchat2.txt"`	G **Rollover** Local "Thanks!" bind. Good to mix with various bow and salute emotes.
`TAB "target_enemy_next"`	`TAB "++disable2D"`	Turn UI on and off.
`CTRL+TAB "target_enemy_near"`	`CTRL+TAB "nop"`	S X
`SHIFT+TAB "target_enemy_prev"`	`SHIFT+TAB "nop"`	S X
	`U "nop"`	Available for bind. I use this key for alternate Power **U**p commands. (See P.)
`UP "+forward"`	`UP "+forward"`	See DOWN.
`UPARROW "+forward"`	`UPARROW "+forward "`	
`V "+ctm_invert"`	`V "++ctm"`	Refinement.
`W "+forward"`	`W "+forward"`	

	`ALT+W "g Hold up a bit!$$em`
	    `whistle$$bindloadfilesilent`
	    `.\GABB\rollchat2.txt"`
		G **Rollover**
		
		Team "Wait!" message.

Default Bind	Gunner's Bind	Why?
`X "+down"`	`X "+down"`	
	`Y "nop"`	Available for bind. I use this key to toggle Fly powers.
	`ALT+Y "l Yes$$bindloadfilesilent` `    .\GABB\rollchat2.txt"`	G **Rollover** Local "Yes!" message.
`Z "powexec_abort"`	`Z "powexec_abort"`	As written, this is a complete "stop attacking" bind. Use `powexec_unqueue` to simply cancel a triggered power without also cancelling auto-attack.

Healer Bind Set

An elaborate bind set on the numpad keys can make running a Healer (Empathy Defender) or any similar team-buff alt a breeze to play. Instead of trying to watch the active alts in the middle of battle, this approach uses a strategically-positioned Team window and binds on the numpad matched to team members by number.

Here are the relevant binds from the HEALER.TXT bindfile:

```
F11 "show team$$windowscale team 1.5"

CTRL+F11 "windowhide team"
```

These let you open an oversized Team window and close it with single keys. The rest of the binds really require you to be able to follow this window closely, so adjust the scale size to whatever makes that easy. You DON'T want to be peering at a tiny window in a corner, not for this role.

The crucial binds are these:

```
NUMPAD0 "powexecname Healing Aura"
CTRL+NUMPAD0 "powexecname Healing Aura"
SHIFT+NUMPAD0 "powexecname Healing Aura"
ALT+NUMPAD0 "powexecname Healing Aura"

NUMPAD1 "unselect$$teamselect 1$$powexecname Heal Other"
CTRL+NUMPAD1 "unselect$$teamselect 1$$powexecname Fortitude"
SHIFT+NUMPAD1 "unselect$$teamselect 1$$powexecname Grant Invisibility"
ALT+NUMPAD1 "unselect$$teamselect 1$$powexecname Clear Mind"
```

```
                              *  *  *

             NUMPAD8 "unselect$$teamselect 8$$powexecname Heal Other"
        CTRL+NUMPAD8 "unselect$$teamselect 8$$powexecname Fortitude"
       SHIFT+NUMPAD8 "unselect$$teamselect 8$$powexecname Grant Invisibility"
         ALT+NUMPAD8 "unselect$$teamselect 8$$powexecname Clear Mind"

             NUMPAD9 "powexecname Heal Other"
        CTRL+NUMPAD9 "powexecname Fortitude"
       SHIFT+NUMPAD9 "powexecname Grant Invisibility"
         ALT+NUMPAD9 "powexecname Clear Mind"

          NUMPADENTER "powexecname Absorb Pain"
     CTRL+NUMPADENTER "powexecname Adrenalin Boost"
```

Do you see what's going on here? All variants of NUMPAD0 (aka DEL) are bound to the Healing Aura power, so you can AOE-heal with a quick whack and no worry about shift keys.

NUMPAD9 is bound to the four buffing/healing powers, and NUMPADENTER to two more, that will work on a pre-targeted teammate.

But the real power is in the bindings for NUMPAD1 to NUMPAD8 – including the six in the middle not shown here – that deliver the specified heal or buff to the corresponding number teammate. So you're watching the Team window and Teammate 2 starts to drop in health; whack 2 on the numpad and they're healed. Your tank, Teammate 6, needs some boost: CTRL+8 grants him Fortitude. And so on. No more trying to watch the craziness of a big battle and health bars, no more frantically trying to target a failing teammate… just watch the numbers and hit the right key combo. It becomes quite intuitive with a little practice.

And remember the NUMPAD9 set for buffing and healing non-teammates, out in the open zones.

If you are running an Empathy Defender, this bindset is ready to go. If you're running other powersets, you will need to CAREFULLY consider the powers to assign to both the general keys (0, 9 and Enter) and the team-array keys (1-8). Edit a copy of HEALER. TXT and whenever you're ready, add these commands to your existing bind set using .\GABB\HEALER.txt. Then save your alt's bindfile with Alt-F5 and swap it to the –load file position when you have a moment. This will permanently add the Healer bind set to your controls.

Mastermind Bind Set

Coming soon. Similar to the Healer but allows fast, by-numbers pet control.

GABB v1.15 REFERENCE CHART

	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12
—	HEALTH	STAMINA	BREAK FREE	DAMAGE	AIM	DEFENSE BUFF	NO-HIT BUFF		EXIT MISSION		CLEAR MISSION WINDOWS	LOAD & RESET UI
C	OPTIONS SAVE								QUIT TO CHARACTER			BIG MAP
A	OPTIONS LOAD				SAVE BINDS	LOAD BINDS			QUIT TO DESKTOP			SAVE UI
S	BINDFILE LOAD								QUIT TO LOGIN			WINDOW COLOR

	1	2	3	4	5	6	7	8	9	0	
—	PRIMARY 1	PRIMARY 2	PRIMARY 3	PRIMARY 4	PRIMARY 5	PRIMARY 6	PRIMARY 7	PRIMARY 8	PRIMARY 9	PRIMARY 10	← Rest
C	SECONDARY 1	SECONDARY 2	SECONDARY 3	SECONDARY 4	SECONDARY 5	SECONDARY 6	SECONDARY 7	SECONDARY 8	SECONDARY 9	SECONDARY 10	

	B	F	G	H	R	N	T	V	W	Y	Z
—		FOLLOW	GRAPPLE		AUTORUN		TARGET NEAR	CTM			ABORT
C					AUTORUN CANCEL		TARGET NEXT				
A	*Battle Cry*	*"Found!"*	*"Gratz!"*	*"Held!"*	*"Ready!"*	*"No"*	*"Thanks!"*		*"Wait!"*	*"Yes"*	
S											

	BACKSPACE	ENTER	/	DEL	HOME	END	PGUP	PGDN	SYSRQ	TAB	ESC
—	REPLY TO TELL	CHAT	SLASH CHAT	CLEAR CHAT	SET CAMERA	ZOOM MAX	CAM RESET	ALT TURN	SCREEN SHOT	TOGGLE UI	CANCEL
C	FOLLOWUP TELL										
A	TELL TARGET										
S											

	—	C	A	S
9				
8				
7				
6				
5				
4				
3				
2				
1				
0				
.				
ENTER				
+	MASTER TARGET			
-				
*	CCE 1	CCE 0	CCE 2	CCE 3
/	*"Die!"*			
[	Ok / No / Decline			
]	Yes / Accept			

A S D W: MOVE	ARROW KEYS: MOVE	X: DOWN	SPACE: UP + AUTORUN OFF	RBUTTON: CAMLOOK	SHIFT+RBUTTON: FREE LOOK	MOUSECHORD: UP	MOUSEWHEEL: ZOOM

All bind & option files are written/read/stored in [CoX Root]\GABB by default. Use .\GABB\ for relative path access in commands strings.

Revision History

1.00	26 May 2019	First release.
1.01	27 May 2019	Error fixes (g for t in team chat bindings), minor cleanup.
1.02	27 May 2019	Added arrow-key binds back into the mix. Stupid bind synonyms.
1.05	27 May 2019	Added Healer bindset.
1.06	29 May 2019	Added F11 mission-window-clear and updated reference chart.
1.10	30 May 2019	Gave up on /windowscale method of saving UI, switched to /wdw_save
1.12	15 June 2019	Added option-save and accept/decline keys – thanks to @Instim for the latter!
1.15	17 June 2019	Converted all paths to .\GABB\ relative pathing – thanks to SW's great suggestion here!

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