DRAGONBALL
FighterZ

TOEI ANIMATION
Since 1956

BANDAI NAMCO
Entertainment
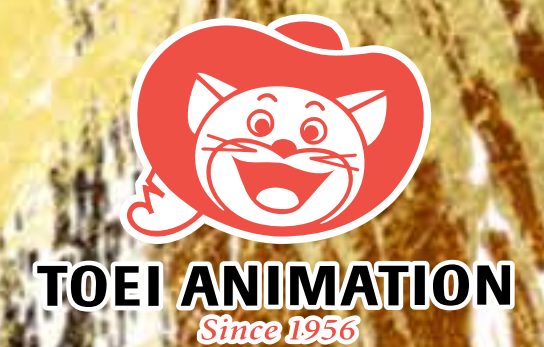
Keyboard Support

This lists the required Keyboard data for Steam support.

Keyboard Type

The following are valid Keyboard types.

Keyboard Types

Model	Key Orde	Country
-	QWERTY	English Countries
-	AZERTY	France

1P and 2P settings with connected devices

The following are valid Keyboard types.

Keyboard

The keyboard will always be "Player 1" (1P) no matter how many are connected, and all connected keyboards will be treated as the 1P controller.

Controllers

Every time a controller is connected a new player will be added. However, they can only participate in battles.

Only 1P can use the UI and lobby controls, and controllers connected to the second player and onwards will not be able to control anything.

Device	Lobby/UI Controls	Battle Controls
Keyboard #1	1P	1P
Keyboard #2	1P	1P
Keyboard #3	1P	1P
Keyboard #4	1P	1P
Keyboard #5 and onwards	1P	1P

Device	Lobby/UI Controls	Battle Controls
Controller #1	1P	1P
Controller #2	Cannot be used	2P
Controller #3	Cannot be used	3P
Controller #4	Cannot be used	4P
Controller #5 and onwards	Cannot be used	5P and onwards

Keyboard Support

Assignable Keys (QWERTY)

This lists which keys can be assigned to inputs in Button Settings.

🟥 Keys that cannot be assigned

🟦 Not assigned to an input by default, but can be assigned by the user

The Ctrl and Shift buttons on the left and right sides of the keyboard must be set up for input separately.
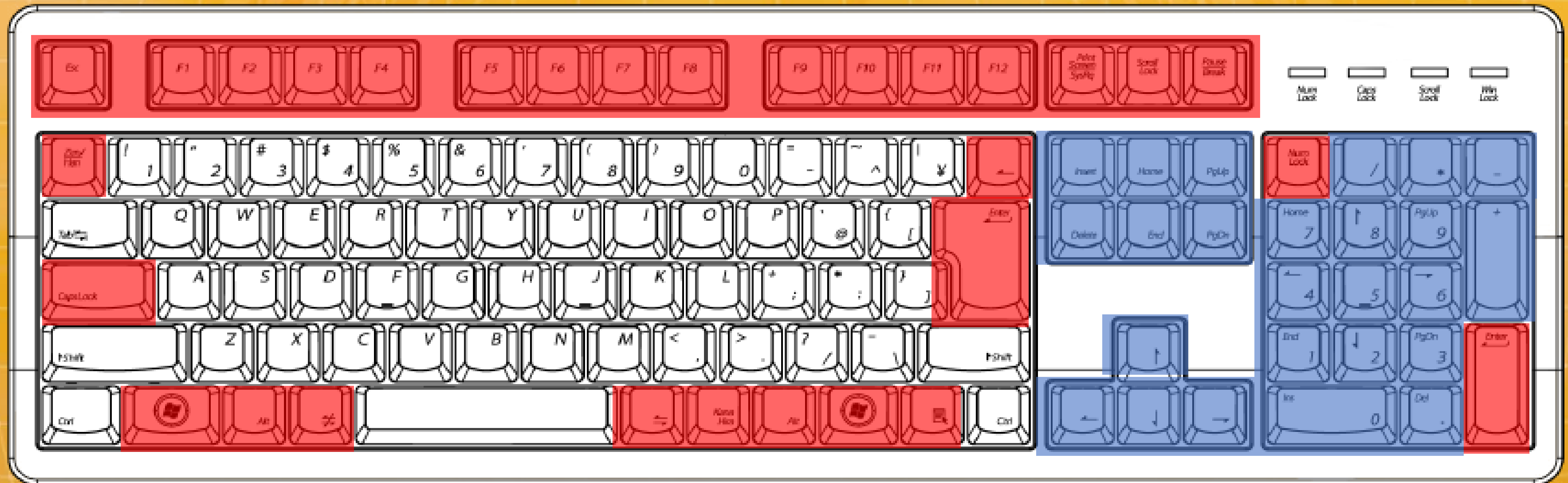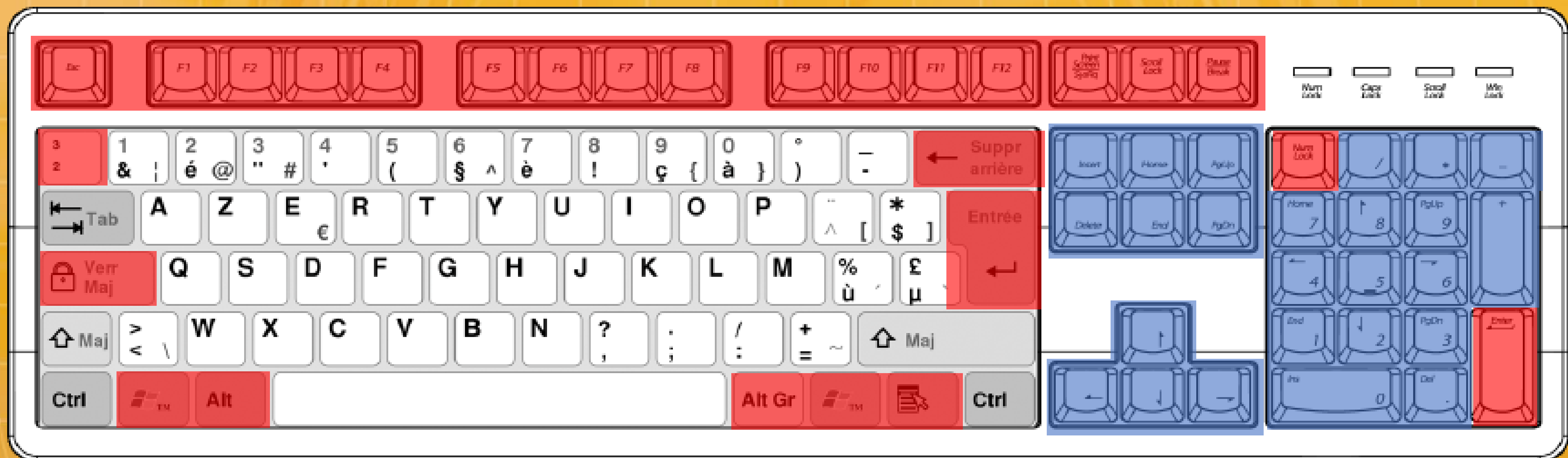
3

Keyboard Support

Assignable Keys (AZERTY)

This lists which keys can be assigned to inputs in Button Settings.

■ Keys that cannot be assigned

■ Not assigned to an input by default, but can be assigned by the user

The Ctrl and Shift buttons on the left and right sides of the keyboard must be set up for input separately.
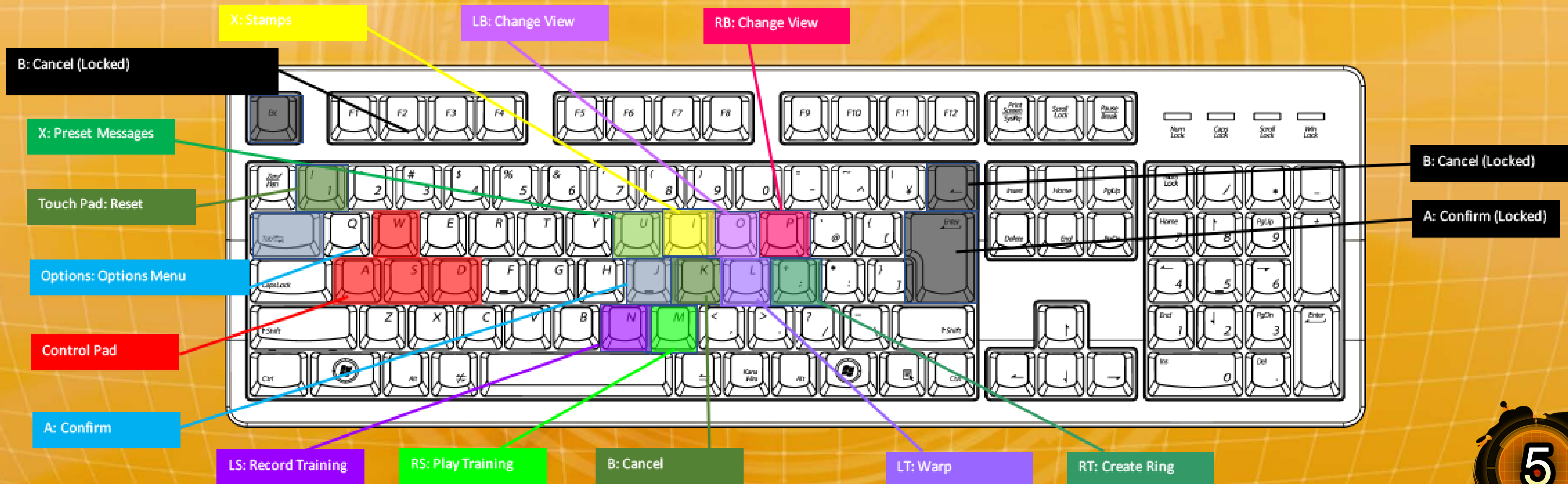
4

Keyboard Support

Default Keys (QWERTY)

This shows the default key setup when you play the game with only a keyboard and no controller.
The game operates on a "1 keyboard for each player" system. Two or more players cannot use the same keyboard.

Each button on the controller will be mapped to a different key on the keyboard.
*Buttons are based off the Xbox One Wireless Controller.

X: Stamps

LB: Change View

RB: Change View

B: Cancel (Locked)

X: Preset Messages

Touch Pad: Reset

Options: Options Menu

Control Pad

A: Confirm

B: Cancel (Locked)

A: Confirm (Locked)

LS: Record Training

RS: Play Training

B: Cancel

LT: Warp

RT: Create Ring

Keyboard Support

Lobby & Menu Functions

Function	Controller	Keyboard
Move character/ Cursor upwards	⬆	W
Move character/ Cursor downwards	⬇	S
Move character/ Cursor left	⬅	A
Move character/ Cursor right	➡	D
Preset Messages	❌ button	U
Stamp	Ⓨ button	I
Cancel	Ⓑ button	K
Confirm	Ⓐ button	J
Chat Log	LB button	O
Warp	LT button	L
Quest	RB button	P

Function	Controller	Keyboard
Ring Settings	RT button	;
Rotate lobby character	Ⓡ button (Tilt)	M + (A or D)
-	Ⓛ button	N
-	View button	1
Pause Menu	Menu button	Tab

*Buttons cannot be changed.

Function	Controller	Keyboard
Confirm (Locked)	Ⓐ button	Enter
Cancel (Locked)	Ⓑ button	Backspace
Cancel (Locked)	Ⓑ button	Esc

6

Keyboard Support

Default Keys (AZERTY)

This displays the default key setup for AZERTY keyboards.
*Buttons are based off the Xbox One Wireless Controller.
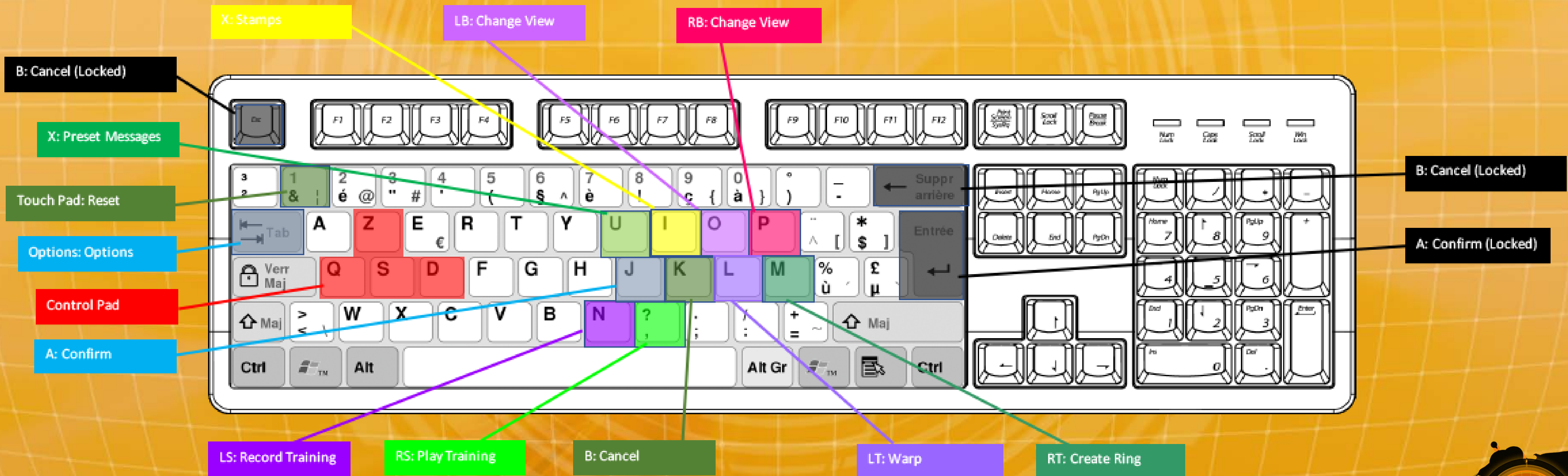
X: Stamps

LB: Change View

RB: Change View

B: Cancel (Locked)

X: Preset Messages

B: Cancel (Locked)

Touch Pad: Reset

A: Confirm (Locked)

Options: Options

Control Pad

A: Confirm

LS: Record Training

RS: Play Training

B: Cancel

LT: Warp

RT: Create Ring

7

Keyboard Support

Lobby & Menu Functions

Function	Controller	Keyboard
Move character/ Cursor upwards	⬆	Z
Move character/ Cursor downwards	⬇	S
Move character/ Cursor left	⬅	Q
Move character/ Cursor right	➡	D
Preset Messages	✖ button	U
Stamp	Ⓨ button	I
Cancel	Ⓑ button	K
Confirm	Ⓐ button	J
Chat Log	LB button	O
Warp	LT button	L
Quest	RB button	P

Ring Settings	RT button	M
Rotate lobby character	Ⓡ button (Tilt)	? + (Q or D)
-	Ⓛ button	N
-	View button	1
Pause Menu	Menu button	Tab

*Buttons cannot be changed.

Function	Controller	Keyboard
Confirm (Locked)	Ⓐ button	Enter
Cancel (Locked)	Ⓑ button	Backspace
Cancel (Locked)	Ⓑ button	Esc

8

Keyboard Support

Simultaneous Inputs

Unlike the controller, directional buttons can be pressed at the same time on the keyboard.

What action occurs when directional buttons such as "Left" and "Right" are pressed at the same time:

If "D" is pressed while pressing "A":

You will move left until "D" is pressed, at which point no action occurs.

What action occurs when pressing "Left" and "Right" simultaneously in succession:

If "Left" is pressed then simultaneously "Right", then "Right" is released and pressed again:

The conflict that creates no action will only happen when "Right" is pressed while "Left" is pressed.

Therefore, even though the player is pressing "Right" in rapid succession, only the "Left" presses will register.

Example:

Input 1	Left	Left	Left	Left	Left	Left	Left	Left
Input 2	Right	Press & Release	Right	Press & Release	Right	Press & Release	Right	Press & Release
Command	None	Left	None	Left	None	Left	None	Left

When there is any conflict between "Up" and "Down" inputs, "Down" takes priority.

When "Up" and "Down" are pushed at the same time, "Down" will take priority.

9