# PS5 CONTROLS

Every Grand Theft Auto VI button on PlayStation 5, using the Default control scheme. The last two boxes list what changes if you switch to the Classic or Left-Handed scheme in Settings.

## GENERAL, CAMERA AND MENUS

| | |
|---|---|
| Move | **Left Stick** |
| Look / turn camera | **Right Stick** |
| Look behind | **R3 (hold)** |
| Map | **Touch Pad** |
| Pause menu | **Options** |
| Show HUD and objective | **D-Pad Down** |
| Quick navigation menu | **D-Pad Down (hold)** |
| Partner menu / talk to partner | **D-Pad Right (hold)** |
| Switch between Jason and Lucia | **D-Pad Right (hold) + R1** |
| Radio controls | **D-Pad Left** |
| Radio menu | **D-Pad Left (hold)** |

## ON FOOT

| | |
|---|---|
| Run | **L3 (click)** |
| Jump / climb | **Cross** |
| Slide over a car hood | **Cross** |
| Crouch | **Circle** |
| Rest | **Circle (hold)** |
| Take cover / leave cover | **R1** |
| Interact (doors, items, enter vehicle) | **Triangle** |
| Interact with a person | **L2 (hold)** |
| Whistle to lure an enemy | **L2 (hold)** |
| Melee attack | **Square** |
| Holster / unholster weapon | **L1** |
| Detonate placed explosives | **D-Pad Right** |
| Phone | **D-Pad Up** |
| WAiNK app | **D-Pad Up (hold)** |

## AIMING AND SHOOTING

| | |
|---|---|
| Aim | **L2 (hold)** |
| Shoot | **R2** |
| Zoom / show throw path | **R3 (click)** |
| Scope zoom in / out | **D-Pad Up / D-Pad Down** |
| Switch shoulder | **D-Pad Left** |
| Quick swap weapon | **Triangle** |
| Quick throw (last explosive) | **R1 (hold)** |
| Crouch while aiming | **Circle** |
| Detonate explosives | **D-Pad Right** |
| Aim a grenade / explosive | **L2 (hold)** |
| Throw | **R2** |
| Pull pin and prime | **R2 (hold)** |
| Focus | **L3 + R3** |
| Inspect surroundings | **L2 (hold) + R3** |

## IN COVER

| | |
|---|---|
| Take cover / leave cover | **R1** |
| Move around a corner | **Cross** |
| Aim from cover | **L2 (hold)** |
| Shoot from cover | **R2** |

## MELEE AND STEALTH

| | |
|---|---|
| Lock on / strafe | **L2 (hold)** |
| Punch / kick | **Square** |
| Heavy attack | **Square (hold)** |
| Grapple | **R2 (hold)** |
| Follow-up attack while grappling | **Square** |
| Put a grappled enemy in a vulnerable position | **Square (hold)** |
| Block | **Cross (hold)** |
| Counter / dodge | **Cross** |
| Grab an enemy from behind | **R2 (hold)** |
| Stealth takedown while grabbing | **Square (tap)** |
| Throw a held object | **R2 (press or hold)** |

## WEAPONS WHEEL (LOADOUT)

| | |
|---|---|
| Open the Loadout | **L1 (hold)** |
| Switch Loadout tab (weapons / items) | **R1** |
| Pick a slot | **Right Stick** |
| Holster the current weapon | **L1 (tap)** |
| Quick swap weapon | **Triangle** |
| Select vehicle weapon | **L1 (hold)** |

## DRIVING: CARS, MOTORCYCLES AND BOATS

| | |
|---|---|
| Steer | **Left Stick** |
| Accelerate | **R2** |
| Brake / reverse | **L2** |
| Handbrake (drift or U-turn) | **Cross (hold)** |
| Shoot | **R1** |
| Middle finger | **R1** |
| Draw sidearm / holster | **L1** |
| Select vehicle weapon / Loadout | **L1 (hold)** |
| Horn / nitrous | **L3 (click)** |
| Headlights | **Circle** |
| Duck (hide from police) | **Circle (hold)** |
| Hit with door / melee | **Square** |
| Yell at pedestrians and drivers | **R3 (click)** |
| Look behind | **R3 (hold)** |
| Phone | **D-Pad Up** |
| Interact | **D-Pad Up (hold)** |
| Indicate left / right | **D-Pad Left / D-Pad Right** |
| Vehicle menu (radio, vehicle options) | **D-Pad Left (hold)** |
| Partner menu | **D-Pad Right (hold)** |
| Vehicle info on HUD / objective | **D-Pad Down** |
| Exit vehicle | **Triangle** |
| Stop, then exit | **Triangle (hold)** |
| Jump out and leave the engine running | **Triangle (double tap)** |

## MOTORCYCLES

| | |
|---|---|
| Ride (steer, throttle, brake, handbrake, shoot) | **Same as the driving layout** |
| Kick while riding (bikes and scooters) | **Square** |

## BICYCLES

| | |
|---|---|
| Pedal forward | **R2** |
| Brake / reverse | **L2** |
| Turn / lean | **Left Stick** |
| Sprint | **Cross** |
| Bunnyhop | **Circle** |
| Bell | **L3 (click)** |
| Kick / melee | **Square** |
| Shoot | **R1** |
| Interact | **D-Pad Up (hold)** |
| Dismount | **Triangle** |

## BOATS

| | |
|---|---|
| Pilot (steer, throttle, brake / reverse, shoot, exit) | **Same as the driving layout** |

## PLANES

| | |
|---|---|
| Pitch / roll | **Left Stick** |
| Throttle up | **R2** |
| Throttle down | **L2** |
| Yaw left / right | **Square / Circle** |
| Undercarriage (landing gear) | **L3 (click)** |
| Shoot | **R1** |
| Select weapon (armed aircraft) | **L1 (hold)** |
| Vehicle menu | **D-Pad Left (hold)** |
| Phone | **D-Pad Up** |
| Exit | **Triangle** |

## HELICOPTERS

| | |
|---|---|
| Gain altitude | **R2** |
| Descend | **L2** |
| Turn left / right | **Square / Circle** |
| Tilt forward, back and sideways | **Left Stick** |
| Shoot | **R1** |
| Select weapon (armed aircraft) | **L1 (hold)** |
| Vehicle menu | **D-Pad Left (hold)** |
| Phone | **D-Pad Up** |
| Exit | **Triangle** |

## SWIMMING AND DIVING

| | |
|---|---|
| Swim | **Left Stick** |
| Swim faster | **L3 (press or hold)** |
| Dive / dive deeper | **R1 (hold)** |
| Surface | **Cross** |
| Aim / strafe | **L2 (hold)** |
| Shoot | **R2** |
| Dive in from the water's edge | **Cross** |
| Dive in with a trick | **Cross (hold)** |

## PARACHUTE

| | |
|---|---|
| Open parachute | **Cross** |
| Steer | **Left Stick** |
| Brake left | **L2** |
| Brake right | **R2** |
| Shoot | **R1** |
| Detach parachute | **Triangle** |
| WAiNK app | **D-Pad Up (hold)** |

## PHONE, WAINK AND MENUS

| | |
|---|---|
| Take out the phone | **D-Pad Up** |
| Open the WAiNK app directly | **D-Pad Up (hold)** |
| Scan a vehicle (WAiNK open) | **R1 (hold)** |
| Enter a cheat | **D-Pad Up, then L1 (hold) + R1, then the D-Pad code** |
| Open settings | **Options, then Settings** |
| Next settings tab | **R1** |
| Back / save settings | **Circle** |
| Radio: change station (in the radio / vehicle menu) | **L1 / R1** |
| Partner menu: meet up | **Triangle** |

## NEW ON-FOOT VEHICLE INTERACTIONS

| | |
|---|---|
| Check the engine (at the hood) | **L1** |
| Push a vehicle | **Left Stick** |
| Shove a vehicle | **Square (hold)** |
| Clear out the trunk of an unowned vehicle | **Square (hold)** |

## CLASSIC PRESET (CHANGES ONLY)

| | |
|---|---|
| Run | **Cross** |
| Jump / climb | **Square** |
| Melee (on foot, aiming, vehicles, bicycle, swimming) | **Circle** |
| Crouch | **L3 (click)** |
| Melee combat: block / dodge | **Square** |
| Melee combat: punch / kick | **Circle** |
| Vehicles: headlights / duck (hold) | **Square** |
| Bicycle: pedal / sprint | **Cross** |
| Bicycle: bunnyhop | **Square** |
| Swimming: swim faster | **Cross** |
| Swimming: surface | **Square** |
| Aircraft and parachute | **No change** |

## LEFT-HANDED PRESET (CHANGES ONLY)

| | |
|---|---|
| Move / steer | **Right Stick** |
| Look | **Left Stick** |
| Run and look behind | **R3 runs, L3 looks behind** |
| Aim / shoot (on foot) | **R2 aims, L2 shoots** |
| Cover / holster (on foot) | **L1 cover, R1 holster** |
| Face buttons and D-Pad | **No change** |

**More free GTA 6 guides at glorydays.gg**: the interactive map, mission walkthroughs, safe codes and the 100% checklist. Controls checked against several guides; your own Settings menu always has the final say. Last checked 24 November 2026.

Unofficial fan site. Not affiliated with, endorsed by or connected to Rockstar Games or Take-Two Interactive. Grand Theft Auto, related names, artwork, screenshots and the map of Leonida belong to Rockstar Games and are shown here with credit. Made by Builds By Prism Ltd.