

Valheim Local Co-op – Controls

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Made this so my girlfriend and I could play together on one screen. If it helped you out too, feel free to buy me a coffee: [Ko-fi Support](#)

Mod hotkeys (keyboard)

These are the mod's own keys, for version 0.10.3. Everything else uses Valheim's normal controls and your layout from Settings.

Key	What it does
F10	Start split-screen: opens the device setup. Press again during setup to cancel, or in-game to end split-screen (Player 2's character is saved).
F6	Rescue: Player 2 vanishes in a puff of smoke and reappears beside Player 1. If Player 2 is dead or missing, they respawn right away. Also repairs Player 1's view (stuck black screen).
F8	Open or close the appearance panel for the keyboard player.
Shift + F8	Open or close the appearance panel for the other player.
F9	Debug overlay on/off; also writes diagnostics to the log.
Hold Alt	Frees the mouse cursor so the keyboard player can click and drag windows, including the other player's.

Controller

Each controller only controls its own player. All normal game buttons follow Valheim's controller layout (including Classic) from Settings.

Button	What it does
L3 + R3 together	Open or close the appearance panel for that controller's player.
Hold R3	Valheim's radial wheel (emotes, items); it opens only in that player's half and acts for that player.
Inventory button	That player's own inventory window, in their half.
Any button (during setup)	Claims this controller for the next player in the device setup.

Only if `SeparateInventories` is turned off, Player 2 gets a simple backpack window instead: D-pad moves, A uses an item, RB or LB picks up and places, X drops, B closes.

Keyboard and mouse

The keyboard and mouse belong to one player only (whoever claimed them in setup). All normal keys are Valheim's own.

Input	What it does
G / T	Valheim's radial wheels; they open in the keyboard player's half. How the mouse steers them is the <code>WheelMouseMode</code> setting.
Middle mouse button + drag	Move an inventory panel (inventory, crafting, info). Works with both players' inventories open. Positions stay until the game restarts.
Alt + left mouse drag	Same as above, for when a middle button is awkward.
Mouse wheel	Scroll the character list in Player 2's character picker.
Any key or mouse click (during setup)	Claims keyboard and mouse for the next player in the device setup.

Menus

Each menu opens in the half of the player using it, and both players can use their own menus at once. The mouse works on every menu, and any window can be dragged by its title bar.

Menu	Controller	Keyboard and mouse
Device setup (after F10)	Press any button to claim this controller. First device = Player 1, second = Player 2.	Press any key or click. F10 cancels.
Character picker (Player 2)	D-pad or stick to choose, A to select: New character, an existing character, or Guest (not saved).	Arrows + Enter, mouse click, mouse wheel to scroll.
On-screen keyboard (names)	D-pad to move, A types, B deletes, X adds a space, Start finishes.	Just type. Enter finishes, Backspace deletes.
Appearance panel	Up/down picks a row, left/right changes it or moves a slider, A selects, B closes.	Arrows + Enter, or click the < > buttons and drag sliders.

The appearance panel has Name, Body, Hair, Beard, Skin tone, Hair colour, Saturation, Brightness, Costume, Save and Close, plus a live preview. Player 2 also gets Rename, which opens the on-screen keyboard; for a Guest, Rename turns them into a saved character.

What happens automatically

These need no buttons.

- **Tether:** if Player 2 gets more than 200 m from Player 1, they vanish in a puff of smoke and reappear on clear ground beside Player 1.
- **Portals and dungeon entrances:** if Player 2 goes in alone, both players travel together. If Player 1 goes in, Player 2 follows with a puff once Player 1 arrives.
- **Respawning:** Player 2 respawns next to Player 1, 10 seconds after dying.

- **Map:** each minimap is centred on its own player, and each player shows on the other's map like a friend online. Exploring reveals the map for both and saves to both characters. The full-screen big map is Player 1's.
- **Sound:** each player hears the action sounds nearest to them (footsteps, running, combat, cooking, bows) from their own point of view, in 3D. Music and ambience are shared.
- **Black-screen guard:** if Player 1's screen goes black for no reason, it clears itself within about 3 seconds. F6 does the same instantly.
- **Saving:** Player 2's character saves with the game's autosave and when split-screen ends.

Settings

All settings live in `BepInEx/config/dev.example.valheim.localcoop.cfg` in the mod profile. Close the game before editing.

Section	Setting	Default	What it changes
Co-op	TetherDistance	200	Metres before Player 2 is pulled back. A config file made by an older version keeps its old value (80 or 160), so change it by hand.
Co-op	RescueKey	F6	The rescue key.
Co-op	RespawnDelay	10	Seconds before Player 2 respawns.
Input	JoinLeaveKey	F10	Start or end split-screen.
Input	AskForDevices	true	Show the device setup after F10.
Input	WheelMouseMode	PointerFix	How the mouse steers radial wheels: PointerFix, Off or VirtualStick.
Characters	AppearanceKey	F8	The appearance panel key.
Characters	AskForCharacter	true	Show Player 2's character picker.
Audio	Player2Sounds	true	Each player hears the action sounds nearest them from their own point of view.

Section	Setting	Default	What it changes
Layout	SplitMode	SideBySide	SideBySide or TopBottom.
World	ExtraGrassDistance	50	Extra metres of grass so it reaches Player 2.
Debug	DebugKey	F9	The debug overlay key.