alterNERDtive VA profiles

alterNERDtive

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Elite Dangerous VoiceAttack Profiles[¶](#)

These are various profiles for [VoiceAttack](#) (VA) I use to enhance my Elite experience. They give me important info, facilitate day-to-day gaming and do some special things for [Fuel Rats](#) and [Hull Seals](#) work.

Available Profiles[¶](#)

- [EliteAttack](#): The main Elite VA profile. Anything related to "just" playing the game.
- [RatAttack](#): Manages interactions with the FuelRats IRC server.
- [SpanshAttack](#): Plots and follows trips along the neutron highway using [Spansh's neutron plotter](#).
- [StreamAttack](#): Writes various status things to files that can then be read by streaming software like OBS.

They all require the `alterNERDtive-base` profile that, well, provides basic functionality common to all of the above.

Need Help / Want to Contribute?[¶](#)

Well, you are in the right place. You can find comprehensive documentation right here.

If you run into any errors, please make sure you are running the latest version of the profiles and all requirements.

If your problem persists, please [file an issue](#). Thanks! :)

You can also [say "Hi" on Discord](#) if that is your thing.

Install

Requirements¶

VoiceAttack¶

Obviously you will need to install [VoiceAttack](#). There is a free trial version available, but that one is limited to a single profile and a few commands. This is 4 profiles and … a lot of commands. You will need the full version, available for $10 (official site) or €11.99 (Steam, IIRC $14.99 for our US-based friends).

I recommend buying on the site. Why? Because on Steam, Valve gets a 30% cut. Unlike many other developers Gary (the developer of VoiceAttack) remedies that by having a price on Steam that ends up paying $10 to him. So basically, you are paying Valve out of your own pocket. Many other developers do not do that, and by buying from them directly instead of on Steam you are literally giving them extra money. Please do keep that in mind in the future!

You also will generally need to opt into the beta version. I am usually at the forefront of bug reports and feature requests, and I do rely on the fixes/additions in beta versions quite often.

EDDI¶

[EDDI](#) is a companion application for Elite: Dangerous, providing responses to events that occur in-game using data from the game as well as various third-party tools. In this case, you will need to run it as a VoiceAttack plugin.

EDDI also regularly publishes beta versions. Unless a profiles release explicitly states it you will *not* have to run EDDI beta.

bindED¶

[bindED](#) reads your Elite Dangerous binding files and makes them available to VoiceAttack as variables. That way commands can be portable and you do not have to manually go through them and change any actions that you happen to not have the standard binds for.

This plugin is *included* in the release package.

Elite Scripts¶

I have written a [collection of Python scripts](#) to interface with various 3ʳᵈ party services like EDSM or Spansh. Those are called by the profiles for various tasks, like checking a system's body count.

In the future they will be replaced by VoiceAttack plugin code.

The scripts are *included* in the release package.

ED-NeutronRouter¶

(required for SpanshAttack)

[ED-NeutronRouter](#) interfaces with [Spansh's neutron plotter](#) and makes the result available to VoiceAttack.

This will also eventually replaced by my own plugins.

Installing¶

Install VoiceAttack¶

Grab the [most recent VoiceAttack beta version](#) off the official site and install it. Right now 32bit vs. 64bit does not make any difference, but there is no reason not to choose 64bit unless you are running a 32bit version of Windows (is that even still a thing?).

If you are using the standalone version you should probably download the executable installer. If you are using the Steam version of VoiceAttack, you will have to download the zipped folder and replace your installed version with its contents.

**CLICK HERE TO DOWNLOAD VOICEATTACK
VERSION v1.8.7 NOW**
click here for changes

Once downloading completes, you will need to
run the VoiceAttack installer.
VoiceAttack works with Windows 10 all the way
back to Vista.

Legacy Windows XP version here (unsupported)

**WHAT DO I GET WITH VOICEAT
FREE, LIMITED TRIAL?**

The trial version of VoiceAttack give
profile with up to twenty commands.
that, it's a fully-functioning trial with
available to you. If you would like t
unhindered version of VoiceAttack, yo
to purchase a registration key fro

Here is the first hit on a Google search for finding the installation folder. It is
for a completely unrelated game, but the steps are the same.

You can potentially also install the latest non-beta version; but I often use
features that have only just been added to the beta, so some things might
break for you if you are not using that.

Make sure you have plugin support enabled:

1. Go to VoiceAttack settings.
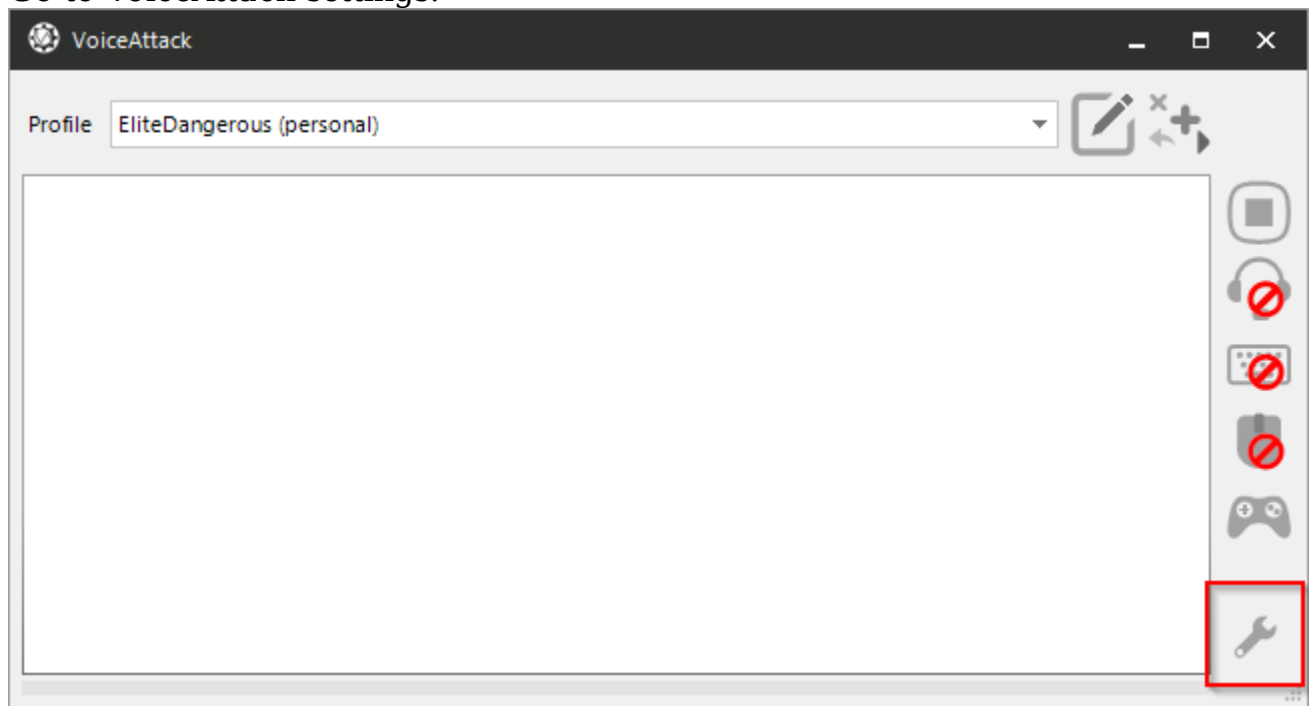
2. Check "enable plugin support".
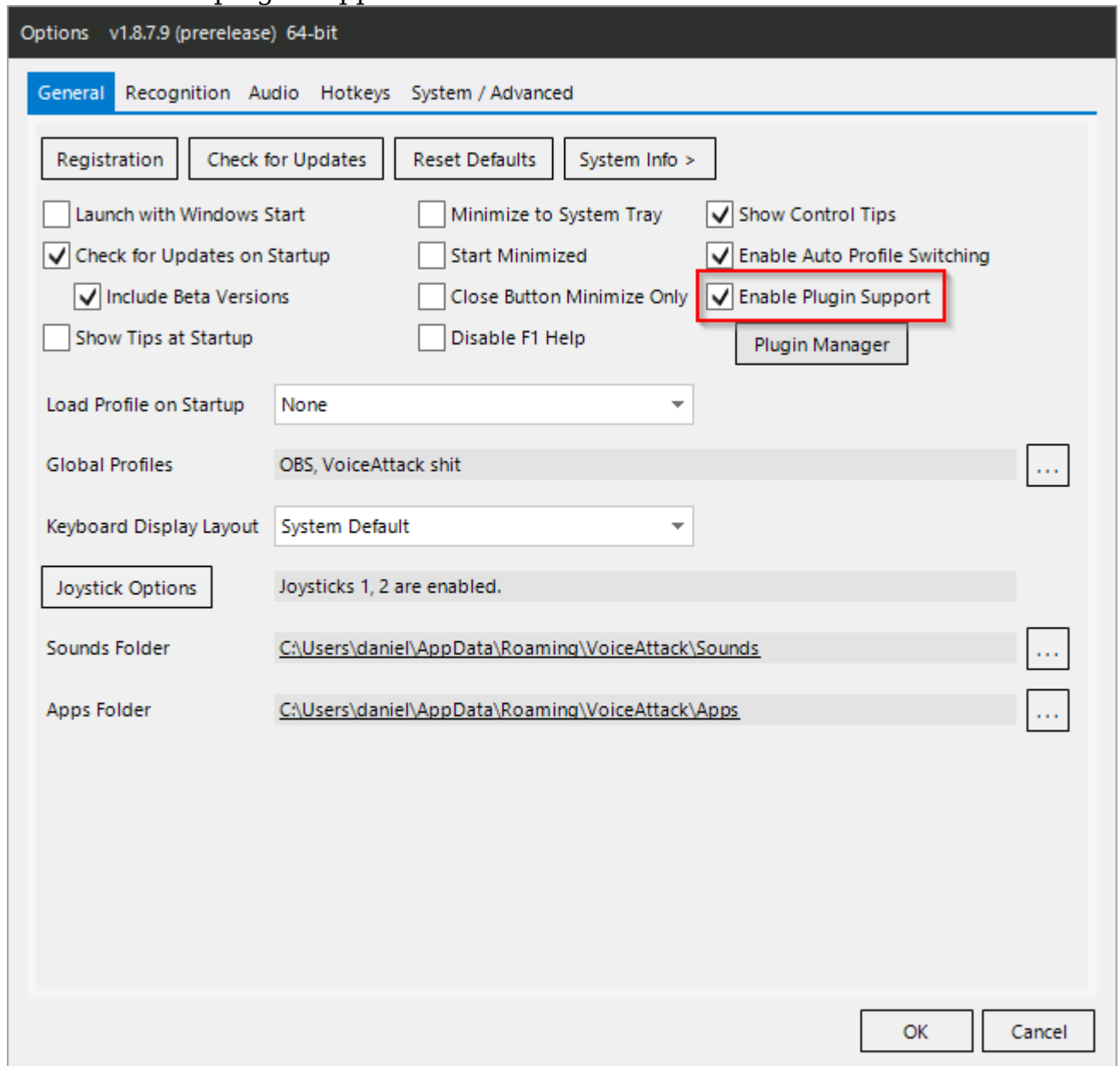
While you are there, you might also want to enable the automatic update checks.
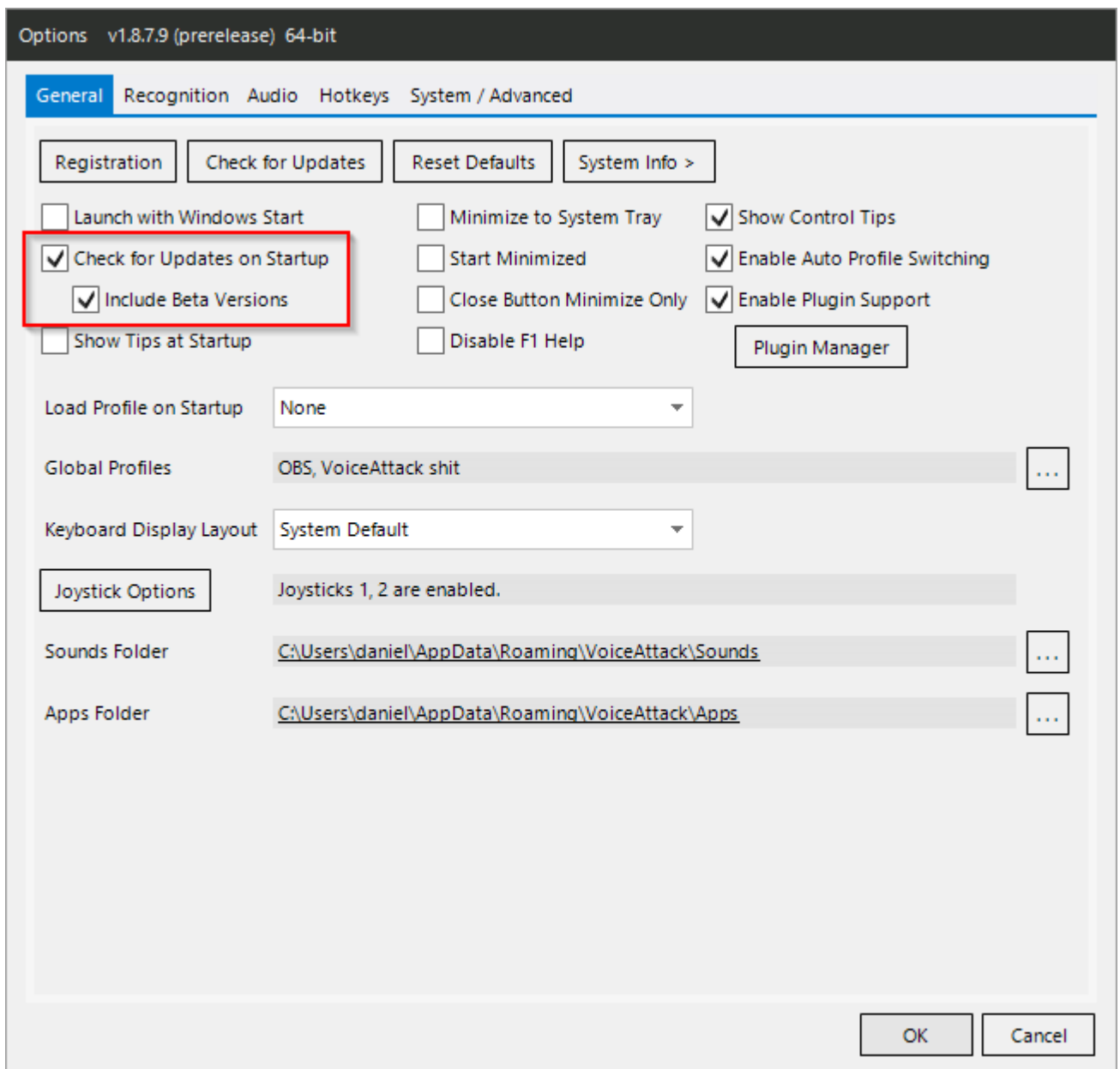
Install EDDI¶

Install the latest release from Github (The `EDDI-X.Y.Z.exe` under "Assets"). You will need to install it as a VoiceAttack plugin.

If you do not want to install it into the VoiceAttack installation folder (or already have it installed somewhere else) you can also just create a symbolic link. Open a CMD prompt (Windows key + R, enter "cmd", hit `Enter`) and do

```
>cd x:\path\to\VoiceAttack\Apps
>mklink /J EDDI x:\path\to\EDDI
```

If you have installed the non-Steam version of VoiceAttack to the default folder within "ProgramFiles" you will have to run the CMD prompt as admin (Windows key + R, enter "cmd", hit `Control + Shift + Enter`).

Install ED-NeutronRouter¶

Make sure to [grab the pre-release 1.02](#) since 1.01 has a bug with a hardcoded 50 ly jump range (the `EDNeutronRouter.vX.YZ.zip` under "Assets").

You will have to extract the contents of the release .zip file to your VoiceAttack Apps folder:

1. Go into VoiceAttack settings.
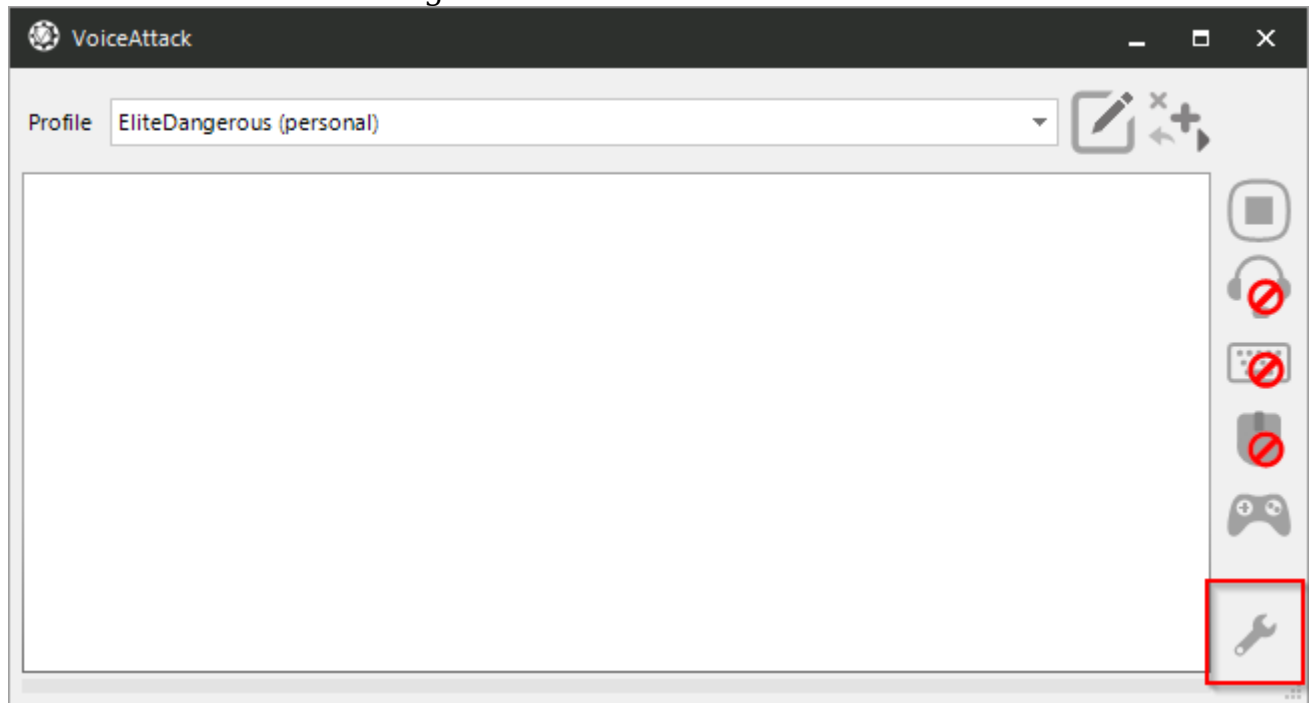
2. Click the folder set as "Apps Folder".
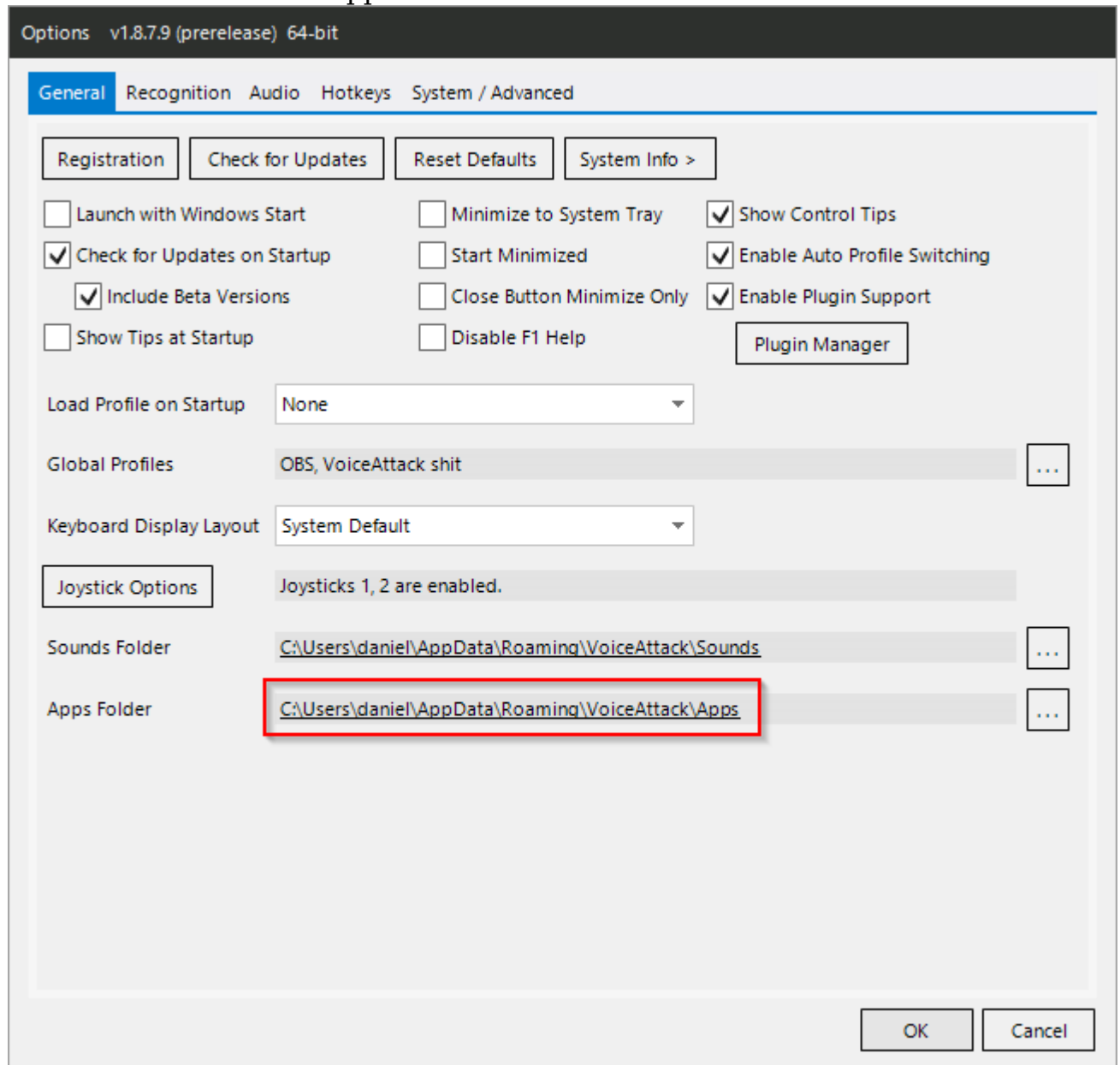
Now extract the contents of the downloaded file into there. Make sure that they are not naked files under "Apps", but have their own folder "Apps\ED-NeutronRouter"! The exact folder name does not matter as long as they *are* in a subfolder. Otherwise the plugin will not load.
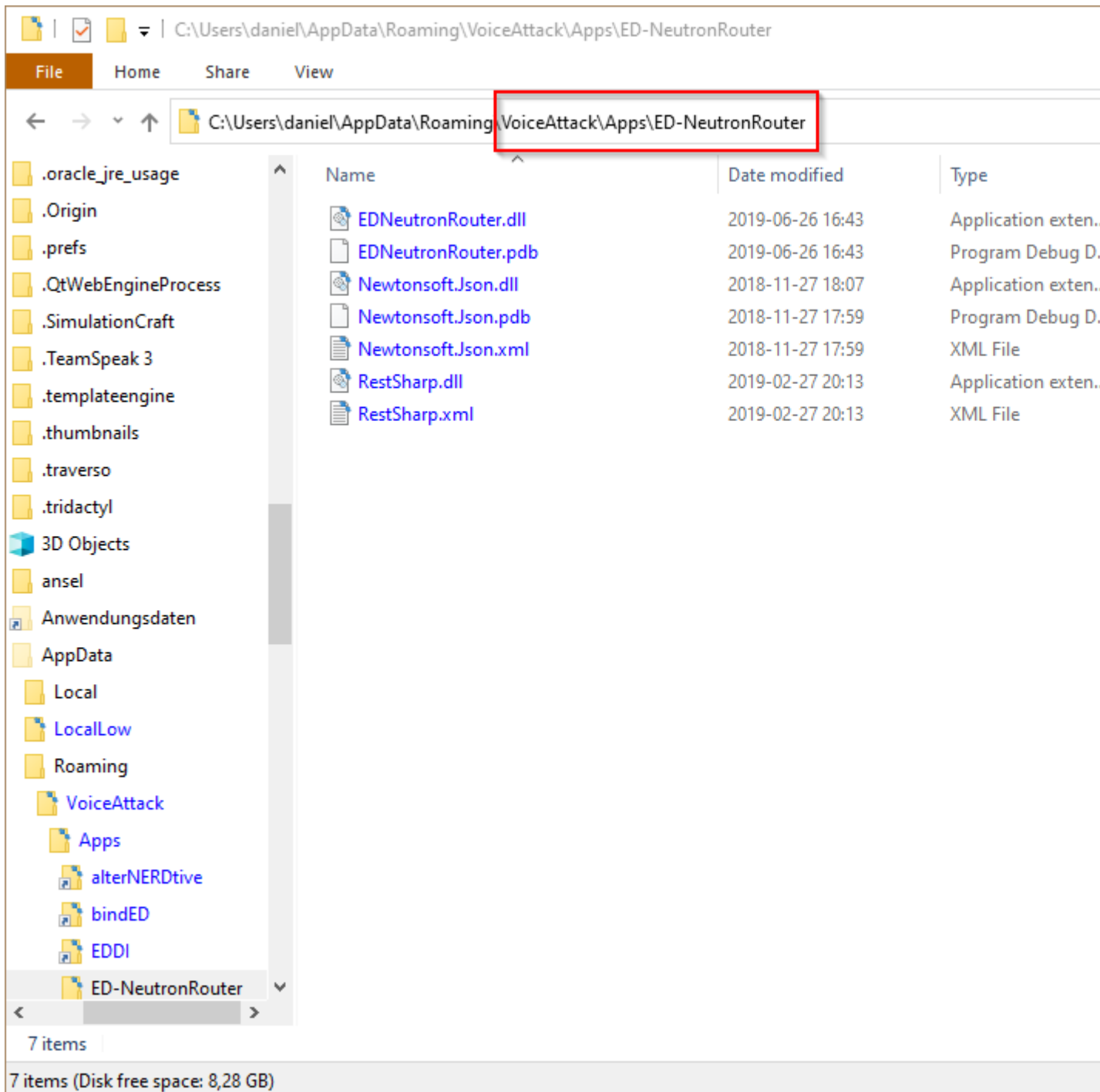
Leave the "Apps" folder open in Windows Explorer, you will need it for the next step.

Import Profiles Package¶

Acquire [the latest release](#) from Github (the `alterNERDtive-voiceattack-profiles.vax` file under "Assets").

1. Go into VoiceAttack settings.

2. Click the folder set as "Apps Folder".

Options   v1.8.7.9 (prerelease) 64-bit

General   Recognition   Audio   Hotkeys   System / Advanced

[Registration]   [Check for Updates]   [Reset Defaults]   [System Info >]

☐ Launch with Windows Start   ☐ Minimize to System Tray   ☑ Show Control Tips
☑ Check for Updates on Startup   ☐ Start Minimized   ☑ Enable Auto Profile Switching
   ☑ Include Beta Versions   ☐ Close Button Minimize Only   ☑ Enable Plugin Support
☐ Show Tips at Startup   ☐ Disable F1 Help   [Plugin Manager]

Load Profile on Startup   [None   ▼]

Global Profiles   [OBS, VoiceAttack shit   ]   [...]

Keyboard Display Layout   [System Default   ▼]

[Joystick Options]   [Joysticks 1, 2 are enabled.   ]

Sounds Folder   [C:\Users\daniel\AppData\Roaming\VoiceAttack\Sounds]   [...]

Apps Folder   [C:\Users\daniel\AppData\Roaming\VoiceAttack\Apps   ]   [...]

[OK]   [Cancel]

3. Create a sub folder named "Import" if it does not exist yet.
4. Drop the downloaded .vax file into the "Import" folder.
5. Restart VoiceAttack.
6. When prompted, import the profile package. VoiceAttack will restart when completed.

Create a Custom Profile¶

Last but not least you are going to create your own custom VoiceAttack profile for Elite. It will allow you to add your own commands, override any commands in the profiles that you want to change and add voice triggers or hotkeys.

You can either use an existing profile, create a new one or use the provided profile example as a basis. Regardless of which way you choose, make sure to read the #Import Profiles section and follow the instructions there!

Create a New Profile¶

1. Click the "Profile Actions" button, then "Create New Profile".
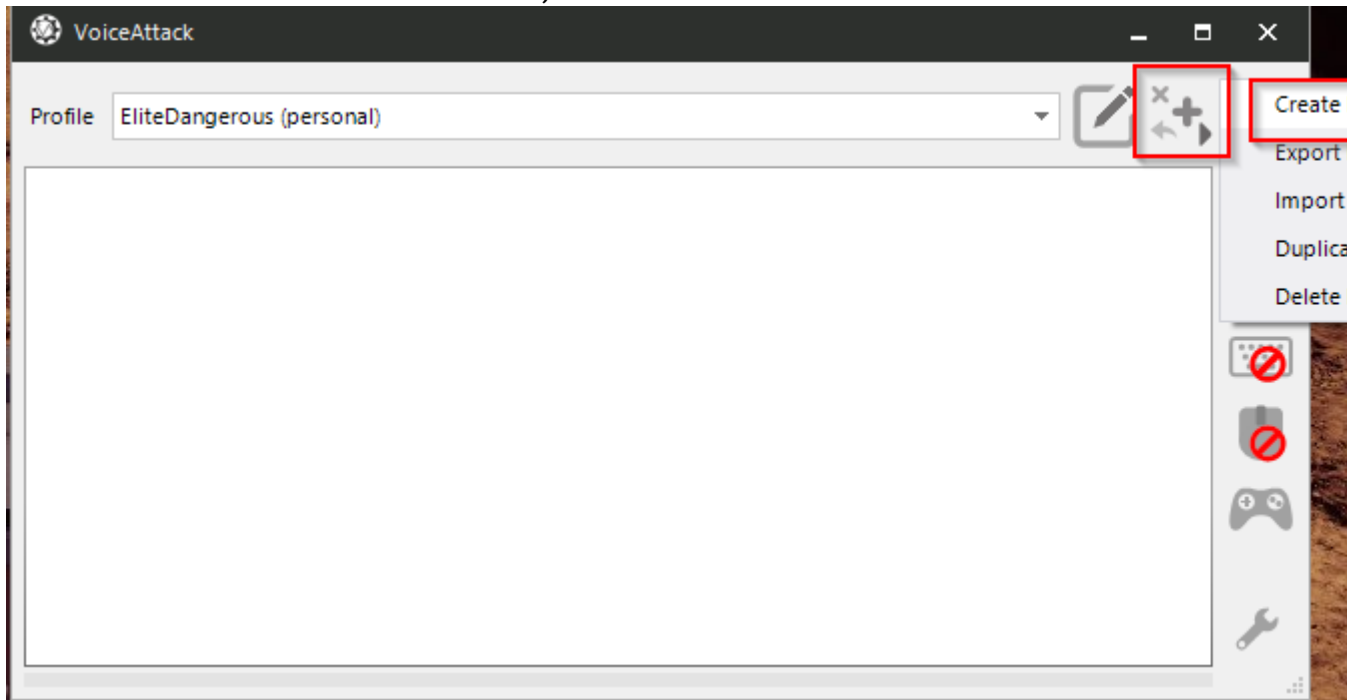
2. Give it a name and add some commands if you want to.
3. Hit "Done" to create the new profile.

Use the Profile Example¶

1. Click the "Profile Actions" button, then "Import Profile".
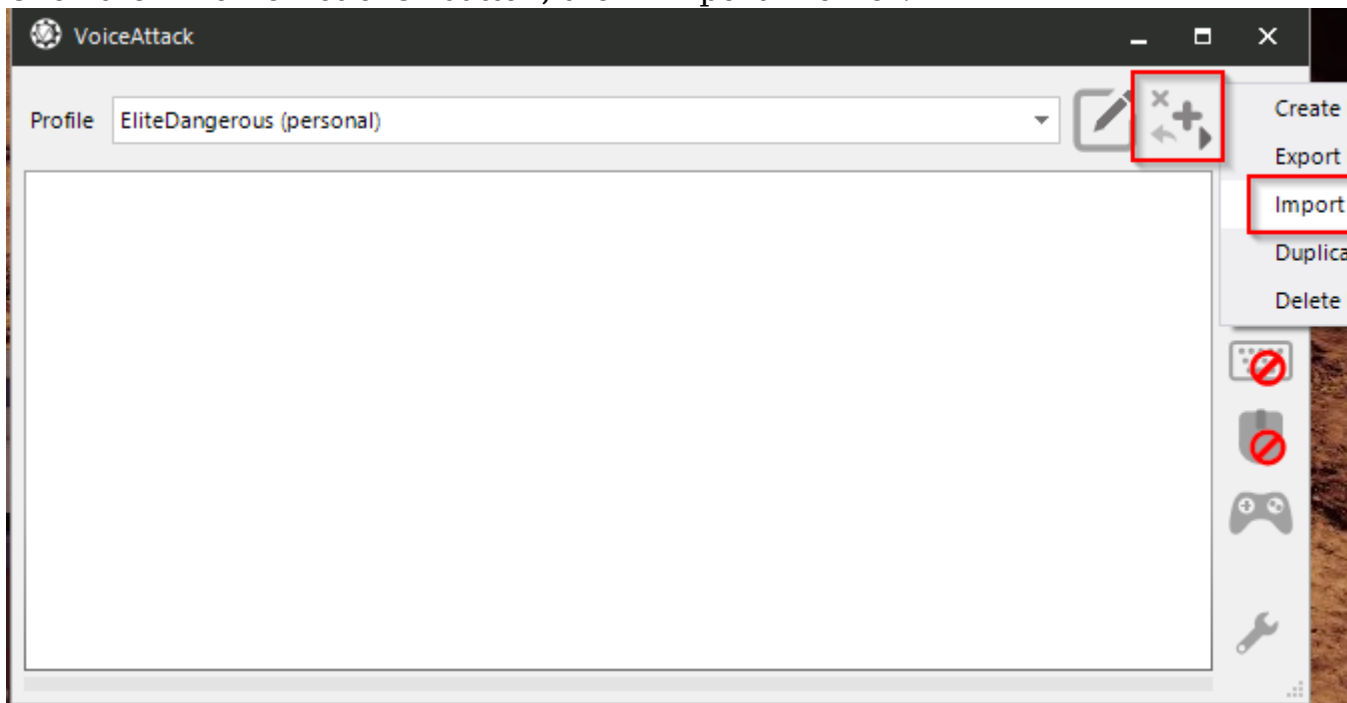
2. Navigate to your VoiceAttack Apps folder (see above), go into the "alterNERDtive" subfolder, choose the profile example and hit "Open".
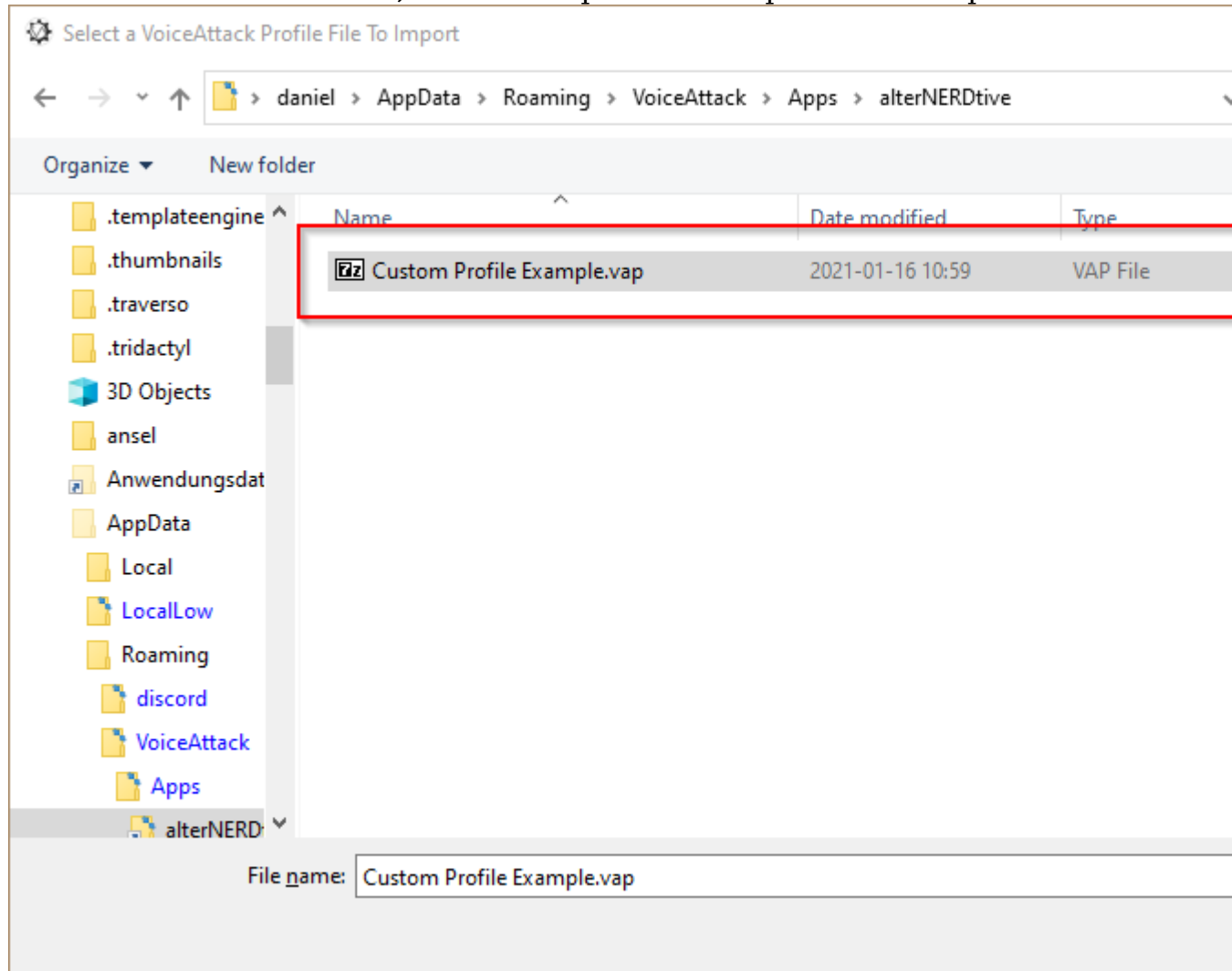
Once you are done with the setup and configuration process, you can find a bunch of example commands with comments on how to do things in this profile. Make sure to also rename it to something more exciting than "Custom Profile Example"!

Include Profiles¶

In order to use my profiles with your custom profile, you will need to take two additional steps:

1. Include the profiles in your custom profiles. That will make all commands available when your custom profile is active.
2. Create a startup command for your custom profile. You can use it to do anything you want when your profile loads, but it will also have to run the startup command for my profiles.

Create a Startup Command¶

First off, hit the "Edit" button in VoiceAttack.
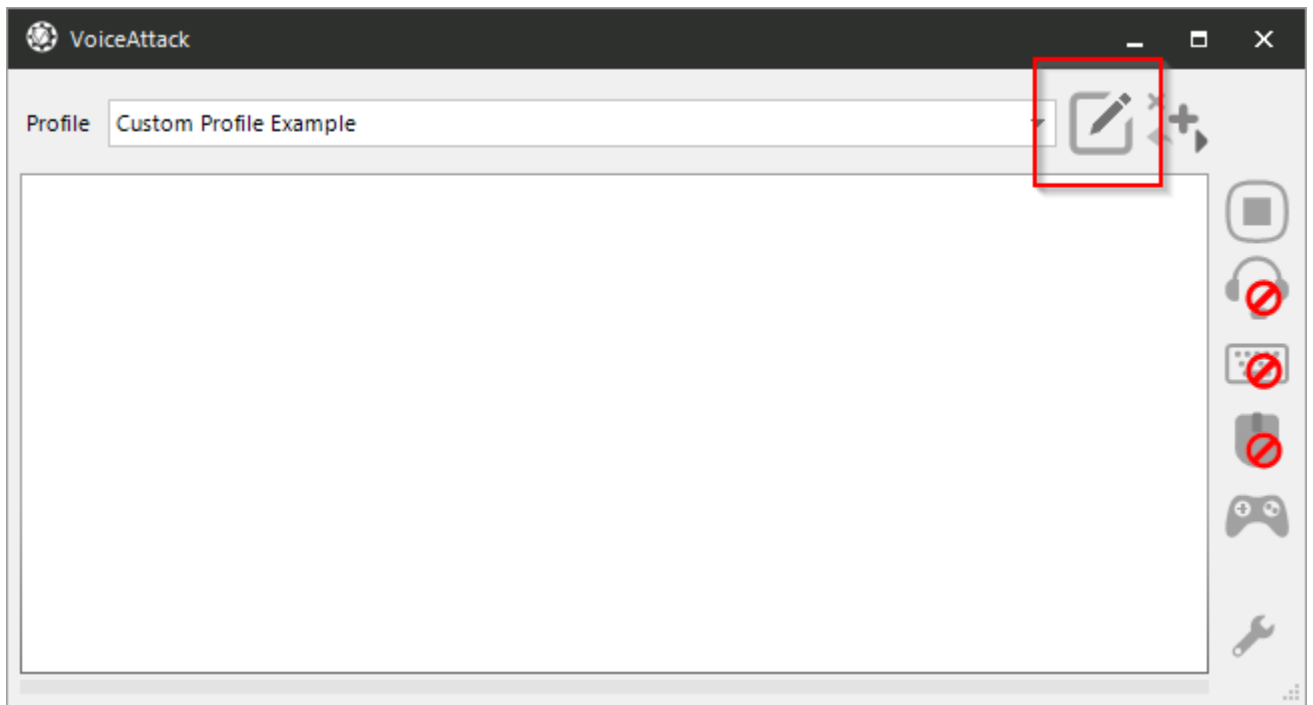
If you are using your existing profile (or have just created a fresh one) you will now have to create the startup command. Hit the "New Command" button.

Edit a Profile

Profile Name Custom Profile Example   [Options]

Spoken Command	Button	Description
===== READ THIS ===== (1)		
READ ME FIRST (voice disabled)		README
additional voice triggers (1)		
punch it chewie		
EDDI events (1)		
((EDDI some event)) (voice disabled)		
helper functions (1)		
startup (voice disabled)		
HOTAS buttons (1)		
some random command name (voice disabled)	Joystick 1 Butto...	
overrides (1)		
SpanshAttack.getShipRange (voice disabled)		Gets jump range from your

[Import Commands]   6 commands   list filter   S K M J P X F

You can name it anything you want but I recommend calling it "startup" or
similar, and to deactivate the "when i say"checkbox in the command options
to make sure you do not accidentally run it via voice.

Add a Command

This command is executed:

☐ **When I say:** startup

☐ **When I press keys:** Not assigned

☐ **When I press button:** Not assigned

☐ **When I press mouse:** Not assigned

When this command executes, do the following sequence:

| Key Press |
| Mouse > |
| Pause > |
| Other > |
| Recorder |

Description [   ]   ☑ Allow other commands to execute

Category [▼]   ☐ Always execute this command

☐ Send command to this target: ☐ Stop command if target window foc

　　◉ Active Window ◯ [▼]   ☐ Resume command if focus is re

Recognition [Normal   ▼]   ☐ Minimum confidence level [0]

Command Type [Full command   ▼]   Repeating [Execute only once]

Prefix/suffix group [▼]   [2] ⏶⏷ times

Add a new action using "Other" → "VoiceAttack Action"→ "Execute Another Command".

Add a Command

This command is executed:

☐ **When I say:** `startup`

☐ **When I press keys:** `Not assigned`

☐ **When I press button:** `Not assigned`

☐ **When I press mouse:** `Not assigned`

When this command executes, do the following sequence:

| Key Press |
| Mouse > |
| Pause > |
| Other > |
| Recorder |

VoiceAttack Action	▶	**Execute Another Command**
Sounds	▶	Stop Another Command
Windows	▶	Stop Processing All Commands
Dictation	▶	Command Queues ▶
Advanced	▶	Switch to Another Profile
		Reset Active Profile
		Refresh Variable Hotkeys
		Ignore an Unrecognized Word or Phrase
		Quick Input
		Start Listening
		Stop Listening
		Toggle Listening
		Enable Shortcuts (Hotkeys)
		Disable Shortcuts (Hotkeys)
		Toggle Shortcuts (Hotkeys)
		Enable Mouse Shortcuts
		Disable Mouse Shortcuts
		Toggle Mouse Shortcuts
		Enable Joysticks
		Disable Joysticks
		Toggle Joysticks

Description `_____`

Category `_____`

☐ Send command to this target:

    ◉ Active Window ◯ `_____ ▼`

Recognition `Normal ▼`

Command Type `Full command ▼`

Prefix/suffix group `_____ ▼`

☑ Allow other commands to execute

☐ Always execute this command

☐ Stop command if target window foc

☐ Resume command if focus is reg

☐ Minimum confidence level `0`

Repeating `Execute only once`

`2` ⏶⏷ times

Choose "Execute by name (Advanced)" and enter `((alterNERDtive-base.startup))`.

Make sure to leave "Wait until this command completes before continuing" on and have this action at the top of the action list for the command. That way you can be sure that my profiles are initialized properly before your personal startup actions are processed.

Add a Command

This command is executed:

☐ **When I say:** `startup`

☐ **When I press keys:** Not assigned

☐ **When I press button:** Not assigned

☐ **When I press mouse:** Not assigned

When this command executes, do the following sequence:

| Key Press |
| Mouse > |
| Pause > |
| Other > |
| Recorder |

Execute command, '((alterNERDtive-base.startup))' (by name) (and wait until it completes)

Description _____

☑ Allow other commands to execute

Category _____ ▼

☐ Always execute this command

☐ Send command to this target:

☐ Stop command if target window foc

● Active Window ○ _____ ▼

☐ Resume command if focus is re

Recognition | Normal ▼

☐ Minimum confidence level | 0

Command Type | Full command ▼

Repeating | Execute only once

Prefix/suffix group | _____ ▼

2 | times

You can add anything else you want your profile to do when it loads below this action. You do not have to set any configuration options, this can be done way more elegantly! More on this later on.

Set Profile Options¶

While editing the profile, hit the "Options" button.

On the section labeled "Include commands from other profiles", hit the "…" button.

Add all my profiles ("alterNERDtive-base", "EliteDangerous", "RatAttack", "SpanshAttack","StreamAttack").

Technically you can leave out anything you are not planning on using. Practically it probably will not hurt you to just include everything, and it will then available for you in the future if you choose to check it out! Make sure that "alterNERDtive-base" is on top of the list, the order of the others does not matter. But I like it nice and alphabetical …

Now switch to the "Profile Exec" tab. Tick the "Execute a command each time this profile is loaded" checkbox, and select the "startup" command you have created earlier.
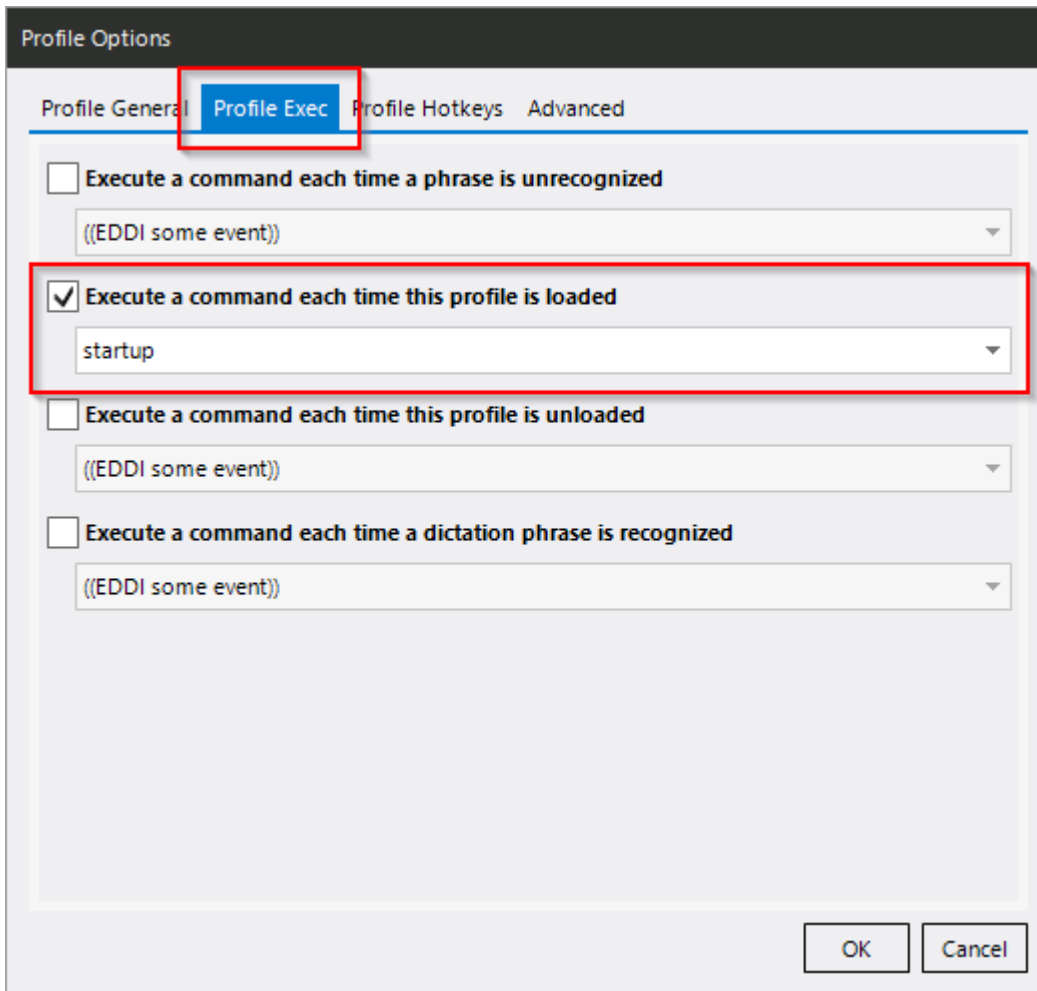
Set Elite Keyboard Binds¶

You need to have keyboard binds setup at least as secondary bindings in Elite's controls options. VoiceAttack *cannot* "push" joystick buttons for you, it can only do keyboard inputs. Hence its only way to interact with Elite is through keyboard emulation, even if you otherwise play the game with a controller or HOTAS. Or racing wheel. Or Rock Band set. Or bananas.

TARGETING

SELECT TARGET AHEAD	[G]	[
CYCLE NEXT TARGET	[T]	[
CYCLE PREVIOUS SHIP	[Q]	[
SELECT HIGHEST THREAT	[BACKSPACE]	[
CYCLE NEXT HOSTILE TARGET	[L ALT]+[T]	[
CYCLE PREVIOUS HOSTILE SHIP	[L ALT]+[Q]	[
SELECT WINGMAN 1	[L ALT]+[1]	[
SELECT WINGMAN 2	[L ALT]+[2]	[
SELECT WINGMAN 3	[L ALT]+[3]	[
SELECT WINGMAN'S TARGET	[L ALT]+[4]	[
WINGMAN NAV-LOCK	[L ALT]+[5]	[
CYCLE NEXT SUBSYSTEM	[P]	[
CYCLE PREVIOUS SUBSYSTEM	[Y]	[

Should you use a keyboard layout that is *not* en-US QWERTY, some keys might not work out of the box. You can try telling bindED about your keyboard layout by setting the `bindED.layout#` variable (including the `#`!) to something more appropriate in your startup command.

Currently bindED supports the `en-US`, `en-GB` and `de-Neo2` layouts. [You can find instructions on how to add your own on Github](#).

Upgrading¶

To upgrade to the latest version, follow these simple steps:

1. Say "download profiles update".
2. Put the `alterNERDtive-voiceattack-profiles.vax` file from Github into the "Import" folder.
3. Restart VoiceAttack.

In general, migration from old versions will be handled automatically. If there is something you have to do manually you will find the necessary steps below.

You can find the full [Changelog](#) on Github.

3.x.x to 4.x.x¶

If you have been using a custom profile as outlined in [Installing#Create a Custom Profile](#) your settings will be migrated to the new variables automatically.

If you have not and you have used my "EliteDangerous" profile as the main profile … well, you will unfortunately have to take note of your settings, and recreate them after creating a custom profile and including everything.

Please do not fiddle with the configuration variables from your startup command (or any other, really). It *should* not break anything, but it might. And it is entirely unnecessary since configuration will be saved to and loaded from the profile anyway.

bindED¶

If you have done anything non-standard with bindED before, it might break. The profiles now include my fork of bindED which has a lot more features, but does no longer support a bunch of plugin invocations that have become obsolete.

Please file an issue with bindED on Github if your use case does not work anymore.

EliteDangerous¶

The "EliteDangerous" profile is no longer the main profile. Instead you will *have* to create a custom profile, and the new "base" profile that the others require to be included in your custom profile is "alterNERDtive-base". That way you can use e.g. RatAttack without having to also use the general Elite profile.

To be consistent with the other profiles it has been renamed to "EliteAttack". If you are upgrading from an older version the name will not change for you in the profiles list. I recommend renaming your "EliteDangerous" profile to "EliteAttack" to prevent confusion in the future, but it is not strictly necessary to do so.

RatAttack¶

Getting Case Data From IRC¶

Handing a RATSIGNAL from IRC to VoiceAttack via text file is now deprecated and the feature will be removed in a future version.

Instead you should use the new `RatAttack-cli.exe` helper tool that uses IPC to talk to the VoiceAttack plugin. For that you have to change the way your IRC client handles incoming case announcements. Instead of writing the announcement to the text file and calling VoiceAttack to run a command, it will have to call the helper tool with a) the announcement and b) an optional true/false switch to determine if the case should be announced via TTS or just added to the case list.

For my AdiIRC, it looks like this (obviously change the path, please):

```
on *:TEXT:RATSIGNAL - CMDR*(??_SIGNAL):#fuelrats:{
  if ( $away ) {
```

```
    /run -h "X:\path\to\VoiceAttack\Apps\alterNERDtive\RatAttack-cli.ex
  }
  else {
    /run -h "X:\path\to\VoiceAttack\Apps\alterNERDtive\RatAttack-cli.ex
  }
}
```

If I am away it will just add the new case to the list. If I am not away, it will announce it using TTS.

The "replace" part handles the fact that announcements now put the system in quotes. They have to be escaped as double quotes ("") to create a correct command line invocation.

Nearest CMDR Announcements¶

If you have RatAttack set up to announce your nearest commander to a case, you'll have to change the setting to the new format, separated by ; instead of whitespace.

Say "customize setting set fuel rat commanders" to update it.

Configure

General Configuration¶

Settings¶

All profiles will load sane defaults if you haven't changed anything. The configuration is stored in a bunch of VoiceAttack variables which in turn are stored in your custom profile. You could even have different custom profiles with their own distinct settings.

You change the configuration via voice commands:

- For toggles (booleans): `customize setting [enable;disable] <trigger phrase>`
- For everything else: `customize setting set <trigger phrase>`

You can find a list of trigger phrases here, or you can say `customize setting list [options;settings]` for a list of voice triggers and what they do. If you don't remember your settings or just want a nice list, `customize setting report [options;settings]` will print that to the VoiceAttack log. If you want to reset everything back to default state, say `customize setting clear all my settings`.

The "customize setting" prefix is kind of a leftover from times long gone and does not quite fit anymore. Might change in a future version.

Since the settings are saved to your custom profile they will not be preserved when you switch profiles. Once you switch back, the correct settings for the profile are re-loaded.

General Settings for All Profiles¶

Toggles:

- `auto update check`: Automatically check Github for profiles updates when the profile loads. Default: true.
- `eddi quiet mode`: Make EDDI shut up. Disables all built-in speech responders. Default: true.

Other settings:

- `elite paste key`: The key used to paste in conjunction with CTRL. The physical key in your layout that would be 'V' on QWERTY. Default: 'v'.
- `log level`: The level of detail for logging to the VoiceAttack log. Valid levels are "ERROR", "WARN", "NOTICE", "INFO" and "DEBUG". Default: "NOTICE".
- `quit to desktop delay`: The delay before restarting the game after hitting "Exit to Desktop", in seconds. Default: 10.0. (Used by the `restart from desktop` command)

Note on Non-Standard Keyboard Layouts¶

Because Elite's keyboard handling is … weird you'll have to set the key to use for pasting text into Elite:Dangerous if you are not using a "standard"QWERT[YZ] layout. You will have to change it to the key that is physically in the place where `V` would be on QWERTY, e.g. `P` for Neo2.

To set the key, say "customize setting set elite paste key".

Adding Commands¶

If you want to edit a command or add your own, *do not edit the profiles directly*. Instead create commands in your custom profile, and copy commands you want to change over to that before editing them. This will make sure no changes are lost if you update the profiles.

EDDI Events¶

Because of limitations of VoiceAttack itself, only the first matching command found will be executed, *including EDDI events*. That means that if you create commands to handle EDDI events, you are going to have to make sure that the appropriate handlers in my profiles are called, too. That is done by invoking the `eddi.Event` plugin context of the `alterNERDtive-base` plugin. Otherwise stuff *will* break.

Edit a Command

This command is executed:

- [ ] **When I say:** ((EDDI Jumped))
- [ ] **When I press keys:** Not assigned
- [ ] **When I press button:** Not assigned
- [ ] **When I press mouse:** Not assigned

When this command executes, do the following sequence:

Key Press	Do nothing (ignore command)
	Execute external plugin, 'alterNERDtive-base 4.0.0' using context 'eddi.Event'
Mouse >	Execute command, 'LiveSplit.EDDI Jumped'
Pause >	
Other >	
Recorder	

Execute an External Plugin Function

Execute an External Plugin Function

This action will allow you to call out to a specifically-designed plugin that you choose.

Plugin	alterNERDtive-base 4.0.0 ▼
Plugin Context	eddi.Event

Variables to pass to the plugin function (semicolon-delimited):

Small Integer Variables (formerly, 'Conditions')

[   ]

Text Variables

[   ]

Integer Variables

[   ]

Decimal Variables

[   ]

Boolean (True/False) Variables

[   ]

Date/Time Variables

[   ]

- [ ] Wait for the plugin function to finish before continuing

Click, 'OK' to update this action.   [OK]   [Cancel]

Description [   ]   execute w

Category   [EDDI events]   mmand

- [ ] Send command t   ndow foc

(●) Active Windo   cus is reg

Recognition

Command Type   [Full command   ▼]   Repeating [Execute only once]

Prefix/suffix group [▼]   [2 ⬍] times

EliteAttack¶

Settings¶

Toggles:

- `auto honk all systems`: Automatically honk upon entering a system, each jump, without constraints. Default: false.
- `auto honk new systems`: Automatically honk upon entering a system if it is your first visit. Default: true.
- `auto restock`: Automatically restock after docking at a station. You will always refuel, repair and enter the Station Services menu. Default: true.
- `edsm system status`: Pull system data from EDSM and compare it against your discovery scan. Default: true.
- `discovery scan on primary fire`: Use primary fire for honking instead of secondary. Default: false.
- `flight assist off`: Permanent Flight Assist off mode. You should really do that, it's great. Default: false.
- `hyper space dethrottle`: Throttle down after a jump and when dropping from SC. Like the SC Assist module does. Default: true.
- `mapping candidates`: Announce bodies worth mapping when you have finished scanning a system. (Terraformables, Water Worlds, Earth-Like Worlds and Ammonia Worlds that have not been mapped yet.) Default: true.
- `outdated stations`: Announce stations with outdated data in the online databases. Default: true.
- `road to riches`: Announce bodies worth scanning if you are looking for some starting cash on the Road to Riches. Default: false.

Other settings:

- `outdated station threshold`: The threshold for station data to count as "outdated", in days. Default: 365.
- `scanner fire group`: The fire group your discovery scanner is assigned to. Default: 0 (the first one).

RatAttack¶

Getting Case Data From IRC¶

You can setup your IRC client to pass incoming RATSIGNALS to VoiceAttack by calling the `RatAttack-cli.exe` helper tool with the RATSIGNAL as first argument and an optional boolean as second argument that triggers a TTS case announcement. You can find it under your VoiceAttack "Apps" folder, `\alterNERDtive\RatAttack-cli.exe`.

This has two purposes:

1. Announcing a new incoming case (if passing `true` as second argument).
2. Storing case data and making it available to VoiceAttack, e.g. for copying the client's system into the clipboard.

For my AdiIRC, it looks like this (obviously change the path, please):

```
on *:TEXT:RATSIGNAL - CMDR*(??_SIGNAL):#fuelrats:{
  if ( $away ) {
    /run -h "X:\path\to\VoiceAttack\Apps\alterNERDtive\RatAttack-cli.ex
  }
  else {
    /run -h "X:\path\to\VoiceAttack\Apps\alterNERDtive\RatAttack-cli.ex
  }
}
```

If I am away it will just add the new case to the list. If I am not away, it will announce it using TTS.

The "replace" part handles the fact that announcements now put the system in quotes. They have to be escaped as double quotes (`""`) to create a correct command invocation.

You get the gist; if not and you don't know how to do the same thing for your IRC client, either switch to AdiIRC or bribe me to make an example for yours.

Note: If you are not on duty (see below) you will *not* get case announcements.

Announcing Your Nearest CMDR¶

In case you have more than one CMDR registered as a Fuel Rat you can have VoiceAttack announce the nearest one to a case and the distance. You will have to go through a couple steps to set that up:

1. Have all CMDRs on EDSM.
2. Have all profiles on EDSM set to *public* including your flight log (which includes the current location).
3. Set the CMDR names you want to use ("customize setting set fuel rat commanders").
4. Enable the nearest CMDR announcements ("customize setting enable nearest commander to fuel rat case").

You can use this for a single CMDR, too. A less convoluted setup for announcing the distance to your location in that case is on the list™ but does not have an ETA yet.

Currently there is no way to specify a platform for each CMDR.

Sending Text to FuelRats IRC¶

The profile will attempt to send calls to "#fuelrats", and you can send messages from ingame chat to "#fuelrats" and "#ratchat".

That will send text to windows with "#fuelrats" and "#ratchat" in their title, respectively. If your IRC client does not do that, you will have to change the "target" window of the `RatAttack.sendToFuelrats` and `RatAttack.sendToRatchat` commands to reflect the actual window titles on your system. I will look into making this more elegant to change in the future.

Settings¶

Toggles:

- `auto close fuel rat case`: Automatically close a rat case when sending "fuel+" via voice command or ingame chat. Default: false.
- `fuel rat call confirmation`: Only make calls in #fuelrats after vocal confirmation to prevent mistakes. Default: true.
- `fuel rat duty`: On duty, receiving case announcements via TTS. Default: true.
- `nearest commander to fuel rat case`: Announce the nearest commander to incoming rat cases. Default: false.
- `platform for fuel rat case`: Announce the platform for incoming rat cases. Default: false.

Other Settings:

- `fuel rat commanders`: All your CMDRs that are ready to take rat cases. Use ';' as separator, e.g. "Bud Spencer;Terrence Hill". Default: "".
- `fuel rat platforms`: The platform(s) you want to get case announcements for (PC, Xbox, Playstation). Use ';' as separator, e.g. "PC;Xbox". Default: "PC".

SpanshAttack¶

Supplying Your Ship's Range¶

The ED-NeutronRouter plugin is technically supposed to read the current jump range from EDDI; sadly EDDI is storing the *maximum* distance for your ship instead of the current / full on fuel one. The "default to laden range" option works reasonably well, but it has a few quirks. It always assumes full cargo, and it will take your *current* fuel levels for range calculations, disregrading the range loss if you fill your tank.

For any ships that you regularly use for neutron jumping, e.g. long range Fuel Rat ships, I recommend telling SpanshAttack about the range they are supposed to have with full fuel and your preferred amount of cargo/limpets.

In oder to do that, copy the `SpanshAttack.getShipRange` command from SpanshAttack or the example profile to your custom profile and add your ships. Any ship listed in there will automatically have its jump range used instead of EDDI's reported laden range or VoiceAttack prompting you to manually supply it.

Edit a Command

This command is executed:

☐ **When I say:** SpanshAttack.getShipRange

☐ **When I press keys:** Not assigned

☐ **When I press button:** Not assigned

☐ **When I press mouse:** Not assigned

When this command executes, do the following sequence:

| Key Press |
| Mouse > |
| Pause > |
| Other > |
| Recorder |

Begin Text Compare : [Ship name] Equals 'Fuel Auto Ratling Fun'
    Set decimal [~~jumpRange] value to 72,4000
Else If Text Compare : [Ship name] Equals 'The Great KRAIT Crate'
    Set decimal [~~jumpRange] value to 51,00000
Else If Text Compare : [Ship name] Equals 'Make M.Way KRAIT Again'
    Set decimal [~~jumpRange] value to 54,54000
Else If Text Compare : [Ship name] Equals 'Sealious Business II'
    Set decimal [~~jumpRange] value to 65
Else If Text Compare : [Ship name] Equals 'SHAME'
    Set decimal [~~jumpRange] value to 74,16000
End Condition

Description: Helper function for SpanshAttack to pre-fill jump range for ships.

Category: helper functions

☐ Send command to this target:

    ◉ Active Window ○

Recognition: Normal

Command Type: Full command

Prefix/suffix group

☑ Allow other commands to execute w

☐ Always execute this command

☐ Stop command if target window foc

☐ Resume command if focus is reg

☐ Minimum confidence level 0

Repeating: Execute only once

2 times

You can override a saved range for your ship by using the `plot neutron [course;route;trip] with custom range` command.

Settings¶

Toggles:

- `auto jump after scooping`: Automatically jump out when fuel scooping is complete. Default: true.
- `auto plot`: Automatically plot to the next waypoint after supercharging. Default: true.
- `clear neutron route on shutdown`: Clear an active neutron route when the game is shut down. Default: true.
- `copy neutron waypoints to clipboard`: Copy each neutron waypoint into the Windows clipboard. Default: false.
- `default to laden range`: Default to the current ship's laden range as reported by EDDI instead of prompting for input. Default: false.
- `time neutron route`: Keep track of how long a neutron route takes you to complete. Default: false.
- `waypoint announcements`: Announce each waypoint by name. Default: true.

Other Settings:

- `announce jumps left`: Estimated jumps left to announce when reached. NEEDS to have leading and trailing ";". Default: "; 1;3;5;10;15;20;30;50;75;100;"

StreamAttack¶

Settings¶

- `StreamAttack output directory`: The directory the status files are written to. Default: "%appdata%\StreamAttack\"

Use

General Commands¶

Configuration¶

The base profile provides voice commands for changing the profiles settings. See the configuration section.

Chat¶

- `paste text`: Pastes the contents of your current clipboard. Note that this command is supposed to be used for pasting *into Elite* and hence uses the configured paste key. If you're using a non-standard layout that means that you can *not* use this command to paste text into other applications.

Updating¶

- `check for profiles update`: Checks Github for a new version, and alerts you if there is one.
- `download profiles update`: Opens the latest release on Github and the VoiceAttack import folder where you can drop it.
- `open profiles [docs;documentation;help] [file;site;]`: Opens this documentation, either on the web or the PDF file supplied with the installed release.
- `open profiles change log`: Opens the CHANGELOG on Github.
- `open voiceattack [apps;import;sounds] [folder;directory]`: Opens the respective VoiceAttack-related folder.

Miscellaneous¶

- `generate missing key binds report`: Generates a report of missing key binds and places it on your Desktop. Note that this currently uses bindED's built-in report which will output *any* bind that does not have a keyboard key set, including axis binds and binds that are not actually used by the profiles.
- `open EDDI options;configure EDDI`: Displays EDDI's configuration window.
- `open elite bindings folder`: Opens Elite's bindings folder (`%localappdata%\Frontier Developments\Elite Dangerous\Options\Bindings`)
- `reload elite key binds`: Forces a reload of your Elite binds. Should not be necessary.
- `shut up EDDI`: Immediately interrupts any current and pending speech on EDDI's end.

EliteAttack¶

This is my personal VoiceAttack profile for Elite: Dangerous. It started out ages ago as a modification of [MalicVR's public profile](#), then looked less and less and less like that and I added and cleaned up a lot of things while removing the stuff I didn't use anyway. By now it would have probably been simpler to start from scratch.

Funnily enough it has grown to rely way more on events provided by [EDDI](#) than actual voice commands.

Chat Commands¶

These commands will only work with the comms panel active, and you should be in the edit window ready to send. They will *not* hit Enter on their own.

- `clear [chat;text]`: Clears the chat window. Use from outside the comms panel.
- `[local;squad;system;wing] chat`: Puts you into the chosen chat channel.
- `salute; oh seven`: Will put "o7" into the chat.

Engineering/Materials¶

- `how many [<g5 manufactured materials list>] do i have`: Tells you how many of the given g5 manufactured material you currently have on board. I've restricted it to just those to not spam speech recognition with too many phrases, and because those are the ones I usually want to know while jumping around the bubble and having an eye on any HGE that might be around.
- `[launch;open] e d engineer`: Opens the ED Engineer tool.
- `what [mats;materials] do i need?`: Runs the EDDI responder that tells you which materials are below wanted threshold. Needs setting those first. Gets very spammy if you do it for all of them; personally I only set them for g5 manufactured, so I can quickly check if it's worth looking for HGE in a system I'm in.

Navigation¶

There are so many navigation-focused commands now, they deserve there own category. Basically anything that helps you plot anywhere. A lot of those are powered by awesome EDDI so I don't have to do the work myself!

- `distance [from;to] [Sol;home;the center;Beagle Point;Colonia]`: Gives you the current distance to the given POI.
- `[find;target] nearest [encoded;manufactured;raw] material trader`: Targets the nearest respective material trader.
- `[find;target] nearest [fuel;scoopable] star`: Targets the nearest scoopable star.
- `[find;target] nearest [guardian;human] tech broker`: Targets the nearest respective tech broker.
- `[find;target] nearest [interstellar factor;mission system;scoopable star]`: Well, you know the drill by now.
- `[find;target] nearest mission system`: Targets the nearest system that has a mission target.
- `plot course;[target;] next [waypoint;way point]`: Plots a course to the text in your clipboard.
- `target [bug killer;colonia;dav's hope;explorer's anchorage;jackson's lighthouse;jameson's cobra;robigo;shinrarta dezhra;sagittarius a*;shinrarta;sothis]`: Targets the given system on the galaxy map.

- `[where's;where is] my landing pad`: Will tell you the location of your assigned landing pad on a starport.

Ship Controls¶

Basically anything that is related to directly doing something with your ship.

- `[abort;cancel;stop] jumping`: Stops a currently charging FSD jump.
- `[half;] power to [engines;shields;systems;weapons]`: Sets pips to 6/3/3 (half) or 8/2/2 towards the given capacitor.
- `[balanced;half;] power to [engines;shields;systems;weapons] [and engines;and shields;and systems;and weapons;]`: Sets pips to 6/6/0 (balanced), 5/5/2 (half) or 8/4/0 towards the given capacitors.
- `[close;deploy;extend;open;retract;] [cargo scoop;hard points; landing gear] [up;down;]`: Overly complicated command to handle everything related to Cargo Scoop, Hard Points, Landing Gear. You get the gist, I guess. Works in SRV too.
- `[dis;]engage silent running`: Handles silent running.
- `[disco;discovery scan]`: Executes a discovery scan. Expects the Discovery Scanner in your first fire group, secondary fire. [You can change that](#).
- `[dis;]engage silent running`: Turns silent running on and off.
- `[head;spot;] lights [on;off]`: Turns your lights on and off. Works in SRV too, kinda; turning lights off there relies on the state updating fast enough, which sometimes leads to weird results.
- `[jump;engage;get me out] [and scan;] [when ready;]`: Retracts everything that might be protruding from your ship, then jumps to the next system. If the FSD isn't charging within 1s, it gets you into SC instead (e.g. if your target is obstructed). If given "and scan" runs a discovery scan. If given "when ready" waits for mass lock to clear, your FSD to cool down and you to leave scoop range before jumping.
- `night vision [on;off]`: Toggles your night vision on/off. Works in SRV too.
- `rapid fire lights`: Flashes your lights 5 times in a row.
- `retract [all;everything]`: Retracts, well, everything.
- `[start;stop] [firing;mining]`: Starts/stops holding down primary fire. Mostly useful when mining. When triggered with "mining", also deploys the cargo scoop.
- `[super;] cruise [when ready;]`: Retracts everything, then jumps to SC. If given "when ready" will wait for mass lock to clear and your FSD to cool down first.

SRV controls¶

Things relevant to your SRV, but not your ship.

- `[recall;dismiss] ship`: Recalls or dismisses ship. Currently does the same thing regardless of the state of your ship. I wish it would be possible to restrict it to doing one thing each, but that's currently not possible sadly.

- `[toggle;enable;disable] drive assist`: Handles all your drive assist needs!

Targeting¶

Well … targeting stuff, I guess. Not really sure why I made that it's own category, but oh well :)

- `target the [drive;drives;power plant;frame shift drive;f s d;shield generator]`:* Targets the given submodule on your current target, or your next target if you don't have one currently. Does not persist between targets.
- `clear sub [module;system] target`: Clears the current submodule target.
- `target next system`: Selects the next system on your route.
- `target wing man [1;2;3]`: Targets your wingmen.
- `target's target`: Targets your target's target (only works on wingmen).
- `wing man [1;2;3] target`: Targets your wingmen's target.
- `wing man nav lock`: Toggles wing man nav lock on the selected wing member.

UI Commands¶

Everything handling stuff that's not related to controlling your ship, but manipulating some UI element(s).

- `[enter;leave] F S S`: Opens/closes FSS.
- `[main;game] menu`: Opens the ESC menu.
- `[relog;reset] to [open;solo]`: Relogs to Open or Solo mode, respectively.
- `controls options`: Opens the controls options menu.
- `docking request;request dock[ing;]`: Sends a docking request.
- `galaxy map`: Opens the galaxy map.
- `restart from Desktop`: Quits the game and restarts from an open launcher by clicking the play button.
- `set [default;star;station;settlement;signal sources;anomaly;unknown;system] filter`: Sets a nav panel filter setting. See the command or just try different things for what is possible. You need to clear filters and hover over the filter button, then run this.
- `system map`: Opens the system map.
- `take [high res;] screenshot`: Takes a (high res) screenshot.
- `toggle orbit lines`: Toggles the visibility of orbit lines.

Miscellaneous¶

The commands in here do random more or less useful things.

- `[are there any;] outdated stations [in this system;]`: Runs an on-demand check for outdated stations in the current system.

- `[bodies;what's;what is] left to [map;be mapped;scan]`: Tells you which bodies EDDI thinks are worth mapping in the system that you haven't mapped yet.
- `copy current system`: Copies the current system name into the clipboard.
- `open [current;] system on EDSM`: Opens your current system on EDSM in your default browser.
- `open copied system on EDSM`: Opens the system in your clipboard on EDSM in your default browser.
- `open coriolis`: Opens Coriolis in your default browser.
- `open e d d b [station;system;faction;] [search;]`: Opens EDDB in your default browser.
- `open e d s m`: Opens EDSM in your default browser.
- `open inara`: Opens Inara in your default browser.
- `open materials finder`: Opens EDTutorials' materials finder in your default browser.
- `open miner's tool`: Opens https://edtools.cc/miner in your default browser.
- `open spansh`: Opens https://spansh.uk in your default browser.

Events¶

Body Mapped¶

Announces an estimate for high-value bodies' payouts and the remaining mapping candidates in the system as given by EDDI.

Body scanned¶

Announces any interesting body traits found when scanning:

- terraformable
- Earth-like World, Ammonia World or Water World
- landable and >5 g
- semimajor axis <1.5 ls (only really interesting for planets, but there's no proper way to separate them from moons, sadly)
- radius <300 km

Feel free to suggest more!

Carrier Cooldown¶

Tells you when your carrier is able to do its next jump.

Carrier Jump Engaged¶

This event fires when your carrier jumps but you are *not* docked at it. It provides way less information than the `Carrier Jumped` event, but hey, I don't use most of it anyway. Basically just calls `Carrier Jumped`.

Carrier Jump Request¶

Announces the system and body your carrier has just been scheduled to jump to. Use this to double check ingame information; I've had my carrier accept a body as jump target, but then end up around the star. This *might* give you a heads up on that.

Also starts a command queue to give you advance warnings on carrier lockdown at -10, -5 and -2 minutes.

Carrier Jumped¶

Announces system and body your carrier has just jumped to.

Carrier Pads Locked¶

Announces your carrier's lockdown procedures.

Discovery Scan¶

Announces the number of bodies (and non-body signals) found in the system. Also compares the number of bodies to the amount reported by EDSM (requires Python scripts).

Docked¶

Automatically refuels, repairs, optionally rearms, then gets your ship into the hangar and opens station services.

Docking Denied¶

Tells you the reason for docking denial.

Entered Normal Space¶

Throttles to 0 upon dropping from SC, if the hyperspace dethrottle option is enabled.

Fighter Launched¶

Orders your ship to hold position so it doesn't chase after you immediately.

Jet Cone Boost¶

Sets your ship to full throttle immediately after you have supercharged.

Jumped¶

- Zeroes throttle if the hyperspace dethrottle option is enabled.
- Gets the system's body count from EDSM if that option is enabled.

- Gets stations with outdated data (by default: older than 1 year) from Spansh's API. Again, if it is enabled.
- Starts a discovery scan if that is enabled.
- Last but not least tells you about planets worth scanning if you are on the R2R.

Liftoff¶

Retracts landing gear for you. Seriously, is there any occasion in which you *don't* immediately want to retract it after takeoff?

Low Fuel¶

Warns you when you reach 25% fuel. Also reports number of jumps you have left or the (rough) range you still have on the fumes left in your tank.

Material Threshold¶

Warns you when a monitored material falls below it's minimum stock level and tells you when you reach your desired level or fill up.

You will have to set minimum and desired amounts in EDDI's material monitor options first for all materials you wish to be monitored.

Ship FSD¶

This event actually is several different events in one. Currently the following are handled:

- Charging: Warns you if you are jumping with less than 25% fuel.
- Cooldown complete: Announces FSD cooldown if you are currently in normal space.

Ship interdicted¶

Tells you when you have been interdicted by a player. Is also supposed to target the interdictor automatically, but randomly sometimes just doesn't work. Yay!

SRV Launched¶

Toggles SRV lights off after launching. Might not work if you drop particularly far after deployment because it works off a timer. Conversely might take a second to turn your lights off on a short drop and/or in high gravity.

System Scan Complete¶

Lists you all bodies EDDI considers worth mapping in the current system.

Undocked¶

Retracts landing gear for you. Seriously, is there any occasion in which you *don't* immediately want to retract it after takeoff?

RatAttack¶

This profile facilitates [Fuel Ratting](#). It aims to eliminate as much of the required manual task and attention switching as possible via automation and voice commands.

If you don't know what the Fuel Rats are, come hang out and ask :)

Going On/Off Duty¶

When you are on duty, RatAttack will automatically announce cases coming in through IRC. When off duty, it won't.

- `[enable;disable] rat duty`: puts you on/off duty.
- `open [fuel rats;] dispatch board`: opens the web dispatch board.

Case Handling¶

If you have your IRC client setup properly, VoiceAttack will hold a list with all rat cases that have come in while you had it running. It will save the case number, CMDR name, system, O_2 status and platform. There are several commands you can run on this list, giving it a case number:

Getting Case Information¶

- `rat case number [0..30] details`: Will give you all stored info on a case.
- `[current;] rat case details`: Will give you all stored info on the currently open case.
- `distance to current rat case`: Will give you the distance from your current location to the currently opened rat case.
- `distance to rat case number [0..30]`: Will give you the distance from your current system to a case's system.
- `nearest commander to rat case number [0..30]`: Will give you the nearest of your CMDRs with their distance to a case's system. [Requires some setup](#).
- `nearest commander to [the;] rat case`: Will give you the nearest of your CMDRs with their distance to the current case's system. [Requires some setup](#).

Opening a Case¶

- `open rat case number [0..30]`: Opens rat case with the given number. If there is no case data for that case (e.g. because you don't have your IRC client set up properly), it will still open it, just not have any data on it.
- `open [latest;] rat case`: Opens the latest rat case that has come in through IRC. Will only work if you actually have [your IRC client setup to send case announcements to VoiceAttack](#).

Making Calls¶

There are a bunch of calls you can make for a case, the most common are modelled through VoiceAttack commands. The descriptive commands (e.g. "system confirmed") will be shortened to the usual IRC short hands (e.g. "sysconf"). If you need something more unusual you can either still manually type it into your IRC client or use the "General IRC Integration", see below.

- `call [1..20] jumps [and login;and takeoff;left;]`: Calls jump for the currently open case. You can optionally include that you will still have to login to the game or have to take off from your current station/port/outpost/planet.
- `call friend [positive;negative] [in pg;in private group;in solo;in main menu;sysconf;system confirmed;]`: Friend request confirmations, with all the things you might want to / should call with it.
- `call [beacon;fuel;instance;pos;position;prep;sys;system;wing] [positive;negative]`: All the stuff you usually need for ratting after you have received the friend request.
- `call wing pending`: Calls "wr pending" for when it takes 30s again to actually show up.
- `call client in [exclusion zone;main menu;open;open sysconf;pg;private group;solo;super cruise]`: Callouts for all the various things a client could get themselves into.
- `call [client destroyed;client offline;sysconf;system confirmed]`: This is the command you don't want to use. Include sysconf in your "friend+" or "in open" calls, and make sure you will never have to call "client destroyed", would you?

Closing a Case¶

- `[close;clear] rat case`: Closes the currently open rat case.

General IRC Interaction¶

Using EDDI to read the game's journal, you can send messages to IRC from Elite's ingame chat.

Be aware that the chat message will still appear in the ingame chat channel you send it to!

I recommend using local chat and limiting the use to instances that will probably not have other players in it (e.g. instanced in normal space with the client or in SC in some remote system out in the black on a long range rescue).

- #fuelrats: Use `.fr <message>` to have VoiceAttack send `#<caseNumber> <message>` to #fuelrats – or yell at you when you are not on a case.
- #ratchat: Use `.rc <message>` to have VoiceAttack send `<message>` to #ratchat.

Make sure [that your IRC client is setup properly](#).

SpanshAttack¶

This profile uses the [ED-NeutronRouter](#) plugin to plot neutron jumps using [spansh](#). It fully does everything you need from within the game and VoiceAttack, you won't have to visit the site at any point.

Plotting a Route¶

1. *Target* the system you want to be routed to (target, do not plot to it).
2. Either exit the galaxy map or make sure you are on its first tab (or auto-plotting will break).
3. Trigger the `SpanshAttack.plotRoute` command either by voice (`plot neutron [course;route;trip] [with custom range;]`) or by calling it from another command.
4. Enter your ship's jump range if prompted.
5. Wait for the route to be calculated. The command will automatically open the galaxy map and search it for the first waypoint on your route.
6. Either target the first waypoint or plot to it.
7. Start jumping!

Plotting to a System Unknown to the Neutron Router¶

The router can only plot a route to a system that is in its database (obviously can also only give you way points that are). If your target system is not, there are several levels of fallback handling to find a system that is.

1. Check `Next system` coordinates provided by EDDI. If the system is in EDSM, but has for some reason not been sent over EDDN to other sites including Spansh, we can get coordinates here.
2. If the system is not in EDSM check EDTS. It can calculate approximate coordinates for a given procedurally generated system name.
3. If that fails prompt the user for input.
4. Query Spansh' API for the closest system to these coordinates.
5. Plot a route to the closest system.

Generally you should almost never be asked to input coordinates manually. If EDTS provides coordinates with an accuracy that is worse than ±100 ly per axis, you will be prompted to make sure you are going roughly to the right coordinates. You will find the system that is used for plotting, its coordinates and the accuracy in VoiceAttack's log window.

Neutron Jumping¶

With standard settings, just supercharge off a neutron cone. You should automatically be taken to the galaxy map with the next waypoint selected.

In case you have disabled auto-plotting to the next waypoint, manually invoke the `SpanshAttack.targetNextNeutronWaypoint` command by voice (`[target;] next neutron [waypoint; way point]`) or calling it from another command.

Additionally, you can use the `SpanshAttack.copyNextNeutronWaypoint` / `[get;copy] next neutron [waypoint;way point]` command to copy the next neutron waypoint to the clipboard.

Manual Re-Plot¶

Trigger the `SpanshAttack.replotRoute` command either by voice (`replot neutron [course;route;trip]`) or calling it from another command. This will start a re-plot of the current route with the same target system and jump range.

Refueling¶

Whenever you finish refueling off a scoopable star, the profile will automatically throttle back up to 100% speed. Unless you have disabled it in your configuration, you will also automatically target the next system on your route and jump to it once you leave fuel scoop range.

Clearing a Route¶

When you reach your target system the neutron route will automatically be cleared. If you want to prematurely end your trip, call the `SpanshAttack.clearRoute` / `clear neutron [course;route;trip]` command.

Other Commands¶

Announcing Jumps Left¶

You can have VoiceAttack tell you the amount of jumps left on the current route by invoking `SpanshAttack.announceJumpsLeft` or saying `how many [neutron;] jumps [are;] left?`.

Note: Because it's pretty much impossible to calculate a 100% accurate value for the total jumps left, it will just tell you the jump count *from the current neutron waypoint*.

Announce elapsed time on the trip¶

SpanshAttack keeps track of your start time, even if you have the option to time your trip turned off. This way you can get the time you've been jumping with the `SpanshAttack.announceTripTime` or `how long have i been [jumping;on this trip;on this neutron trip]?` commands.

StreamAttack¶

This profile uses the [EDDI](#) plugin to write a bunch of information about your commander, your current location and your ship to files that can be accessed e.g. by your streaming software to be displayed on stream.

Default folder is `%appdata%\StreamAttack\`.

Commands¶

- `clear jump target`: Clears the current jump target.
- `distance [to;from] jump target`: Tells you the current distance to the jump target.

- `set jump target`: Sets the jump target to the currently targeted system. Distance will be written to the configured file.

- `[copy;open] ship build`: Copies the current ship build (coriolis) or opens it in your default browser.

- `open StreamAttack folder`: Opens the configured folder in Explorer.

Output Files¶

Elite¶

Commander¶

- `Elite\cmdr\name`: The current commander's name.

Jump Target¶

- `Elite\jumpTarget\distance`: Distance to current jump target in light years.
- `Elite\jumpTarget\full`: Pretty-printed `<distance> ly to <name>`.
- `Elite\jumpTarget\name`: The current jump target's system name.

Location¶

- `Elite\location\full`: Depending on your status, either the station you are currently docked at (+ system), the body you are currently near, or the system you are currently in.
- `Elite\location\system`: The system you are currently in.

Ship¶

- `Elite\ship\build`: Your current ship's loadout (link to coriolis).
- `Elite\ship\full`: "<name>" | <model> | <build>.
- `Elite\ship\model`: Your current ship's model.
- `Elite\ship\name`: Your current ship's name.

Issues

VoiceAttack Tips¶

This will fill up eventually with tips on how to properly setup VoiceAttack for decent recognition.

Troubleshooting¶

This will fill up gradually with Troubleshooting tips as people run into common ones.

VoiceAttack does not understand me / mishears me / fires random commands¶

There is [a thread on the VoiceAttack forums](#) on how to set up your microphone and the speech recognition engine to work best.

If your microphone is bad and you still get erroneous recognitions when you are not speaking it is probably going to recognize the same command every time. You can remedy that by blocking the voice trigger.

1. Create a new command in your custom profile.
2. Set the "when I say" field to the trigger that gets misrecognized.

Adding the "Other" → "VoiceAttack Action" → "Ignore an Unrecognized Word or Phrase" action will also hide it from the VoiceAttack log when it is (wrongly) recognized. You might or might not want that.

Example for the "cruise" voice trigger of the Supercruise command:

Add a Command

This command is executed:

☑ **When I say:**   cruise

☐ **When I press keys:**   Not assigned

☐ **When I press button:**   Not assigned

☐ **When I press mouse:**   Not assigned

When this command executes, do the following sequence:

Do nothing (ignore command)

[Key Press]
[Mouse >]
[Pause >]
[Other >]
[Recorder]

Description   [_____]

Category   [_____ ▼]

☐ Send command to this target:

   ⦿ Active Window   ◯ [_____ ▼]

Recognition   [Normal ▼]

Command Type   [Full command ▼]

Prefix/suffix group   [_____ ▼]

☑ Allow other commands to execute

☐ Always execute this command

☐ Stop command if target window foc

☐ Resume command if focus is re

☐ Minimum confidence level   0

Repeating   [Execute only once]

  2   times

Alternatively you can raise the minimum confidence level and call the underlying command to make misfires less likely:

Edit a Command

This command is executed:

☑ **When I say:** cruise

☐ **When I press keys:** Not assigned

☐ **When I press button:** Not assigned

☐ **When I press mouse:** Not assigned

When this command executes, do the following sequence:

Key Press	Execute command, 'EliteAttack.jumpToSupercruise' (by name) (and wait until it completes)
Mouse >	
Pause >	
Other >	
Recorder	

Description

Category: additional voice triggers

☐ Send command to this target:

◉ Active Window ◯

Recognition: Normal

Command Type: Full command

Prefix/suffix group

☑ Allow other commands to execute

☐ Always execute this command

☐ Stop command if target window foc

☐ Resume command if focus is re

☑ Minimum confidence level 85

Repeating: Execute only once

2 times

There are a few examples in the [Custom Profile Example](#).

Watch in Action