

# Voice Attack ASMBL Free 3.23 Quick Reference



Takeoff and Landing
Prepare for takeoff
Launch [1-10] (Lifts off X seconds)
Final Approach   Prepare for landing
Drop to SCM mode and hail ATC
Lights on/off
Open/Close/Lock/Unlock doors
Secure/Unsecure [the ship]/Cast off
Max shields/Engines off - Engines On, reset power
Cast off and head to standard orbit
Cast off/Launch/Standard Orbit
Comms and Mobiglass
Damage Report – Repair/Restock/Refuel
Full Maintenance (Automated Repair, Restock & Refuel)
Open/Close mobiglass
Map   Comms   Contracts   Delphi journal
Mo.trader   Niknax   Loadout manager
Open [hailing frequencies; a channel]; Hail target
Select Radio [1-10] (DCS-SRS App)
Power Management
Power to engines/weapons/shields
Activate/Deactivate engines/weapons/shields
Max power to engines/weapons/shields (Shields up)
Power to shields & engines
Power up/down (the ship)
Balance/reset power
Ship Configuration
Configure Ballistics/Weapons/Wings/VTOL Yes/No
Configure [Ship Name] e.g. Carrack, Corsair, etc...
Sets Ballistics/Weapons/Wings/VTOL for ship
Configure Ship Defaults (Sets config to defaults)
Configuration Status
Delayed commands
Stand by to...[Command]
[Command]... On my mark
Now/Mark/Engage/Punch it (Execute delayed command)
FOIP
Reset/Recalibrate Head Tracking/FOIP
Toggle Head Tracking/FOIP
Reshade
Default/Infrared/Mining/Night Vision
Inventory and Selling
Quick Sell

Prefix for commands marked with \* (not implemented yet)

Navigation
NAV Mode on/off
Engage/Disengage Quantum Jump *
FTL/Jump/Leap/Warp/Warp Drive/Warp Factor 1-10
Standard/Half/Full Impulse   Impulse 1-100
Full/Half Trim
Set/Remove Trim – Trim On/Off (Set F10 hold keybind)
Engage/Disengage Cruise Control
Engage/Disengage Space Brake
Fire afterburner (1-20) *
Engage/Disengage coupling
Engage/Disengage ESP (Enhanced stick precision)
Engage/Disengage g-force safety
Emergency Boost/Ludicrous Speed *
Emergency stop/All stop *
Standard Flight (Full Impulse/Reset Power)
Let's get under way (gear up, wings out & reset power)
Standard/"Head for"/"burn to" orbit
Ship to 90 degrees in 3, 2, 1 & 10 sec afterburner
"Let's get under way" and "head to standard orbit"
"Let's get under way" and "standard flight"
Navigate to [Location Name]
Will automatically open nav map and select location
Combat
Activate/Deactivate missiles or gimbals
Fire missiles/Missiles away *
Increase/Decrease/Reset missiles
[Change;next] missile type
Red Alert/Battle Stations
SCM Mode/Standard Impulse/Flairs set to 2
Evasive Maneuvers/Get me out of here
NAV Mode/Full Impulse/Full Trim
Condition Green/Normal   Stand Down
NAV Mode/Reset Power/Full Impulse
Fire weapon one/two/all for five seconds
Suppression Fire (alternate weapon 1 & 2)
Cease Fire
Salvage
Toggle Fire Focused/Left/Right/Fracture/Disintegrate
Focus All/Left/Right salvage head(s)
Focus Fracture tool

Targeting & Defense
Select/Deselect Target
Next/Previous attacker
Next/Previous hostile
Target nearest threat/friendly/hostile
Next/Previous friendly
Pin target one/two/three
Select pin one/two/three
Next/Previous component
Launch countermeasures/decoy/noise field *
Panic fire countermeasures
Increase/Decrease burst by 1-5
Turrets
Remote turret one/two/three
Engage/Disengage turret ESP
Engage/Disengage turret gyro
Activate/Deactivate turret speed limiter
Increase/Decrease turret speed
Change turret fire mode
Scanning
Send radar ping
Activate/Start/Deactivate/Stop Scanning
Increase/Decrease ping angle
Activate/Deactivate scanner
Scan for lifeforms/deposits/information
Increase/Decrease scanner angle
Ping 360
Ping Forward (179 degrees)
Ping Detail/Narrow/Scan (2 degrees)
Utility
What time is it
Protocol Override Customize My Settings (Voice Pack)
Display Info [0-4]
Quit Game
Open Quick Reference (Joystick, Keyboard & VoiceAttack)
Reset Joysticks/Opentrack (Restart external app)
Camera
Cycle/Switch Camera/Cam/View
Camera/Cam 1-8/Default
Front/Rear/Left/Right
Bridge/Cargo/Medical/Mess Hall/Hab
Camera/Cam Save 1-8