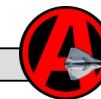


ASMBL Voice Attack/HCS Voice Pack ASTRA Quick Reference



Takeoff and Landing
Prepare for takeoff/landing
Launch [Light/Medium/Heavy] Lifts off 30m & retracts landing gear
Request take off/landing
Raise/Lower gear/Request docking *
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 Fully 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

Navigation
Activate/Deactivate quantum
Engage/Disengage quantum drive *
Standard Impulse/Impulse 15
Combat Impulse/Impulse 35
Half Impulse/Impulse 50
Impulse 0-100 Set speed limiter from 0-100 percent
Engage/Disengage Cruise Control
Engage/Disengage Space Brake
Fire afterburner (2, 5, 10)/X second burn *
Engage/Disengage coupling
Engage/Disengage ESP (Enhanced stick precision)
Engage/Disengage g-force safety
Emergency Boost/Ludicrous Speed *
Emergency stop/All stop *
Standard Flight/Steady as she goes (Impulse 15, reset p
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"
Set/Remove Trim – Trim On/Off (Set F10 hold keybind)
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 Impulse 15, reset power & activate gimbals
Evasive Maneuvers/Get me out of here Power to shields & engines & sets speed to max
Salvage
Toggle Fire Focused/Left/Right/Fracture/Disintegrate
Focus All/Left/Right salvage head(s)
Focus Fracture tool
Reshade
Default/Infrared/Mining/Night Vision
Inventory and Selling
Quick Sell

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
Change/Cycle/Switch camera
Camera/Cam 1-8/Default
Save Camera/Cam 1-8
Clear Camera View

Prefix for commands marked with *
Suffix for commands marked with *

Blue ASMBL Custom Commands
Yellow Proposed commands

Customized HCSVoicepack