

Voice Attack ASMBL Free 3.23.1 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 |
| <i>Stand by to/for... [Command] ...on my mark</i> |
| <i>Now/Mark/Engage/Execute/Punch it (run delayed cmd)</i> |
| FOIP |
| Reset/Recalibrate Head Tracking/FOIP |
| Toggle Head Tracking/FOIP |
| Reshade |
| Default/Infrared/Mining/Night Vision |
| Inventory and Selling |
| Quick Sell |

| Navigation |
|--|
| NAV Mode (Quantum Mode) |
| <i>Engage/Disengage Quantum Jump *</i> |
| <i>FTL/Jump/Leap/Warp/Warp Drive/Warp Factor 1-10</i> |
| 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 |
| <i>Afterburner (1-20) *</i> |
| Engage/Disengage coupling |
| Engage/Disengage ESP (Enhanced stick precision) |
| Engage/Disengage g-force safety |
| <i>Emergency Boost/Ludicrous Speed *</i> |
| <i>Emergency stop/All stop *</i> |
| 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 |
| Standard Combat Mode (Gun/Missile/Scan Mode) |
| Activate/Deactivate missiles or gimbals |
| <i>Fire missiles/Missiles away *</i> |
| 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 |
| <i>Launch countermeasures/decoy/noise field *</i> |
| 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 |

* Stand by...on my mark delayed command