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 (SCM & 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
Engines On/Launch 10/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
Max power to engines/weapons/shields (Shields up)
Activate/Deactivate engines/weapons/shields
Power to shields & engines
Power to shields & weapons
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/for… [Command] …on my mark
Now/Mark/Engage/Execute/Punch it (run delayed cmd)

FOIP

Reset/Recalibrate Head Tracking/FOIP
Toggle Head Tracking/FOIP

Reshade

Default/Infrared/Mining/Night Vision

Inventory and Selling

Quick Sell – 1 sec click at mouse location

* Stand by…on my mark delayed command

Navigation

NAV Mode (Quantum Mode)
Engage/Disengage Quantum Jump *
Warp Factor 1-10/Jump/Warp/Warp Drive
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
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
Nav Mode & 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] – Auto Nav map to local

Combat

Standard Combat Mode (Gun/Missile/Scan Mode)
Activate/Deactivate missiles or gimbals
Fire missiles/Missiles away *
Increase/Decrease/Reset missiles	Set Missiles to 1-4
[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
Condition Yellow/Yellow Alert
SCM Mode/Full Impulse/Shields up
Fire weapon one/two/all for five seconds
Suppression Fire (alternate weapon 1 & 2)
Cease Fire/Belay That Order/Stop Macro

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/hostile/friendly/component
Target nearest threat/friendly/hostile
Pin target one/two/three
Select pin one/two/three
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

Scan mode (switch to scan mode)
Ping/Scan
Continuous Ping/Scan
Increase/Decrease ping/scan angle
Scan for lifeforms/deposits/information
Ping 360/Ping Forward (179)/Ping detail (2)

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

Tractor Beams

Configure Tractor Defaults (hand tractor beam)
Configure Tractor Hand/Ship
Tractor Pull/Push 1-250 (in meters)