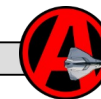


# Voice Attack ASMBL Free 4.1.1 Quick Reference



| 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/shields & weapons          |
| Power to weapons & shields/weapons & engines          |
| Power up/down (the ship)                              |
| Balance/reset power                                   |
| Ship Configuration                                    |
| Configure Ballistics/Weapons/Wings/VTOL Yes/No        |
| Configure Power Management 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)                     |
| On Foot   |
| Medic – uses multi-tool to heal and then holsters       |
| Patch me up – uses equipped medpen to heal              |
| Select item/gadget/melee/rifle/sidearm                  |
| Holster   |