

The background of the entire page is a dark, space-themed illustration. In the upper left, a sleek, dark spaceship with a prominent cockpit is shown from a low angle, appearing to fly towards the viewer. In the upper right, the planet Saturn is visible with its iconic rings. The bottom half of the image is filled with a dense field of brown, rocky asteroids of various sizes. The overall color palette is dark, with highlights on the spaceship and the orange text and box providing contrast.

2019

Project A.L.I.C.E

USERS MANUAL

VER 3.4.0

Table of Contents

A.L.I.C.E Quick Start Guide	2
Discord Servers:	2
Project A.L.I.C.E Installation:	2
A.L.I.C.E Introduction & Features.....	7
Introduction	7
Standard Profile	7
Commander Profiles	9
Under Construction Notice	9
Disclaimer.....	10
License Agreements	10

A.L.I.C.E Quick Start Guide

Discord Servers:

Elite Dangerous Community Server: <https://discord.gg/DACkEgh>

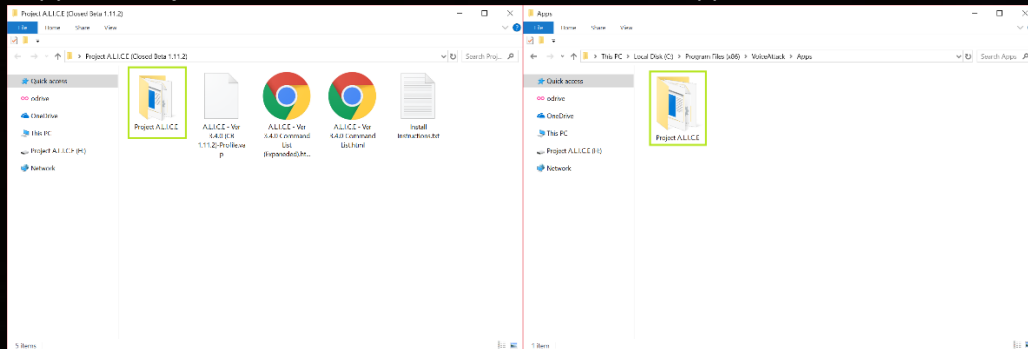
Project A.L.I.C.E Server: <https://discord.gg/6qCJBvn>

Project A.L.I.C.E Installation:

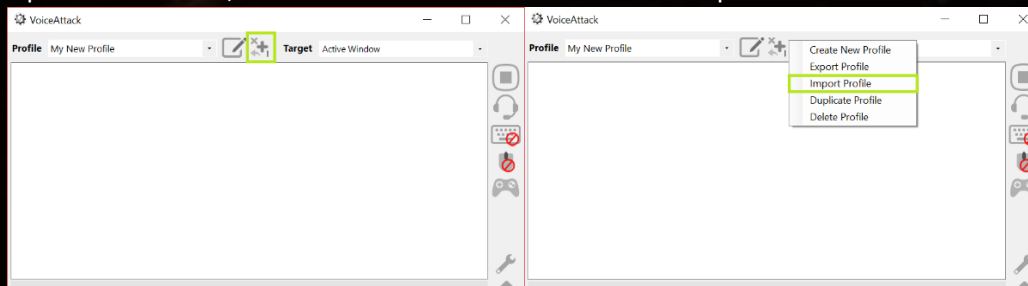
**** NOTE: During Installation if you run in to an error try running Voice Attack as administrator.**

Depending on your version of windows and your setting Voice Attack might not have the permissions required to create new folders in the My Documents folder. This is where all your user data, setting and generated files saved.

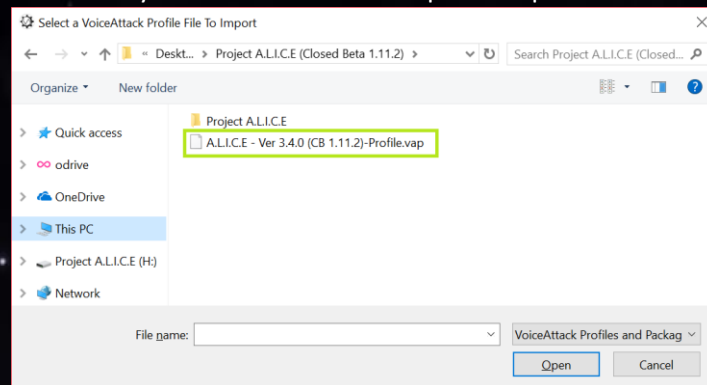
1. Extract the downloaded files to your desktop or another easy to access location.
2. Navigate to your Voice Attack Apps folder:
 - a. (Regular Version) Unless you've installed Voice Attack in a different location the default location is here. C:\Program Files (x86)\VoiceAttack\Apps
 - b. (Steam Version) Right "Voice Attack" in your installed games list.
 - c. (Steam Version) Select "Properties".
 - d. (Steam Version) Select the "Local Files" tab.
 - e. (Steam Version) Select "Browse Local Files..."
 - f. (Steam Version) Open the "Apps" Folder.
3. Copy the "Project A.L.I.C.E" folder in to the Voice Attack Apps folder:



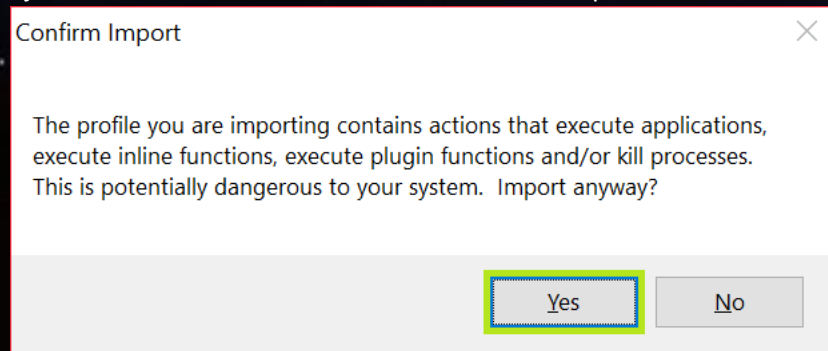
4. Open Voice Attack, Select the Profile Actions Button and Import the A.L.I.C.E Profile.vap



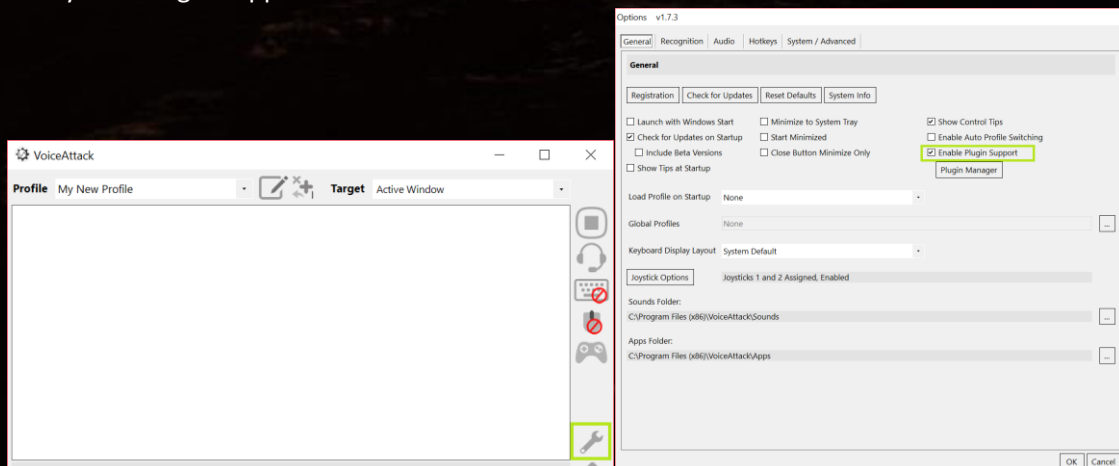
5. Navigate to extracted files you downloaded and Import the provided Voice Attack Profile (.vap)



- a. You may get a confirmation window informing you that the profile executes applications. Project A.L.I.C.E has a Community Toolkit that allows you to manage your profile. This toolkit is standalone from Voice Attack and is opens when you start up Project A.L.I.C.E. Select Yes to continue with the Import.



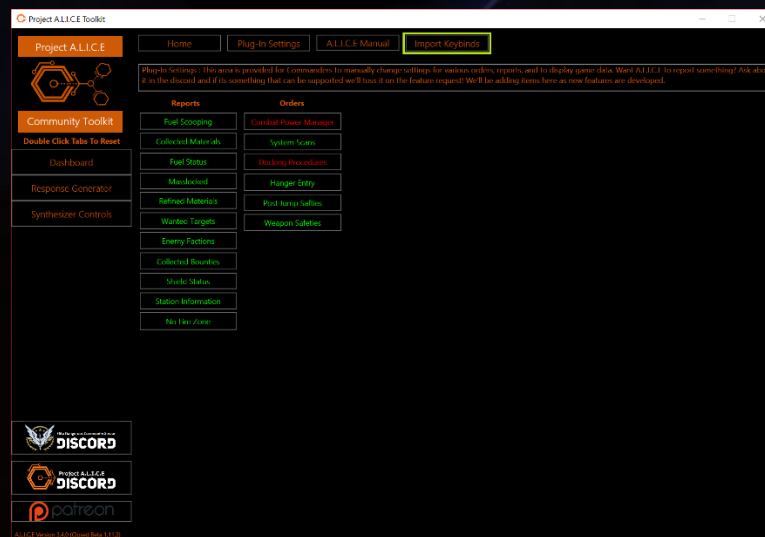
6. Verify that Plugin Support has been Enabled and restart voice Attack.



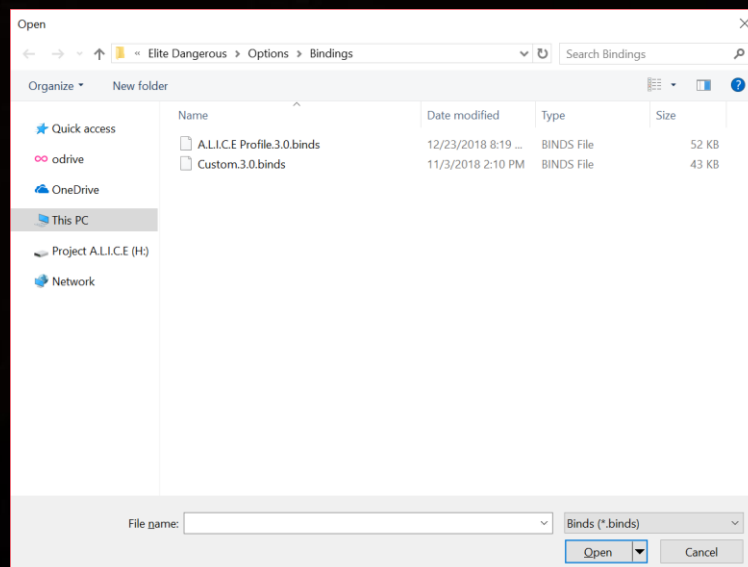
7. (Optional / Experimental) Use the Community Toolkit to import your keybinds to the **A.L.I.C.E Profile.3.0.binds**.

NOTES: This feature will copy over ALL controls in the LEFT SIDE of the selected games bindings over to the LEFT SIDE of your **A.L.I.C.E Profile.3.0.binds**.

WARNING: Using this feature will Hard copy all your controls, this bypass' the games conflict detection you see when your are assigning controls in game. What does this mean? It means you could map the same key controls to two different items. This is unlikely because A.L.I.C.E's binds use either the default game controls, or a complex set of controls that are on opposite sides of the keyboard. Be mindful you might have to troubleshoot your keybinds if something is acting weird.



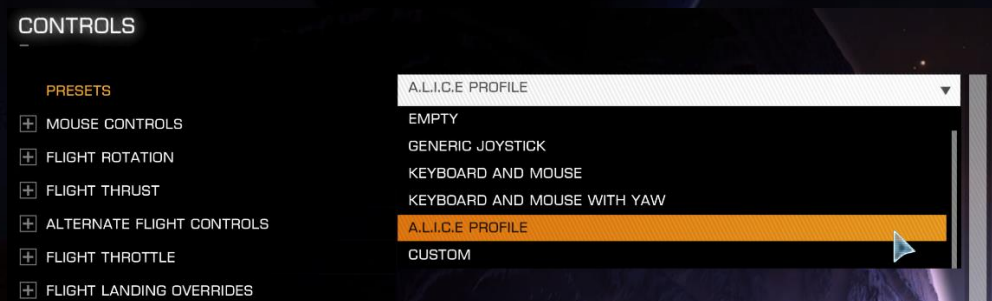
Select your OLD profile you were using prior to installing A.L.I.C.E. In the example below mine was the Custom.3.0.binds.



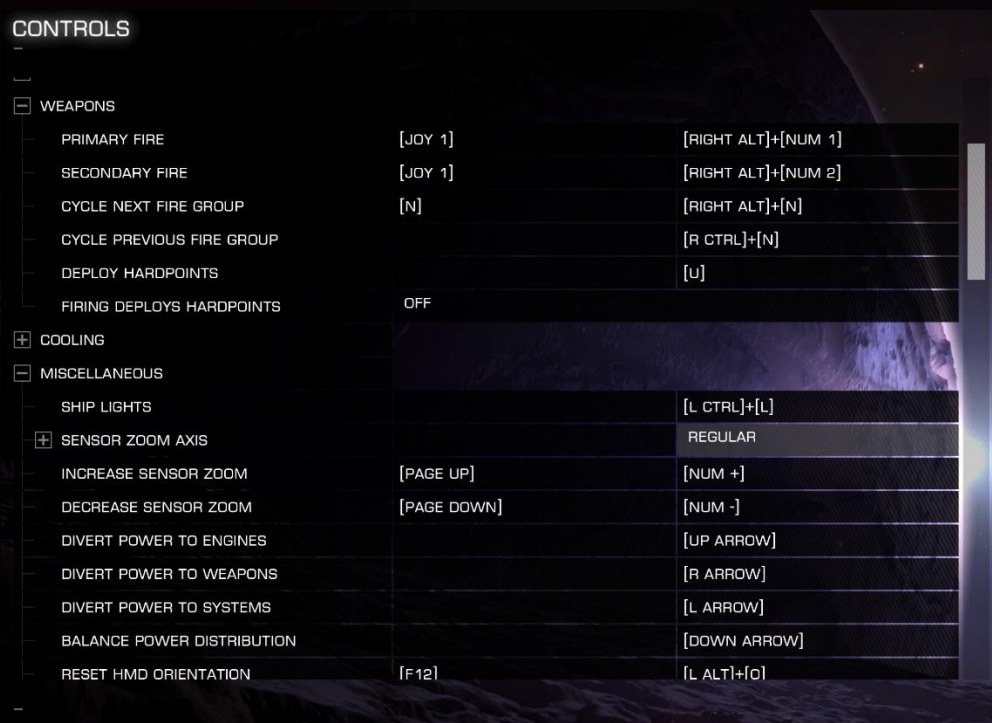
8. Start up Elite Dangerous and navigate to your game Controls.

NOTE: When you start up Voice Attack and Initialize Project A.L.I.C.E she will check to see if the **A.L.I.C.E Profile.3.0.binds** is installed. If it is missing, she will copy a default version over to the games binds directory. If you mess up and want to delete, wish to reset, or make a backup copy of your binds you can do that here: C:\Users\YOURUSERNAME\AppData\Local\Frontier Developments\Elite Dangerous\Options\Bindings

9. From the drop down list select the “A.L.I.C.E PROFILE”



10. Verify / Add Your Controls In the LEFT COLUMN of the Profile.



KEYBIND RULES:

- A.L.I.C.E will only use the RIGHT COLUMN for controls.
- A.L.I.C.E will only use KEYBOARD controls.
- You CAN change the items in the Right Column. You just have to restart Voice Attack / Project Alice for them to take effect.

A.L.I.C.E's controls allow you to share keybinds or define keybinds for both the user and her to use so you don't fight for control of the ship. While you may come to depend on A.L.I.C.E for ship control I recommend you establish a bare minimum of controls to allow for safe navigation of your ship, and critical equipment operation in cases where Voice Attack or the Plugin Fails.

Example of a critical item... Silent Running. No one wants to die because they don't have user controls bound for this when it is turned on and they can't turn it off manually if something happens.

11. Click Apply to save your Control Settings and restart Voice Attack / Project A.L.I.C.E one last time. Afterwards learn some commands and enjoy playing the game.

A.L.I.C.E Introduction & Features

Introduction

The first question I get asked usually is. What is A.L.I.C.E or What does A.L.I.C.E stand for? A.L.I.C.E stands for Artificial Limited Interface & Command Extension. Some people will wonder about the name and how it came to be. The short answer is I just really like the name Alice and I used my amazing word forging skill, Google-fu experience and spent 5 mins till I found something that fit. I just really wanted the project to be named Alice.

A.L.I.C.E's main goal is to help you enjoy the game while giving you active feedback to improve your understanding of the game mechanics, your actions, and help you get out of those tight situations. She provides a wealth of feature for users to create their own content building off the basic install I provide. I'll explain some of those in detail below in other sections.

Standard Profile

There is a standard profile provided with the plugin. This covers almost all the basic functions in the game and allows you control of all the actions the plugin provides. More details about the list of commands how the plugin functions will be discussed in other sections. I've constructed the Standard profile to be flexible with updates and new addition. As the game develops, the community creates content, and the hamsters that power my brain wake up to allow me to think of new content the standard profile will expand with new feature.

Version 3.4.0 Profile Structure:

- A.L.I.C.E: [00] Keypress Tracking
 - This is the only place you (the user) will have to assign your keys. These commands give access to some of the Project more advanced features. These are optional but with out them some systems will not fully work. Each time the Main profiles updates, you will have to set these again.
- A.L.I.C.E: [01] Keybinds
 - A Command list that allows you to call individual key press' that are assigned in game. These commands are mapped to the in game keybinds when Voice Attack starts. These are dynamically loaded from your **A.L.I.C.E Profile.3.0.binds**.
- A.L.I.C.E: [02] Custom Event Triggers
 - A.L.I.C.E will create custom events based of things that occur in game. When the events occur these commands will be executed from the plugin.
- A.L.I.C.E: [03] Journal Event Triggers
 - These are the standard event that occur in the Journal Log. When they appear in the log these commands will be executed from the plugin.

- A.L.I.C.E: [04] Plugin Controls
 - This group of commands controls Initialization of the Plugin, Muting/Unmuting the Plugin, Debug Mode, Extended Logging, Status Logging, and Speed Controls for Panels, Fire Groups, Power, and Throttle.
- A.L.I.C.E: [10] Orders
 - Commands that give standing orders to A.L.I.C.E on how to operate under certain conditions. These can also be controlled via the Community Toolkit.
- A.L.I.C.E: [11] Reports
 - Commands that enable/disable reports A.L.I.C.E will give you about the game. These can also be controlled via the Community Toolkit.
- A.L.I.C.E: [12] Status
 - A Dynamic series of questions to you ask A.L.I.C.E on items in the game.
- A.L.I.C.E: [13] Overrides
 - Commands provided incase you want to bypass the Plugins Validation checks and force the operation of certain items.
- A.L.I.C.E: [14] Assisted Power Management
 - Commands to Control the Power Management System when its activated and set up.
- A.L.I.C.E: [15] Assisted Firegroup Management
 - Commands to assign Utility & Defense based modules that are supported to the Assisted Firegroup Management system.
- A.L.I.C.E [16] Assisted Targeting System
 - Commands used to configure scans, start scans, stop scans, modify scans, add factions or pilots to whitelists and add factions or pilots to backlists.
- A.L.I.C.E [17] Modes of Operation
 - Commands for configuring your ship for standard modes of operation.
- A.L.I.C.E [18] Power Controls
 - Commands for Basic Power Controls
- A.L.I.C.E [19] Throttle Controls
 - Commands for Basic Throttle Controls
- A.L.I.C.E [20] Firegroup Controls
 - Commands for Basic Power Controls

- A.L.I.C.E [21] Vehicle Controls
 - Commands for Basic Vehicle Controls
- A.L.I.C.E [22] Remote Vehicle Controls
 - Commands for to remote control your Mothership and Fighters.
- A.L.I.C.E [23] Targeting Controls
 - Commands for Basic Targeting Controls
- A.L.I.C.E [24] Navigation
 - Commands used for traveling.
- A.L.I.C.E [25] Exploration
 - Commands used to operate exploration features and modules such as Orbit Lines, Composite Scanner, Surface Scanner, FSS Scanner, or conducting a Discovery Scan.
- A.L.I.C.E [40] Shared Panel Controls
- A.L.I.C.E [41] Galaxy Map
- A.L.I.C.E [42] System Map
- A.L.I.C.E [43] Target Panel
- A.L.I.C.E [44] Comms Panel
- A.L.I.C.E [45] Role Panel
- A.L.I.C.E [45] System Panel
 - Collection of commands that allow control of panels, or execution of items on the panels.

Commander Profiles

I strongly recommend if you wish to create your own commands, which I really encourage, that you create your own profile and link it to the main A.L.I.C.E profile as a child profile. This will allow you to update the Main profile without losing or damaging your custom commands. More about custom command creation will be provided in a later section.

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