ELITE DANGEROUS

* Sensors – Selection, tracking.
* Tools – Gather other objects.
* Avionics – head tracking optimized panels.

* Thrust - Vectored with assist (adaptive PID equivalent).

* Recoverable – glideslope.

DCS FA18C "Hornet"

* Sensors – Selection, tracking, locking.
* Thurst – Basic autopilot.
* Recoverable – glideslope.

VR HMD
PiTool
SteamVR
param

HOTAS
Right stick vehicle.
Left throttle – thrust, vector, sensor axes.
JoystickGremlin

Voice
VoiceAttack

Communications
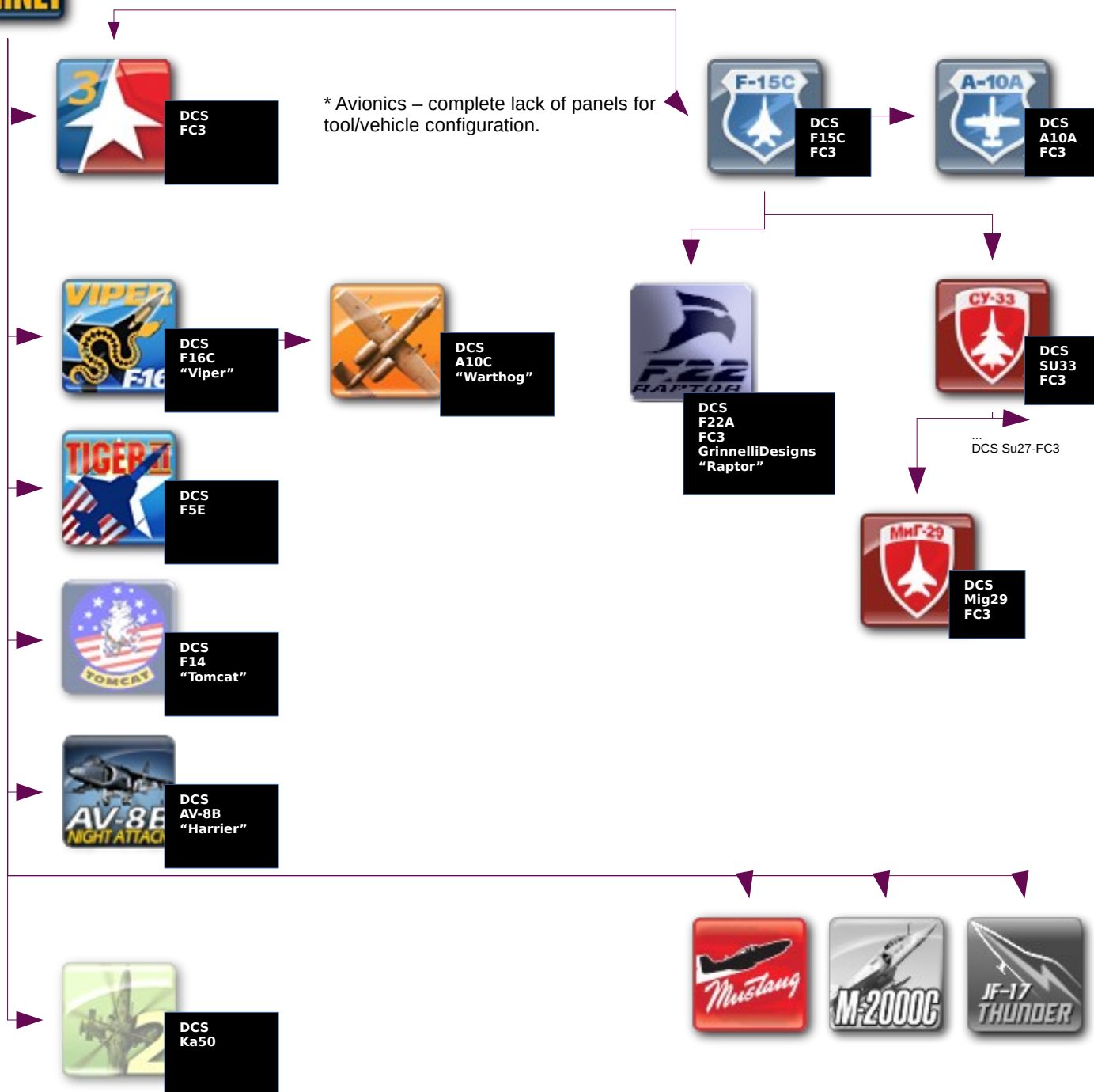*SimpleRadioStandalone*
Discord
TeamSpeak

Panels
Variant Unique
OVRDrop
PanelBoard

DISCLAIMER

Intended to identify and make use of commonality, the opposite of uniqueness, among widely understood control requirements, which are fundamental in nature as well as common knowledge, and therefore consequently found in various living organisms as well as human made systems.

Any indication of 'root' control requirements originating from a specific human made or natural system is expected to represent an arbitrary choice which may ignore at least some unnoticed human made or natural systems.

In no way whatsoever shall this document be misconstrued, in regards to control requirements, to imply any human made system possesses origionality, novelty, non-obviousness, or other criteria which may be subject to any claim under any intellectual property law, including but not limited to patent or copyright.

HORNET

DCS FC3

* Avionics – complete lack of panels for tool/vehicle configuration.

DCS F15C FC3

DCS A10A FC3

DCS F16C "Viper"

DCS A10C "Warthog"

DCS F22A FC3 GrinnelliDesigns "Raptor"

DCS SU33 FC3

... DCS Su27-FC3

DCS F5E

DCS Mig29 FC3

DCS F14 "Tomcat"

DCS AV-8B "Harrier"

DCS Ka50

Primary O⇒_M○	Up	Trim Elevator PUSH RCTL ;	Down	Trim Elevator PULL RCTL .	Left	Trim Aileron Left RCTL ,	Right	Trim Aileron Right RCTL /	Press
Primary O⇒_U⇑									
Primary O⇒_D⇓									
Primary I⇐_M○									
Primary I⇐_U⇑									
Primary I⇐_D⇓									

Voice Commands

Canopy Toggle

Conventions – Input Keybind Typical

DX09-DX16	Variant unique. Preferred when required due to conflicts, continuous hold, or excess combined key press.
LAlt LShift v	VR/AR Align.
RAlt z	VR/AR Zoom.
DX09-DX16	Variant unique. Preferred when required due to conflicts, continuous hold, or excess combined key press.
LAlt LShift v	VR/AR Align.
RAlt z	VR/AR Zoom.

RESERVATIONS – Do NOT conflict input keybinds for ANY other purpose!

LCtl LAlt LShift Del	Dummy. ONLY use to effectively blank out a keybind in a program which does not allow clearing the keybind entirely.
DX01-DX04, DXHAT	Typical default inputs matching specific joystick buttons.
DX21-DX32	Voice communications/commands.
DX21-DX23	Radio DX21/Left/Top/VHF-AM, DX22/Right/Bottom/VHF-FM, DX23/Center/UHF.
DX24-DX26	Radio DX24/Selected. Radio DX25/Ground/Intercom. Radio DX26/Special/Magic/built-in-voice(sim).
DX27	DO NOT USE
DX28	Voice Recognition Command PTT.
DX29, F23	Team PTT (eg. TeamSpeak/Mumble)
DX30, F22	Whisper PTT (eg. TeamSpeak)
DX31	DO NOT USE
DX32	Standby PTT (eg. Discord)
F16-F21	WhisperList (eg. TeamSpeak)
F24	Recorder PTT
F13, L_Shift F13, F14, L_Shift F14	Recorder
RAlt B	Event
RWin 0-9	Automation – EMCON.
RWin a-z	Automation.
RAlt Back	Internal. Transmit desktop video to headset computer, or reset headset.
LAlt 0-9	Internal. Desktop switching.
LAlt LWin 0-9	Internal. Desktop switching.
LWin F1-F12	Internal. Taskbar specific window selection.
RWin LShift 0-9	Internal. Activity switching.
RWin LShift a-z	User MFD. Most commonly interacted with. NOT standby high-reliability minimum-use HUD repeater or similar.
Ctl Back, Alt Ctl Back	CAUTION. Avoid any allocation.
Ctl Alt Del	CAUTION. Avoid any allocation.
Alt Tab, Alt Shift Tab	CAUTION. Avoid any allocation.

Allowances – Unoccupied Typical

RWin [[!LShift][RShift][!LAlt][!RAlt][LCtl][RCtl]]	RWin with at least one modifier.
LWin [![LAlt][!RAlt]]	LWin with at least one modifier.
RWin [[!LShift][RShift][!LAlt][!RAlt][LCtl][RCtl]]	RWin with at least one modifier.
LWin [![LAlt][!RAlt]]	LWin with at least one modifier.