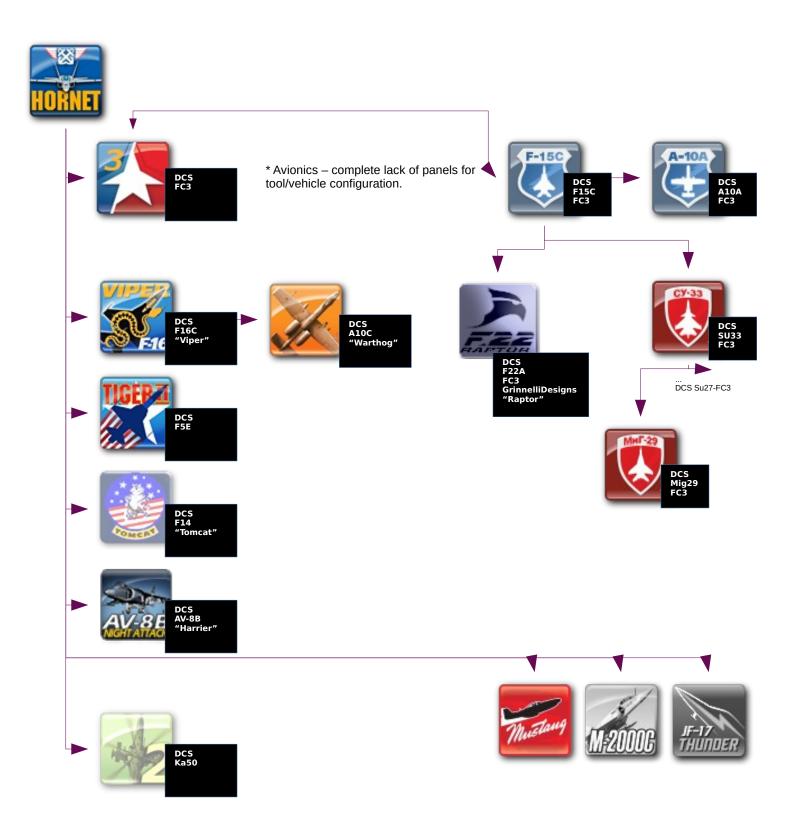


## **DISCLAIMER**

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.





## **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, DX20 VR/AR Align. RAlt z, DX19 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.
DX19-DX20	VR/AR Zoom. VR/AR Align.
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
RAIt B	Event
RWin 0-9	Automation – EMCON.
RWin a-z	Automation.
RAIt Back	Internal. Transmit desktop video to headset computer, or reset headset.
LAIt 0-9	Internal. Desktop switching.
LAlt 0-9 LAlt LWin 0-9	Internal. Desktop switching.  Internal. Desktop switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection.
LAlt 0-9 LAlt LWin 0-9	Internal. Desktop switching.  Internal. Desktop switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9  LAlt LWin 0-9  LWin F1-F12  RWin LShift 0-9  RWin LShift a-z	Internal. Desktop switching. Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.
LAlt 0-9 LAlt LWin 0-9 LWin F1-F12 RWin LShift 0-9	Internal. Desktop switching. Internal. Taskbar specific window selection. Internal. Activity switching.  User MFD. Most commonly interacted with. NOT standby high-reliability minimum-use HUD repeater or similar.

**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.