HCS VOICEPACKS
Voice commands
Command Reference Manual

ELITE
DANGEROUS

The prerequisites for the using (all voice packs):
Elite Dangerous or Star Citizen for PC only and a registered version of Voice Attack software, both of which must be installed. Note! The voice pack will not work with a trial version of Voice Attack so please register the full version. The "Plugins installer" which comes with the pack + the voice pack installer itself (2 x setup files).

Microsoft Windows 10 is the chosen platform. US & UK versions of Win7/8 will also work providing voice recognition is available (Win 7 pro including language support for voice recognition is recommended for other language support). A microphone (Headset & mic recommended).

Voice Attack software is available here – www.voiceattack.com
How to set up your keybindings - https://youtu.be/ZSt1icGhP8E

For support, you're welcome to email us - info@theqnn.com
Our forum has a great support ethic and some fine fellow gamers
forum.hcsvoicepacks.com

Nothing Works! Send us an email and we'll schedule a Skype session and get things running, just email us - info@theqnn

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If you already have "Voice Attack" software and have trained Microsoft Speech Recognition skip to step 4.

1. Plug in your microphone, then, in Windows desktop in the search box on the task bar, type "Speech Recognition", then select Windows Speech Recognition. After you complete this process your PC will be set up to recognise your voice.

2. Download the latest version of "Voice Attack", install to default path and run the program.

3. Register Voice Attack - Click the options/spanner icon and enter your registration code for the Voice Attack software. Only the fully registered version of Voice Attack will support the voice packs.

4. Make sure VoiceAttack software is closed - Run the Voice Pack Plugins "InstallPlugins.exe" first. then the setup.exe and install the voice pack. Always use the default paths.

5. Once the pack setup is complete, start Voice Attack in Administrator mode –
Click the spanner icon (wrench), then tick "ENABLE PLUGIN SUPPORT". Restart VoiceAttack and then click "Import profile", then browse to C:\Program Files (x86)\VoiceAttack\Sounds\hcspack\Profiles and import the chosen "Profile" and then click "done". Other "add on" profiles are also available in the themes directory.

6. Next, set up the Elite Dangerous keybindings, which will have to be set up in "game controls" (5 minutes), there's a link to the video "Keybindings" included with the pack.
https://www.youtube.com/watch?v=ZSt1icGhP8E

7. ALWAYS restart VoiceAttack each time you import a profile, and ALWAYS MAKE SURE VOICEATTACK IS RUNNING BEFORE YOU LAUNCH THE GAME.

8. If something doesn't work, or, you get stuck, get in touch by email - info@theqnn.com, or, visit forum.hcsvoicepacks.com – we want EVERYONE to be able to have a pleasant and engaging experience with the pack, so supporting and helping you is the number one priority!

Required for the functionality of the profile - The spoken command **Import my control settings** will import your keybindings from the game if you make a change to them. Choose whatever keys you wish :)

0. I am approaching the obelisk. (MONOLOGUE)

1. Obelisk, identify yourself.

2. So what is it you do here?

3. And why is that?

4. What kind of event?

5. That isn't telling me anything.

6. What's happened to your memory?

7. You're an artificial intelligence aren't you?

8. What are you precisely?

9. How convenient.

10. Can you tell me how long you've been here?

11. What is the purpose of the obelisk?

12. So the obelisk is your home?

13. You're familiar with humans, how?

14. You said you can be here and elsewhere simultaneously.

15. Are there others of your kind?

16. Are you referring to my ship's Ai?

17. You said an event occurred just before I arrived, what do you think that means?

18. You're communicating with my Ai?

19. My Ai has no mention of you before.

20. You want to reside on my ship?

21. Would you be prepared to follow my orders?

22. I'll consider it providing you attempt to explain your origins

Orion is an artificial intelligence?
A non corporial entity of some kind?
A programmed virtual assistant?
Believe whatever you want to believe

Introduction

Welcome Commander! The command manual contains many of the more commonly used commands for use with the HCS Voice Pack collection. Most of what you will see in this manual will cover everything from your thruster controls right through to deploying your surface recon vehicle.

Each command listed will have a brief explanation of what it will do, and you will also find some other useful tips too.

There's more than one way to ask your virtual assistant to do much of what we have listed, however, this is a great starting point for you and your new virtual assistant to get things running.

You'll also find some useful information about where you can view the voice packs in action, on various Twitch streams and YouTube. And other vital information on how to use the "Interaction Mode" which some of the voice packs have, which will allow your virtual assistant to speak to you at random times.
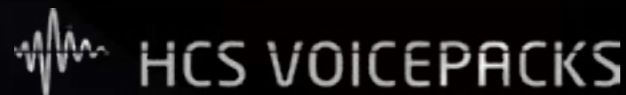
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Look out for further information on our forums right here
Forum.hcsvoicepacks.com
If you have any suggestions for the voice packs or even this manual, be sure to let us know by emailing us here.
Info@theqnn.com

ELITE
DANGEROUS

- Taking off, landing & requesting permission to dock.
- Flight & jump commands.
- Power distribution.
- Cartography interface & navigation - Plotting routes
- Weapons, targeting & countermeasures.
- Planetary landings, SRV & fighter commands
- Radar & panels
- Yes / No responses & Combination commands
- Invoke Interaction & character extras
- Video links, social networking & Twitch

Launch. This will start the launch sequence and the docking clamps will release.

Departure handover. After the launch sequence, your docking clamps are released. You can then execute this command. This will then raise the ship to 30 metres and retract the landing gear. PLEASE NOTE! If you are docked, this command will combine the launch as well - In other words, "Departure handover" will launch the ship and raise it from the pad.

Retract landing gear. This will raise the ship's landing modules.

Deploy landing gear. This will deploy the ship's landing modules.

Request docking. If you are close enough to contact the station or landing zone (7.5KM), a request to dock will execute, the authority will then confirm permission to dock with a landing pad allocation.

Refuel and repair. Opens station's services, replenishes fuel, ammo and repairs

Open / Close StarPort services. Opens station's services menu.

Flight assist off. Thrusters for Newton's laws of motion.

Flight assist on. Thrusters for assisted flight.

Stop engines. Zero the throttle. Forward motion also zero'd.

XX percent. From 10% through to 100%, this adjust the throttle setting for the ship's velocity in increments of 10% (25%, 50%, 75% are also included).

Quarter impulse. Quarter, half, three quarter and full impulse can be used to adjust the ships velocity in increments of 25%.

Main drives XX percent. From 10% through to 100%, this adjust the throttle setting for the ship's velocity. For hyperspace velocity responses. (25%, 50%, 75% are also included).

Engage jump drive. Execute supercruise / FTL velocity / jump to hyperspace.

Disengage. Exit super cruise / Exit FTL velocity / jump

Protocol overide silent runing on / off. Closes heat vents - use with caution!

The engine commands all do much the same thing. But to make it more immersive, you should use "Main drives" for faster than normal space flight (FTL & supercruise). Fo SciFi movie fans, the "Impulse" commands are great!

Power distribution

Balance power. Distribute power equally for engines, systems & weapons.

Power to engines. Maximum power to engines.

Power to systems. Maximum power to systems.

Power to engines & weapons. Or any other combination

Balance power to engines & weapons. Half and half (Any combination)
Power to [ENGINES;SHIELDS;WEAPONS] and [ENGINES;SHIELDS;WEAPONS] Sets 4 pips to the first and 2 pips to the second.
Balance power between [ENGINES;SHIELDS;WEAPONS] and [ENGINES;SHIELDS;WEAPONS] Sets 3 pips to the first and 3 pips to the second.

Cartography interface & navigation

Galaxy map. Executes the stellar cartography interface.

Close galaxy map. Closes the stellar cartography interface.

System map. Opens the system cartography interface.

Close system map. Closes the system cartography interface.

Next system in route. Targets the next system in your route plan.

Weapons, targeting & countermeasures

Deploy hardpoints. Deploys the weapons.

Retract hardpoints. Retracts the weapons.

Target. Selects target ahead / in view.

Next Target. Selects next target (friend or foe, anything).

Next hostile. Selects next hostile.

Previous hostile. Selects previous hostile.

Target highest threat. Selects highest threat.

Next subsystem. Selects next subsystem.

Previous subsystem. Selects previous subsystem.

Launch chaff. Chaff countermeasures will deploy.

Next fire group. Selects next loadout .

Previous fire group. Selects previous loadout.

Using the following commands you can have your Ai enter coordinates for you, using the name of the engineer, e.g. "Set course for Felicity Farseer". This will open the galaxy map, and automatically enter the system's name for you – All that's required from yourself is to simply click to plot the route. The terms below will apply.

Engineers locations:
Set course for (Engineer name). e.g. "Set course for Felicity Farseer".

Once your Ai has finished plotting the course, it will say "Please confirm selection" - simply click to plot the route , then, reply with the following:
Destination confirmed, thank you. Galaxy map will automatically exit.

ASTRA ONLY - Upon arrival to the system of your chosen engineer, your Ai will inform you which planet or moon you should head to automatically - Including the coordinates of the engineer's location on the surface, as well as the name of the base the engineer resides on. You can also request this information by asking the following:
Where do I meet (Engineer name) e.g. "Where do I meet Felicity Farseer"

The current "Engineers". (FOR ASTRA ONLY)
Felicity Farseer - Todd The Blaster Mcquinn - Elvira Martuuk.
Liz Ryder - The Dweller - Lei Cheung - Selene Jean - Hera Tani.
Broo Tarquin - Marco Qwent - Zacariah Nemo - Didi Vatermann.
Colonel Bris Dekker - Juri Ishmaak - Professor Palin - Bill Turner.
Lori Jameson - Ram Tah - Tiana Fortune - The Sarge.

Using the following commands you can have your Ai enter coordinates for you, using either the system name, or, the specific point of interest - "Set course for the alien scout ship". This will open the galaxy map, and automatically enter the system's name for you – All that's required from yourself is to simply click to plot the route. The terms below will apply.

Points of interest:
Set course for the (Point of interest). e.g. "Set course for the alien scout ship".

Once your Ai has finished plotting the course, it will say "Please confirm selection" - simply reply with the following:
Destination confirmed, thank you. Galaxy map will automatically exit.

ASTRA ONLY - Upon arrival to the system of your chosen point of interest, your Ai will inform you which planet or moon you should head to automatically - Including the coordinates of the point of interest's location on the surface. You can also request this information by asking the following:
Where do I find the (Point of interest) e.g. "Where do I find the alien scout ship"

The current points of interest.
Crashed alien ship - Barnacles - Large alien crash site
Alien scout ship - Ancient ruins

Planetary landings, SRV (Surface Recon Vehicle)

Prepare for orbit. Use on approach to planet, slows you to 50% + Max shields

Deploy the SRV. Deploys the surface recon vehicle.

SRV recovery. Retracts the surface recon vehicle.

Dismiss the ship. Ship takes off (MUST BE BOUND TO left alt + X) - Toggle

Recall the ship. Ship lands (MUST BE BOUND TO left alt + X) - Toggle

Go for launch. Semi-assisted launch to orbit sequence. Just a pitch up is required during the sequence. (from planet surface only)

SRV recovery and launch now. The surface recon vehicle will be recovered, coupled with "Go for launch".

You can use other standard commands for some of these like "deploy hardpoints" for the turret mode.
"Take the ship into orbit" for dismissing the ship as another alternative.

Deploy turret. Switches to SRV turret mode.

Retract turret. Switches to SRV from turret.

Prepare for immediate dustoff. Lands, deploys SRV , ship leaves. If you're on the surface the ship will return, once aboard it will execute "Go for launch" and takeoff

Fighter commands

Deploy the fighter / fighter 2. Deploys the fighter.

Recall the fighter. Recalls the fighter (MUST BE BOUND TO Left alt + R)

Follow me. Orders fighter to follow your ship (MUST BE BOUND TO left alt + F)

Hold position. Orders fighter to hold position (MUST BE BOUND TO left alt + S)

Attack my target. Orders fighter to attack (MUST BE BOUND TO left alt + T)

Hold your fire. Fighter will cease fire (MUST BE BOUND TO left alt + H)

Defensive posture. Guards your ship (MUST BE BOUND TO left alt + D)

Aggressive posture. Weapons free (MUST BE BOUND TO left alt + A)

IT IS ADVISABLE TO USE THESE BINDS

OR, YOU CAN USE YOUR OWN BINDINGS

Occasionally your Ai will ask you what you'd like to do next. For this to function you need to switch it on with the command "INVOKE ON" - If you don't require it ,"INVOKE OFF".

For instance, it may ask you if you'd like:

1. To deploy the landing modules

2. To transfer power to shields

3. To clear the area and jump to next sytem

4. To scan the system with the discovery scanner

You can answer these statements with :

1. Yes please

2. No thank you

There may be other ways of answering, additonally "yes" or "no" will also do.
These are timed events, so your Ai will wait for a short time for you to answer (5 seconds).

Increase sensor range. Decreases sensor range.

Decrease sensor range. Increases sensor range.

Zoom in max. Decreases sensor range to minimum.

Zoom out max. Increases sensor range to maximum.

These are for the SRV and your ship's radar

Open left panel.   Display the navigation / target panel.
Open right panel.   Display the systems / Status panel.
Open role panel.   Display the role / SRV, fighters panel.
Close left panel.   Close the navigation / target panel.
Close right panel.   Close the systems / Status panel.
Close role panel.   Close the role / SRV, fighters panel.
Open comms panel.   Opens the communications menu.
Close comms panel.   Closes the communications menu.
Exit panel / Look ahead.   Closes any panel and looks ahead
Run diagnostics.   Put your panels in the default position first (make sure they all begin from the left tab) - It will resets panel tracking for you if they are out of sync.

YOU CAN USE THESE PANEL TAB COMMANDS TOO
e.g. "Navigation" - "Status"
Just open the panel and take a look at the various tabs - each one can be called upon to open the same way.

Combination commands

Clear the area and prepare for jump Boost from station and supercruise within local system.

Clear the area and prepare for system jump Boost from station and jump to hyperspace (other star system).

System jump now please Jumps to next system, zero's throttle before exit

Explorer jump please Same as system jump with discovery scan at next system

Clearance velocity please Moves slowly from star, increases velocity in steps.

Clearance velocity and system jump please Moves slowly from star, increases velocity in steps, then jumps to next system

Go for launch Semi assisted launch to orbit sequence (from planet surface only) just pitch up after ascent - ship will boost when vertical

SRV recovery and launch now Both the buggy recovery and "go for launch" commands are combined

Deploy the SRV when we land Detects when you land and deploys the SRV. Note - Use this command anytime after your glide from orbit has completed

Refuel and repair when we land Notes request and executes on landing

Prepare for orbit. Use on approach to planet, slows you to 50% + Max shields

Red Alert / Cancel Red Alert. Deploy weapons & execute "Attack protocol Alpha"

Yellow Alert / Cancel Yellow Alert. Executes "Power to shields and weapons"

All three of the attack protocols can be preceded with:

"Deploy weapons, attack protocol _____"

Attack protocol ALPHA Power to weapons, remainder to shields

Attack protocol BETA Power to weapons, remainder to engines

Attack protocol CHARLIE Power to shields, remainder to weapons

Defence protocol ALPHA Retract weapons, power to engines & jump.

Defence protocol BETA Retract weapons, power to systems & jump.

Profile critical (REQUIRED)

Required for the functionality of the profile -
Import my control settings Imports your keybindings from the game settings. If your preferences are to use different keys than the ones we have set the profiles up with, this will enable you to change them all.
Please make sure you map ALL keys seen in the video.

Here is a link to a video that will show you precisely which keys to bind.
https://www.youtube.com/watch?v=ZSt1icGhP8E

Reset panels Put your panels in the default position first (make sure they all begin from the left tab) - It will resets panel tracking for you if they are out of sync.

The "On my mark" commands are really just an extension of some of the existing commands. This option takes the voice packs to a completely new level, allowing for much more control with commands. You can time your commands to be executed at just the right moment - In turn, the experience is richer & much more immersive.

e.g. **Clear the area and prepare for jump [ON MY MARK]**
This will be replied to with "Okay" from your virtual assistant. Once the order is given, you only need to say "MARK" when you're ready.

There are many commands that you can use this with. Nearly all of the jump commands commands can be coupled with "On my mark", like "System jump [on my mark]"

It is not just limited to the execute command being "Mark". You can use alternatives;
Mark: Execute: Engage: Now: Punch it

One of our favourite ways of using this feature -
System jump [ON MY MARK] Then prepare for something special! Line up the ship with your destination and **Engage!!!**

When you are using the "On my mark" option, keep in mind that you'll have 15 seconds to execute the command. After 15 seconds has passed it will time out. meaning you MUST give the order "Mark" inside 15 seconds.

Engage system jump [ON MY MARK]

Engage jump drive [ON MY MARK]

Engage explorer jump [ON MY MARK]

Engage supercruise [ON MY MARK]

Disengage supercruise [ON MY MARK]

Disengage [ON MY MARK]

Clear the area and prepare for supercruise [ON MY MARK]

Clear the area and prepare for system jump [ON MY MARK]

Stop engines [ON MY MARK]

Prepare for orbit [ON MY MARK]

Request docking [ON MY MARK]

Use any of the following to execute the command when ready:
Mark: Execute: Engage: Now: Punch it

Depending on feedback and our own findings, we will continue to add what we feel is practicle fot this function. So if you have a suggestion, use the forum and let us know :)

The Horsehead Nebula Expedition - Astra, Orion & Vega only.

The expedition is designed to take you on a journey to learn about space, the nebulae and the constellations. An epic adventure....use the commands on the right to start the tour.

The Ai will assist you during the expedition - reciting known facts about the nebulae, introducing you to points of interest and explaining information about the galaxy, planets and other scientifics facts.

It can also consult a knowledge base , or, use another character to dictate factual information during the expedition. Voice pack characters that haven't recorded these facts (Galaxapedia & Constellations) will be shipped with the facts from other characters. (not all have them yet, but they are planned for inclusion)

Here are some examples of statements you can use: e.g. "Constellation Aquarius"

Constellation _____ . (all 88 constellations are in the pack)

What is a black hole?

What is an event horizon?
Use the terms to ask questions about space, the constellations and much more.

The tour is only included with Orion, Astra & Vega.

The expedition will give you instructions and information, assisting you on your journey and giving you factual information about the constellations and the nebulae. Firstly, to familiarise yourself with the expedition, ask the following one at a time.

1. Tell me about the Horsehead / Orion Nebula Expedition?
2. How do I prepare for the Horsehead / Orion Nebula Expedition?
3. I'm now ready for the Horsehead / Orion Nebula Expedition.
4. Set navigation for the Horsehead / Orion Nebula Expedition
   (or) Set a course to the Pleiades nebula

A. I've arrived at the _____ nebula
B. Tell me more about the _____ nebula

A. Constellation _____. E.g. "Tell me about [PAUSE] constellation _____"
B. I'm ready to leave the _____ nebula
C. Set a course to the _____ nebula

Invoke interaction

These functions are OFF by default. You'll need to switch them on using the following commands:

Invoke on. Starts questions at key points e.g. "Shall I deploy landing gear"
Invoke off. Stop the questions.

Some of the virtual assistants have "Interaction mode" as well as additional profiles. With "Interaction mode on", the virtual assistant will randomly speak out, ask a question, or invoke a game of "I spy". This mode is in selected packs only.

Interaction mode on. Starts the randomised response mode

Interaction mode off. Stops the randomised response mode.

e.g. Astra will say "I've got something on my mind" or something similar - Your response can be just to ignore it, or, use the terms: "Okay go ahead" -"Yes, I'm listening" - "Yes Astra, go ahead" Astra will then respond with some information :)

Video links, social networking & Twitch

Watch the voice packs being used live on Twitch.

FireyToad, KZ Fusion & other Elite Dangerous channels are live on "Twitch" and can be viewed by visiting the following links.
www.twitchtv/fireytoad
www.twitchtv/kzfusion
www.twitchtv/directory/game/elite: dangerous

Youtuber "Obsidian Ant" features reviews and useful information about Elite Dangerous. In depth reviews of content in the game can be found on his YouTube channel.
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