Voice Controlling Elite:Dangerous using VoiceAttack

A guide to controlling *Elite:Dangerous* using *VoiceAttack* voice recognition software.

Guide written by Commander Flak.

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Fontier Developments web site : http://frontier.co.uk/

VoiceAttack home page : http://www.voiceattack.com/
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1. Introduction

This guide describes how to use the *VoiceAttack* voice recognition application to control *Elite:Dangerous*. Although VoiceAttack can be used to control almost *any* game or other Windows application, this guide focuses on the current Alpha build of the game Elite:Dangerous by Frontier Developments. Note that screen images included in this guide are from the latest Alpha build and may change in future versions of the game.

Also in this guide, I'll show you how to configure VoiceAttack to work in harmony with TeamSpeak to allow you to comfortably chat to your friends and use voice control at the same time without sounding ridiculous to those listening or accidently ejecting all your cargo into space!

2. Who is this guide aimed at?

You, Commander!

Although you might not realise this now, using VoiceAttack *will* enhance your Elite:Dangerous experience! With so many control options in-game, it is difficult (or near impossible) to map all controls to your chosen controller. Even if you are using a keyboard and mouse for the game, you will often forget which key you mapped to toggle the cargo scoop, or find it difficult to reach the 'Flight Assists' key while in the middle of a dogfight for example. This is where VoiceAttack comes into its own – you no longer need to remember the keyboard binding for silent running or anything else, you can simply tell your craft what to do!

3. Why would I want to use voice activation?

You can use your voice as an additional controller and keep your hands in a constant position on your joystick, joypad or mouse and keys.

Voice input is also extremely useful for users who are playing Elite:Dangerous using the Oculus Rift. While wearing the Rift, you lose sight of your keyboard and cannot easily find keys that you couldn't map to chosen controller.

Commanders who are physically disabled will also find voice activation an invaluable tool that will allow them to gain access to the Elite:Dangerous universe that they might not otherwise have access to.

Because it's 34th century, Baby! Voice activated controls is very 'futuristic' and something that every Sidewinder pilot has come to expect from their pride and joy. In the 34th century, voice recognition is an expected feature in even the most basic of all domestic appliances. In the future, even the fruit juicer is voice controlled!

4. Not convinced?

If it's not immediately obvious just how useful voice activation is, you can download a trial version of VoiceAttack from http://www.voiceattack.com/download.aspx and try it for free for 21 days! If you like what you see after this time, you can purchase a full license for $8 (roughly £5) direct from http://www.voiceattack.com/purchase.aspx. The full version allows you to configure any number of 'profiles' to allow you control your games or other Windows applications. It also allows you to 'bind' an unlimited number of voice commands to keys and macros within a single profile whereas the trial version limits you to a single profile and a maximum of 20.

5. Who are you, and do you work for VoiceAttack?

I am a backer of Elite:Dangerous and am currently using VoiceAttack to enhance my gaming experience. I am in no way connected to VoiceAttack or its creators. I take no royalties in promoting VoiceAttack and do not wish to. I'm just a very satisfied customer who thinks it's a great product that more people should know about.

6. Are we there yet?

Yes!

And now for the juicy bits everyone is here for.

7. Installing VoiceAttack

To download and install VoiceAttack, head over to http://www.voiceattack.com/download.aspx and download the 21 day free trial. If you like what you see, you can purchase a license key for $8 from http://www.voiceattack.com/purchase.aspx (PayPal and all major credit cards accepted).

Once downloaded, simply run the installer. There is a list of pre-requisites detailed in the help document, but I'll list the main ones here for convenience:

- Windows 7, 8 or Vista
- .NET framework 3.5
- Microphone. A good, clear microphone will significantly improve speech recognition and your experience with VoiceAttack!
- A trained Speech Recognition Engine. Although this is not essential, a well-trained speech engine will greatly improve the recognition accuracy. It's well worth running through the 'Train your computer to better understand you' option at least once. This can be found in the Control Panel under 'Speech Recognition' .

a) Run as Administrator

In order for VoiceAttack to work correctly with Elite:Dangerous, it should run with Administrator privileges.

To enable this, you can right-click on the VoiceAttack shortcut on your desktop and select 'Run as administrator' or you can modify the desktop shortcut to always run the application with administrator privileges. To do this, right-click on the desktop shortcut and select 'Properties'. Select the 'Compatibility' tab and make sure the 'Run this program as an administrator' checkbox is checked. Press the 'OK' button to dismiss the dialog and then use the same shortcut to launch Voice Attack.

b) VoiceAttack - main screen

1 - Audio indicator
This icon indicates the status of your commands (recognized, unrecognized, error), as well as a way to tell if your mic is muted.

2 - Options button
Opens the options screen where you will find various settings for VoiceAttack (See 'Options Screen'). Additionally, the registration screens for VoiceAttack are available through this button (see 'Registration Screen').

3 - Profile management buttons
These three buttons will allow you to edit, delete and export your currently-selected profile.

4 - Profile selector
Drop down the list to select one of your created profiles. Initially, this list will be empty until you create your first profile.

5 - 'Send commands to' selector
When VoiceAttack recognizes a command, it needs a place to send input. You can either send input to the active window (almost always the most likely case), or, you can choose to send the input to a named process. To choose the active window, simply choose, 'Active Window' (the first item in the list).

To select a named process, just drop down the process list. This is useful if you are working in one application (maybe writing a term paper) and want to send command actions to a window that is minimized. You would find your game in the drop down list and select it. Kind of advanced, but, it has its uses :)

6 - Listening button
This is a toggle button that enables/disables VoiceAttack's 'listening'.

Keyboard shortcuts toggle
This toggle button enables/disables VoiceAttack's keyboard shortcuts.

Stop Commands button

This will halt all macros that are in progress. Useful if your macros happen to be long.

This is an advanced feature. Please read the complete VoiceAttack help document for more details.

7 - Recognition log

This log shows what VoiceAttack is 'hearing' and the actions that VoiceAttack is invoking. This list is quite useful when determining if you need to speak more clearly or rethink the names of your commands. Its also a lot of fun to say weird phrases and see what the speech recognition engine *thinks* you said. Fun for the whole family (maybe). Right-clicking on this log will allow you to copy and clear the text.

> Note : Right-clicking (or double-clicking) a 'Recognized' log entry will take you to the 'Edit Command' screen for the selected command in the current profile. If the log entry is 'Unrecognized', you will be taken to the 'Add Command' screen. This is to aid in testing new commands.

8 - Level Bar

A graphical indicator of the microphone input for VoiceAttack.

9 - Compact Mode

Click this button to toggle between VoiceAttack's full-size and compact modes.

8. Creating a profile for Elite:Dangerous

Drop down the Profile selector, and select '<Create a New Profile>'. The 'Add Profile' window should appear.

Give your profile the name 'Elite Dangerous' and click 'Done'.

You should now see 'Elite Dangerous' appear in the Profile selection box.

a) What is a profile?

A profile is a set of voice commands that are used to control a single game or application. If you wanted to use VoiceAttack to control many different games or applications, you would create a separate profile for each.

For now, we just want to configure a Profile for Elite:Dangerous, so you only need to create a single profile for now.

b) Adding your first command

Once your profile is created, you need to add some commands for VoiceAttack to recognise.

With the profile 'Elite Dangerous' selected, press the edit profile icon.

You will now see the 'Edit a Profile' window that you saw when you created your profile. The window shows which voice commands have been created. This will be empty until you add a new command. To do that, press the New Command button in the top right of the window. The 'Add a Command' window will appear:

Add a Command

This command is executed :

☑ When I say : `New Command`

☐ When I press : Not assigned `...`

When this command executes, do the following sequence :

Key Press		Up
Mouse		Down
Pause		Edit
Other		Delete
Recorder		

Description _____

Category _____ ▼

☑ Allow other commands to be executed while this one is running

Command Type
- ⦿ Full command
- ○ Command prefix
- ○ Command suffix

Repeating
- ⦿ This command executes once
- ○ This command repeats continuously
- ○ This command repeats `2` times

`OK` `Cancel`

I'm going to cover the simple stuff in this guide, but to find out what all the options do, head over to the VoiceAttack web site and check out the help document at http://www.voiceattack.com/files/voiceattackhelp.html.

For now, we are going to create a command that deploys and retracts the hardpoints (weapons) in our Sidewinder.

In the box to the right of 'When I say :', type the word 'Deploy'. This is the word that VoiceAttack is going to be listening for. You can use any word or words that you like here, but keeping it short means that your commands are easier to remember, and also quicker to speak (resulting in faster recognition).

In Elite:Dangerous, the default key binding for deploying hardpoints is the 'Enter' key. So when you say 'Deploy', VoiceAttack needs to simulate you pressing the 'Enter' key. To do this, press the `Key Press` button on the left to display the 'Add a Keypress' window:
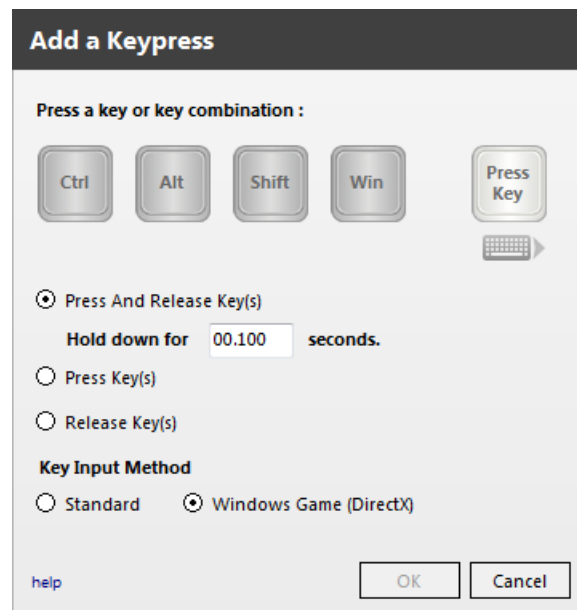
Simply press the 'Enter' key on your keyboard and you should see the icon in the top right change to .

Make sure the 'Key Input Method' is set to 'Windows Game (DirectX)' and press the OK button. Leave the other setting as they are for now.

Back in the 'Add a Command' window, you should now see your keypress information appear in the box in the centre.

Give your command the description 'Deploy Hardpoints' and press the OK button. Again, leave the other settings at their default values.

You should now be back in the 'Edit a Profile' window with details of your new command displayed at the top. Press the 'Done' button to return to the main VoiceAttack window.

You have just created your first voice command! Time to try it out.

c) Testing
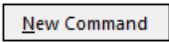
To see if your new command is working, start the Elite:Dangerous Alpha and start the 'Waste Disposal' single player scenario. Now say 'Deploy' and VoiceAttack should recognise your command and then simulate the 'Enter' key.

If this works, VoiceAttack will show in the recognition log in the main window, and your hardpoints should be deployed. Repeat as many times as you wish, adjusting the pitch, speed and volume each time to get a feel for what VoiceAttack likes and what it doesn't.

Note that if you are in a noisy environment, VoiceAttack might find it difficult to recognise what you say. A quiet environment and a good microphone are recommended for best results.

Once you're done, quit Elite:Dangerous and return to VoiceAttack.

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d) Adding more commands

Now you have one command working, it's time to add some more. Click on the icon again to edit your profile and use the New Command button to create some more commands.

This time, create the following commands (or you can create your own if you wish):

Command	Description	Key
Targets	View the Targets Panel	1
Scanner	View the Radar	2
Systems	View the Systems Panel	3
Target Ahead	Select Target Ahead	T
Target Next	Cycle Next Target	G
Lights	Toggle Ship Lights	L
Zoom In	Decrease Sensor Range	Page Down
Zoom Out	Increase Sensor Range	Page Up

Once these commands have been created, re-launch Elite:Dangerous and follow the next section.

e) Mapping VoiceAttack commands to Elite:Dangerous

Because VoiceAttack is simulating key presses, the keys that are configured in VoiceAttack must map correctly to the required action within Elite:Dangerous.

To ensure this is the case, enter the options menu and select CONTROLS.

For each command that you created in VoiceAttack, locate the appropriate key binding and ensure the key that is in use is the one you defined.

For example, locate the following section:

You can see that the commands created for viewing 'Target', 'Systems' and 'Radar' panels already use the keys '1', '3' and '2'. These are the same keys you defined in your VoiceAttack profile, so these are correctly mapped.

If the keys do not map correctly, you can either change your VoiceAttack profile to use the same key that is configured in Elite:Dangerous, or change the key binding within the game to match the one you selected in your VoiceAttack profile. However, if you do the later, be careful not select a key that is already mapped to another in-game action as this will unbind the existing command!

If you wish to change the in-game key binding, left click the mouse over either of the two rectangles to the right of the command name and press the key you wish to bind. Note that you can bind two

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keys or inputs to a single command. This is useful if you wish to use a key press and also a joystick button to activate a single command.

Tip: To quickly test to see if a specific key is already bound to an in-game action, simply press the key while in CONTROLS *and the current binding will be shown at the bottom of the screen.*

f) Mapping multiple spoken commands to the same actions

Sometimes, mapping multiple commands to the same actions makes it easier to remember what to say in the heat of battle. For example, you can map "Target Ahead", "Ahead" and "Select Target Ahead" to the same action so as you don't have to remember exactly what phrase to use.

This can be achieved by either creating multiple identical commands with the various 'When I say' values (very tedious), or by combing all the various phrases into a single command (the much preferred option).

Edit your 'Target Ahead' command you created in section 8d) above. Change the 'When I say' value from 'Target Ahead' to 'Target Ahead;Ahead;Select Target Ahead'. The ';' is used to separate the individual spoken commands you wish to use. There is no limit to the number of phrases you can map in a single command.

Tip: Do not use space characters either side of the ';' characters as these will be included in the individual phrases, causing them not to be sorted correctly in the 'Edit a Profile' window.

g) Voice Feedback

When in the heat of battle, it's sometimes good to get some feedback for voice commands that you issue with VoiceAttack, just so you can be certain your command was understood. This is where you can have VoiceAttack give you feedback using Text-To-Speech.

In the 'Edit a Command' window, pressing the Other button displays the 'Other stuff' window with a list of available 'special actions'. For now, I'm just going to cover the 'Say Something with Test-To-Speech' option, so select that from the dropdown box by pressing on ▾ .

You can now type in a plain English a word or phrase you wish VoiceAttack to read out to you when the current command is activated. You can also select the voice to use when reading your text. The list of available voices is the same list that is available in the Windows Text-To-Speech settings. By default, only Microsoft Anna is available. You can also set the volume at which you'd like the text to be read.

After typing in a word or phrase, simply press the 'OK' button to return to the 'Edit a Command' window.

h) Categories

Once you start to add more commands to your VoiceAttack profile, it is a good idea to start grouping them into 'Categories'. For example, commands that are relating to targeting could be added to the 'Targeting' category, and commands relating to power management to the 'Power' category.

To do this, enter the 'Edit a Profile' window to show all of your commands. At first, the 'Category' Directly under the description, you will see a 'Category' selection box. At first, there will be no

categories to select. To create a category, simply type its name into the box. Once a category has been created, it can be selected by pressing on the ⏷ button on the right side of the category selection box and selecting it from the drop-down list.

Adding category information to your commands makes it easy to view them grouped by category in the 'Edit a Profile' screen. To do this, simply click on the 'Category' heading at the top of the window. Similarly, clicking on any of the headings will sort your commands by values in that column. Clicking a column header multiple times will toggle between sorting the data in an ascending and then descending order.

i)   Saving your profile

VoiceAttack profiles are saved automatically as you edit them. However, it's a good idea to make a copy of the profile for backup purposes.
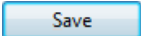
From the main VoiceAttack window, click on the ⬈ icon to bring up the Export Profile window. By default, all commands within a profile will be backed up, but you can be selective if you wish by using the checkboxes beside each command to select the ones to backup and which to ignore.

Once you've selected the command to export, click the Export button to select a destination to which to save your profile and click the Save button.

j)   Printing your profile

It is sometimes useful to be able to print your profile configuration and review it outside of VoiceAttack. By exporting your profile in HTML format and then loading the exported file into your browser, profiles can be printed, or even included into other documents (

Appendix A : A sample Elite:Dangerous VoiceAttack profile was created using this feature).

To export your profile as HTML, follow the steps in section 8i) above and change the 'Save as type' from "VoiceAttack Profile (*.vap)" to "Quick Reference List as HTML (*.html)" and press [Save].

Locate your saved file using Windows Explorer, right-click the file and select your web browser within the 'Open with…' menu option.

Once the file is loaded into your browser, simply use the browser's print function to print your profile.

9. Using with TeamSpeak

This section describes how you can use VoiceAttack in conjunction with TeamSpeak – a popular voice chat application used to communicate between players using their voice.

As both VoiceAttack and TeamSpeak use your voice as input, you can run into issues when both programs are used at the same time. So if you want to voice control Elite:Dangerous, but also have the option to chat to your friends at the same time, then some configuration is required to make this work seamlessly. Without the configuration, the following will happen:
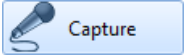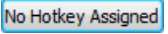
- When issuing a voice command to VoiceAttack, that command will also be broadcast to your friends over TeamSpeak. This will definitely sound a bit 'odd' if you are at the receiving end of the conversation!
- When you are chatting to your friends over TeamSpeak, VoiceAttack might recognise what you are saying and perform in-game actions that you weren't meaning to, like ejecting all your cargo!

Both of these situations can be avoided if by just a little configuration.

a) How do I stop my voice commands being broadcast?

This can be achieved by configuring TeamSpeak to use 'Push-To-Talk', meaning that a key or controller button must be pressed in order to broadcast what you are saying. When configured, you should only press the configured key when you wish to broadcast. When not pressed, everything you say will be private.

To configure TeamSpeak for Push-To-Talk, Select Settings from the menu, followed by Options.

When the options are displayed, select [Capture] from the list on the left. Make sure the Push-To-Talk option is selected and press the [No Hotkey Assigned] button. A grey window will appear prompting you to select a hotkey combination. Press the '/' key next to the right Shift key on your keyboard to select that key. This is a good key to use as it is not by default used by Elite:Dangerous and will therefore not clash with existing key bindings for the game.

You can also assign a controller button as your Push-To-Talk button, but this does not work as well with VoiceAttack as will be discussed later.

b) How to stop voice recognition when chatting

To stop VoiceAttack from recognising words that you use when speaking to your friends on TeamSpeak, you can configure it to stop listening when you press a specific key. This means that while that key is pressed, VoiceAttack will ignore everything you say.

To configure this, press the [icon] on the top of the VoiceAttack main window. This will enter the options screen.

Press the [icon] button to the right of '**Recognition Global Hotkey :** Dsiabled' to show the global hotkey configuration screen:
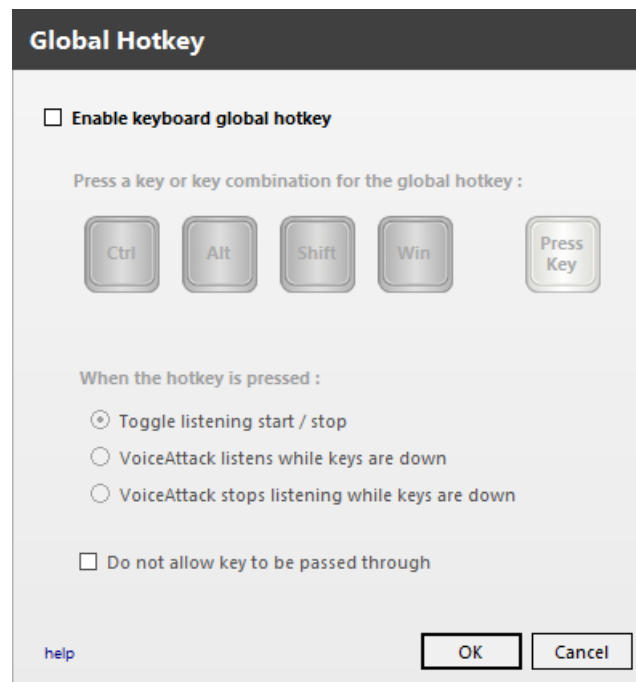
To select a key to stop VoiceAttack from listening, click on 'Enable keyboard global hotkey' to place a tick in the box to the left of it. Now press the '/' key on your keyboard. This is the same key as the Push-To-Talk key used in TeamSpeak from the previous section. Now select the 'VoiceAttack stops listening while keys are down' option. You should now have something that looks like this:
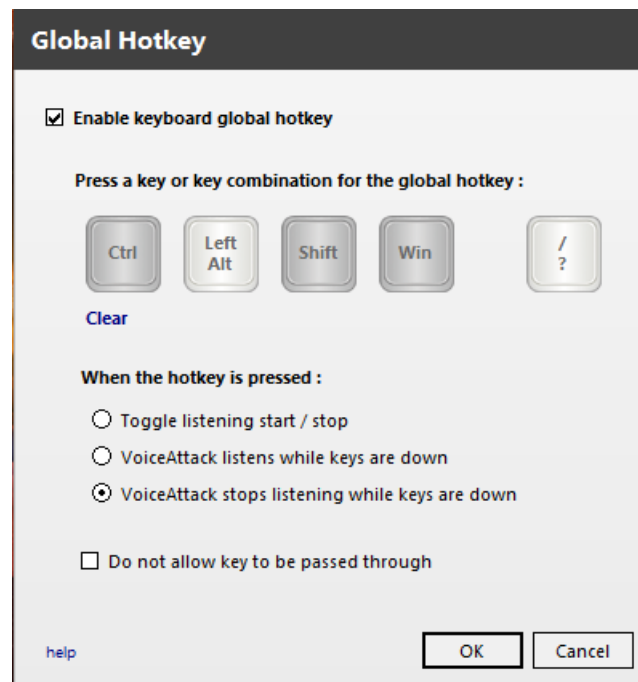
Press the OK button to save your changes and again to close the Options window.

c) Mapping a Push-To-Talk key to your controller

Not that TeamSpeak is configured to only broadcast your voice when the '/' key is pressed, and VoiceAttack will only listen when the same key is not pressed, it is advisable to map one of your controller button to activate the '/' key. If your controller does not allow this, then you can use a controller button as your Push-To-Talk key in TeamSpeak. Unfortunately, VoiceAttack cannot use controller input to control when it listens, and so if you need to do this, VoiceAttack will be listening when you are chatting to your friends and could falsely trigger a command it recognises.

If you are using a Saitek X52 or X52 Pro, you can use the Saitek Smart Technology (SST) software to map a controller button to the '/' key. Once you have done this, pressing the button on the controller will broadcast your voice to TeamSpeak, and when released, VoiceAttack will be listening for commands.

It is possible to configure other joysticks to generate keyboard button clicks, but that is beyond the scope of this guide.

If you are using the keyboard and mouse to play Elite:Dangerous, then you can use the '/' key directly, or another more convenient key if you wish (depending on your existing key bindings).

d) Short of buttons on my controller

If you have already mapped all of the buttons on your controller to actions within Elite:Dangerous, but you wish to use VoiceAttack and TeamSpeak, you can create a voice command for one of your existing key bindings, and use the button on the controller for controlling speech. For example, if you have mapped a controller button to toggling Flight Assists on and off, create a VoiceAttack command for performing the same action, and then use the now free controller button for speech!

10.   Additional reading

VoiceAttack has many more options and features than are described within this guide. For a full understanding of just what VoiceAttack can do, please head to http://www.voiceattack.com/files/voiceattackhelp.html.

Appendix A : A sample Elite:Dangerous VoiceAttack profile

The following is a sample VoiceAttack profile for use with Elite:Dangerous. Appendix B shows the matching key binding for Elite:Dangerous.

Spoken Command	Description	Category	Actions
100	Set Speed to 100%	Flight	Press NumPad 1 key and hold for 0.1 seconds and release
25	Set Speed to 25%	Flight	Press NumPad 4 key and hold for 0.1 seconds and release
50	Set Speed to 50%	Flight	Press NumPad 3 key and hold for 0.1 seconds and release
75	Set Speed to 75%	Flight	Press NumPad 2 key and hold for 0.1 seconds and release
Ahead	Select Target Ahead	Targeting	Press T key and hold for 0.1 seconds and release
Assists	Disable Flight Assist	Misc.	Press Z key and hold for 0.1 seconds and release
Boost	Engine Boost	Flight	Press Tab key and hold for 0.1 seconds and release
Eject Cargo	Eject All Cargo	Misc.	Press J key and hold for 0.1 seconds and release
Flight Assists	Disable Flight Assist	Misc.	Press Z key and hold for 0.1 seconds and release
Heat	Deploy Heat Sink	Cooling	Press V key and hold for 0.1 seconds and release
Lights	Ship Lights - Toggle	Misc.	Press L key and hold for 0.1 seconds and release
Look	Head Look - Toggle	Misc.	Press Home key and hold for 0.1 seconds and release
Max Reverse	Set Speed to -100%	Flight	Press NumPad 9 key and hold for 0.1 seconds and release
Max Speed	Set Speed to 100%	Flight	Press NumPad 1 key and hold for 0.1 seconds and release
Maximum Warp	Set Speed to 100%	Flight	Press NumPad 1 key and hold for 0.1 seconds and release
Minus Fifty	Set Speed to -50%	Flight	Press NumPad 7 key and hold for 0.1 seconds and release
Minus One Hundred	Set Speed to -100%	Flight	Press NumPad 9 key and hold for 0.1 seconds and release
Minus Seventy Five	Set Speed to -75%	Flight	Press NumPad 8 key and hold for 0.1 seconds and release
Minus Twenty Five	Set Speed to -25%	Flight	Press NumPad 6 key and hold for 0.1 seconds and release
Nearest	Select Nearest Hostile	Targeting	Press H key and hold for 0.1 seconds and release
Nearest Hostile	Select Nearest Hostile	Targeting	Press H key and hold for 0.1 seconds and release
Next	Cycle Next Ship	Targeting	Press G key and hold for 0.1 seconds and release
Next Fire Group	Cycle Next Fire Group	Weapons	Press N key and hold for 0.1 seconds and release
Next Hostile	Cycle Next Hostile Ship	Targeting	Press I key and hold for 0.1 seconds and release
Next Sub	Cycle Next Sunsystem	Targeting	Press Y key and hold for 0.1 seconds and release
Next Subsystem	Cycle Next	Targeting	Press Y key and hold for 0.1 seconds and release

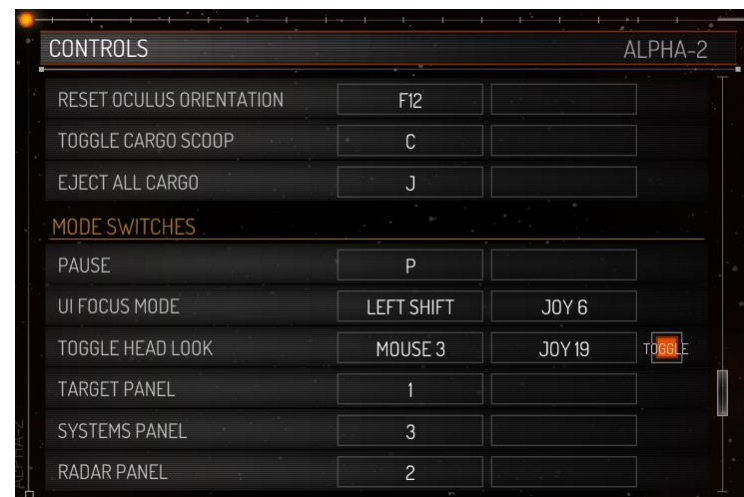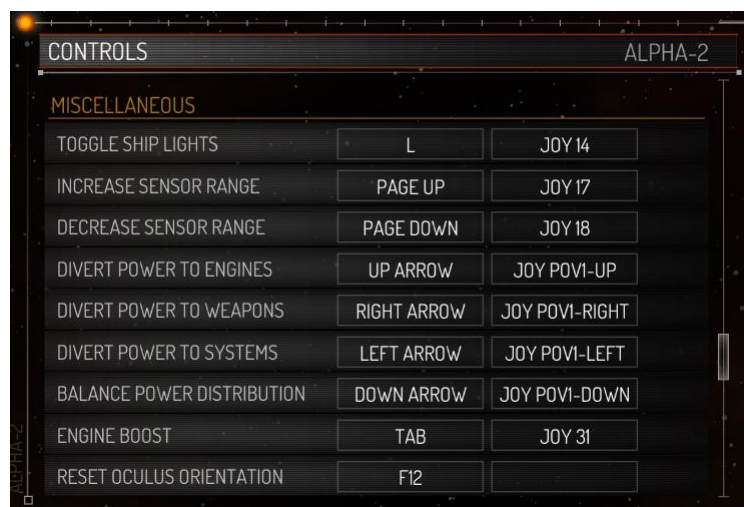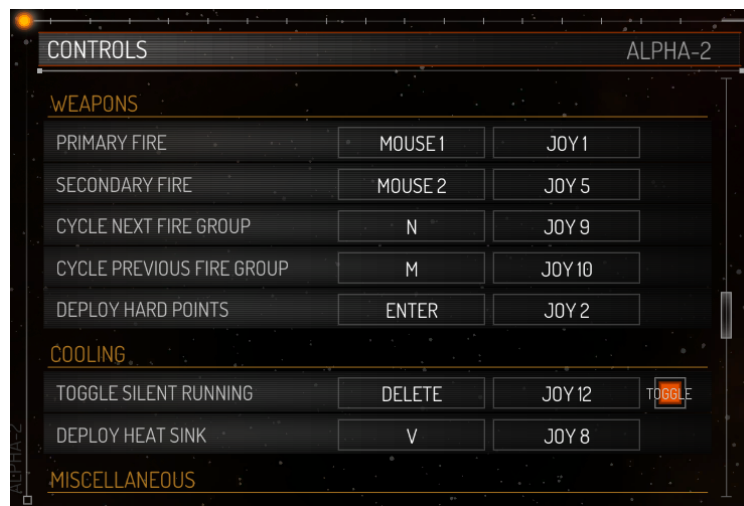|			
	Sunsystem		
Pause	Pause	Misc.	Press P key and hold for 0.1 seconds and release
Power Default	Balance Power Distribution	Power	Press Down key and hold for 0.1 seconds and release
Power Engines	Divert Energy to Engines	Power	Press Up key and hold for 0.1 seconds and release
Power Reset	Balance Power Distribution	Power	Press Down key and hold for 0.1 seconds and release
Power Systems	Divert Energy To Systems	Power	Press Left key and hold for 0.1 seconds and release
Power Weapons	Divert Energy To Weapons	Power	Press Right key and hold for 0.1 seconds and release
Previous	Cycle Previous Ship	Targeting	Press B key and hold for 0.1 seconds and release
Previous Fire Group	Cycle Previous Fire Group	Weapons	Press M key and hold for 0.1 seconds and release
Previous Hostile	Cycle Previous Hostile Ship	Targeting	Press O key and hold for 0.1 seconds and release
Previous Sub	Cycle Previous Subsystem	Targeting	Press U key and hold for 0.1 seconds and release
Previous Subsystem	Cycle Previous Subsystem	Targeting	Press U key and hold for 0.1 seconds and release
Radar	Radar Panel	Interface Focus	Press 2 key and hold for 0.1 seconds and release
Scanner	Radar Panel	Interface Focus	Press 2 key and hold for 0.1 seconds and release
Scoop	Cargo Scoop - Toggle	Misc.	Press C key and hold for 0.1 seconds and release
Silent	Silent Running - Toggle	Cooling	Press Delete key and hold for 0.1 seconds and release
Stop	Set Engines to 0%	Flight	Press X key and hold for 0.1 seconds and release
Systems	Systems Panel	Interface Focus	Press 3 key and hold for 0.1 seconds and release
Target Ahead	Select Target Ahead	Targeting	Press T key and hold for 0.1 seconds and release
Target Nearest	Select Nearest Hostile	Targeting	Press H key and hold for 0.1 seconds and release
Target Next	Cycle Next Ship	Targeting	Press G key and hold for 0.1 seconds and release
Target Next Hostile	Cycle Next Hostile Ship	Targeting	Press I key and hold for 0.1 seconds and release
Target Next Subsystem	Cycle Next Sunsystem	Targeting	Press Y key and hold for 0.1 seconds and release
Target Previous	Cycle Previous Ship	Targeting	Press B key and hold for 0.1 seconds and release
Target Previous Hostile	Cycle Previous Hostile Ship	Targeting	Press O key and hold for 0.1 seconds and release
Target Previous Subsystem	Cycle Previous Subsystem	Targeting	Press U key and hold for 0.1 seconds and release
Targets	Target Panel	Interface Focus	Press 1 key and hold for 0.1 seconds and release
Zoom In	Decrease Sensor Range	Misc.	Press Page Down, Next key and hold for 0.1 seconds and release
Zoom In Max	Decrease Sensor Range to	Misc.	Press Page Down, Next key and hold for 0.1 seconds and release, Press Page Down, Next key

	Minimum		and hold for 0.1 seconds and release, Press Page Down, Next key and hold for 0.1 seconds and release, Press Page Down, Next key and hold for 0.1 seconds and release
Zoom Out	Increase Sensor Range	Misc.	Press Page Up key and hold for 0.1 seconds and release
Zoom Out Max	Increase Sensor Range to Maximum	Misc.	Press Page Up key and hold for 0.1 seconds and release, Press Page Up key and hold for 0.1 seconds and release, Press Page Up key and hold for 0.1 seconds and release, Press Page Up key and hold for 0.1 seconds and release

Appendix B : Sample Elite:Dangerous Control Bindings

CONTROLS ALPHA-2

THRUST LEFT		JOY 27
THRUST RIGHT		JOY 25
VERTICAL THRUST AXIS		DEADZONE
THRUST UP		JOY 24
THRUST DOWN		JOY 26
DISABLE FLIGHT ASSIST	Z	JOY 16	TOGGLE
THROTTLE AXIS	JOY Z-AXIS	DEADZONE	INVERTED
REVERSE THROTTLE		JOY 7	TOGGLE
INCREASE THROTTLE		
DECREASE THROTTLE		

CONTROLS ALPHA-2

DECREASE THROTTLE		
SET SPEED TO -100%	NUMPAD 9	
SET SPEED TO -75%	NUMPAD 8	
SET SPEED TO -50%	NUMPAD 7	
SET SPEED TO -25%	NUMPAD 6	
SET SPEED TO 0%	X	
SET SPEED TO 25%	NUMPAD 4	
SET SPEED TO 50%	NUMPAD 3	
SET SPEED TO 75%	NUMPAD 2	
SET SPEED TO 100%	NUMPAD 1	

CONTROLS ALPHA-2

TARGETING

GUNSIGHT SYSTEM		TRAIL FROM CENTRE
SELECT TARGET AHEAD	T	JOY 4
CYCLE NEXT SHIP	G	JOY 21
CYCLE PREVIOUS SHIP	B	JOY 23
SELECT NEAREST HOSTILE	H	JOY 3
CYCLE NEXT HOSTILE SHIP	I	JOY 20
CYCLE PREVIOUS HOSTILE SHIP	O	JOY 22
CYCLE NEXT SUBSYSTEM	Y	
CYCLE PREVIOUS SUBSYSTEM	U	

CONTROLS   ALPHA-2

WEAPONS
PRIMARY FIRE   MOUSE 1   JOY 1
SECONDARY FIRE   MOUSE 2   JOY 5
CYCLE NEXT FIRE GROUP   N   JOY 9
CYCLE PREVIOUS FIRE GROUP   M   JOY 10
DEPLOY HARD POINTS   ENTER   JOY 2
COOLING
TOGGLE SILENT RUNNING   DELETE   JOY 12   TOGGLE
DEPLOY HEAT SINK   V   JOY 8
MISCELLANEOUS

CONTROLS   ALPHA-2

MISCELLANEOUS
TOGGLE SHIP LIGHTS   L   JOY 14
INCREASE SENSOR RANGE   PAGE UP   JOY 17
DECREASE SENSOR RANGE   PAGE DOWN   JOY 18
DIVERT POWER TO ENGINES   UP ARROW   JOY POV1-UP
DIVERT POWER TO WEAPONS   RIGHT ARROW JOY POV1-RIGHT
DIVERT POWER TO SYSTEMS   LEFT ARROW   JOY POV1-LEFT
BALANCE POWER DISTRIBUTION   DOWN ARROW   JOY POV1-DOWN
ENGINE BOOST   TAB   JOY 31
RESET OCULUS ORIENTATION   F12

CONTROLS   ALPHA-2

RESET OCULUS ORIENTATION   F12
TOGGLE CARGO SCOOP   C
EJECT ALL CARGO   J
MODE SWITCHES
PAUSE   P
UI FOCUS MODE   LEFT SHIFT   JOY 6
TOGGLE HEAD LOOK   MOUSE 3   JOY 19   TOGGLE
TARGET PANEL   1
SYSTEMS PANEL   3
RADAR PANEL   2

Appendix C : Elite:Dangerous videos using VoiceAttack

The following table contains links to videos showing players controlling Elite:Dangerous using VoiceAttack. I'll add more entries here as I hear about them.

Many thanks to the contributors of these videos!

Author	Link
TheWombat	http://youtu.be/1CFtC--EoXE
	https://www.youtube.com/watch?v=9Fd5dgFJurQ
Cmdr Speedy	http://youtu.be/fZAG5OUCZH8

Appendix D : Guide History

Changes	Date	Version
Initial release.	9th Feb. 2014	0.2
Added section on mapping multiple spoken phrases to a single command (8f). Added section on Voice Feedback using Text-To-Speech (8g). Added section on printing profiles (8j). Added section on Commander Videos (Appendix D)	15th Feb. 2014	0.3