

Legend			Supercruise (cont)			HUD Functions & Sensors (cont)		Attack & Defense Protocols	
X	ON MY MARK - Preface with "On my mark" or "Standby to/for" This will allow command execution using "-Mark", "Execute" or "Engage" within 15 seconds		X	Emergency Stop	Emergency exit to normal space from supercruise (can damage ship)	Activate Surface Scanner	*Toggles detailed surface scanner	Attack Protocol Alpha	Powers weapons & shields, deploys hardpoints
	NEXT HOP - Preface with "Next hop and", "Next system and" or "Next system in route and"		Sublight Engine Management			Analysis Mode	Switched to analysis mode	Attack Protocol Bravo	Powers weapons & engines, deploys hardpoints
	Universal - Can be used in Ship or SRV		Engines 25%, 50%, 75%, 100%			Combat Mode	Switches to combat mode	Attack Protocol Charlie	Powers shields & weapons, deploys hardpoints
Hyperspace			Engines to Maximum			Launch Pulse Wave Scanner	*Fires pulse wave scanner (requires firegroup to be set in keyboard control)	Defense Protocol Alpha / Get Me Out of Here	Retracts hardpoints, power to engines and engages jump
X	Engage	Charges FSD - Will require focus on target to perform jump	X	Cut Engines / Kill Engines / All Stop	Cuts all power to engines	Constant Pulse Wave	*Fires pulse wave scanner repeatedly until cancelled (requires firegroup to be set in keyboard control)	Defense Protocol Bravo	Retracts hardpoints, power to shields and engages jump
N	Jump	Will require focus on target to perform jump	Reverse Engines 25%, 50%, 75%, 100%			Cancel Pulse Wave	Cancels constant pulse wave scan	Targeting	
	Cancel jump	Cancels Jump as long as FSD is still charging	Full Reverse			Increase/Decrease Sensor Range	Adjusts sensor range on HUD	Lock Target	Locks target directly in front of you
Supercruise			Speed Brake / Space Brake			Is This System Dangerous?	Performs check and informs system status	Target Highest Threat	Targets highest threat
General			Momentarily drops and raises cargo scoop to help slow down			Contacts	Opens the contacts tab	Target Powerplant/Cargo Hatch/Shields/FSD/Life Support/Drives	Attempts to focus weapons on targets subsystem
X	Engage Supercruise	Engages Supercruise (will need to manually throttle up)	HUD Functions & Sensors					Next/Previous Hostile	Cycles through and targets hostiles
X	Disengage Supercruise	Disengages Supercruise	FSS Mode	Toggles full spectrum system-scanner					
Combat			Discovery Scan	Fires discovery scanner					
X	Get Clear and Engage Supercruise	Boosts ship and engages supercruise							

Targeting (cont)		Take Off & Docking (cont)		Combat (cont)		Comms (cont)	
Next/P-revious Ship	<i>Cycles through and targets ships (Hostile or not)</i>	X Prep for Docking	<i>Sets speed, pips and landing gear ready for docking (only needed for manual docking)</i>	Red Alert / Battle Stations	<i>Initiates attack protocol alpha upon dropping from supercruise</i>	Standard Wing 1, 2, ...	<i>Sends a preset message to all wing members (Set in customiser)</i>
Initiate Planetary Scan	<i>Locks planet/star in front for detailed surface scanning</i>			Cancel Yellow/Red Alert	<i>Cancels active alert</i>	Ship & AI Control Commands	
Contacts	<i>Opens contacts tab</i>			Fire Anti-Missile	<i>Fires single ECM anti-missile burst</i>	Toggle Scoop	<i>Toggles cargo scoop (ship or SRV)</i>
Firegroup A,B,C,-D,E...	<i>Changes to defined firegroup</i>	Auto Launch / Take Us Out	<i>Starts Auto-Launch procedure while docked</i>	Triple Anti-Missile	<i>Fires three ECM anti-missile bursts</i>	Lights	<i>Toggles ships exterior lights</i>
Take Off & Docking		Clearance Velocity	<i>Slowly increases speed to 100%</i>	Deploy Shield Cell	<i>Launches a shield cell</i>	Flight Assist	<i>Toggles flight assist</i>
X Request Docking / Take Us In	<i>*Starts Auto-Dock Procedure with 7.5km of a station</i>	Get Clear and Supercruise	<i>Boosts ship until out of mass-lock and jumps to supercruise (Will knowc you out of SC if already in it)</i>	Deploy Heatsink	<i>Launches heatsink to cool the ship</i>	Night Vision	<i>Toggles Night Vision</i>
Cancel Docking	<i>Cancels docking request before ship is in station</i>			Comms		Reboot and Repair	<i>Reboots ships systems and attempts to repair damaged modules, shields are restored to 50%</i>
Arrival Checks	<i>Refuels, Rearms and Repairs ship</i>	Combat		Standard Greeting 1, 2, 3...	<i>Sends a preset message to local chat (Set in customiser)</i>	Protocol Override	<i>Toggles silent running mode</i>
Enter Hangar / Return to Surface	<i>Enters or Removes ship from underground hangar</i>	Combat Mode	<i>Switched HUD to combat mode</i>	Standard Target 1, 2, 3...	<i>Sends a preset message to targeted ship (Set in customiser)</i>	Silent Running	
		Deploy/Retract Hardpoints	<i>Toggles hardpoints</i>	Standard Reply 1, 2, 3...	<i>Sends a preset reply to the last person that sent you a message (Set in customiser)</i>	Self Destruct	<i>Initiates Self Destruct with valid code</i>
		Yellow Alert	<i>Initiates attack protocol charlie upon dropping from supercruise</i>	Interactions and Chitchat		Protocol Override	<i>Opens HCS Customiser</i>
						Customize My Settings	
						Enable/Disable Voice Control	<i>Toggles voice control for AI</i>
						Enable/Disable Interaction Mode	<i>Toggles interaction mode with your AI</i>

Interactions and Chitchat (cont)		Enable/Disable System Modes		Planetary Landing & SRV Control (cont)	
Enable/Disable Chit Chat	<i>Toggles chit chat for AI</i>	Enable/Disable Explorer Mode	<i>*Explorer mode fires discovery scanner automatically upon jumping into a new system (requires firegroup to be set)</i>	Enable/Disable Eco Mode	<i>Sets fuel economy mode on or off</i>
Enable/Disable Constellations	<i>Toggles Constellations info from the AI</i>	Planetary Landing & SRV Control		Dip/High Beam	<i>Sets SRV lights mode to low or hig</i>
Enable/Disable Quantum Theory	<i>Toggles Quantum Theory info from the AI</i>			Refuel/Repair/Re-Arm SRV	
Enable/Disable Stars and Planets	<i>Toggles Stars and Planets info from the AI</i>	X	Prep for Orbit		
Enable/Disable Profane Interaction Mode	<i>Toggles profanity from AI</i>		Deploy SRV / Board the Ship		
Yes, Yeah, Good Idea, Yes Please, Confirm	<i>Agreement Statements with AI</i>		Deploy SRV on Landing		
No, Not Now, No Thank You, Cancel Request	<i>Disagreement Statements with AI</i>	X	Board the Ship		
What's On Your Mind	<i>Prompts Interaction with AI</i>		Dismiss/Recall the Ship		
Enable/Disable Galaxapedia	<i>Toggles Random facts</i>		Prep for Dust Off	<i>Recalls the ship, then automatically launches to orbit</i>	
Hi Rez Screenshot	<i>Takes a high resolution screenshot</i>		Launch to Orbit		
Navigation & Maps			Extraction and Launch		
Next System	<i>Targets next system in plotted route</i>		Handbreak	<i>Toggle</i>	
System Map	<i>Opens/Closes system map</i>		Transfer Cargo		
Galaxy Map	<i>Opens/Closes galaxy map</i>		Turret		
			Drive Assist		