

Legend

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

N NEXT HOP - Preface with "Next hop and", "Next system and" or "Next system in route and"

U Universal - Can be used in Ship or SRV

Take Off & Docking

X Request Docking / Take Us In *Starts Auto-Dock Procedure with 7.5km of a station

Cancel Docking *Cancels docking request before ship is in station*

Arrival Checks *Refuels, Rearms and Repairs ship*

Enter Hangar / Return to Surface *Enters or Removes ship from underground hangar*

X Prep for Docking *Sets speed, pips and landing gear ready for docking (only needed for manual docking)*

Auto Launch / Take Us Out *Starts Auto-Launch procedure while docked*

Clearance Velocity *Slowly increases speed to 100%*

Get Clear and Supercruise *Boosts ship until out of mass-lock and jumps to supercruise (Will knowc you out of SC if already in it)*

Attack & Defense Protocols

Attack Protocol Alpha *Powers weapons & shields, deploys hardpoints*

Attack Protocol Bravo *Powers weapons & engines, deploys hardpoints*

Attack Protocol Charlie *Powers shields & weapons, deploys hardpoints*

Attack & Defense Protocols (cont)

Defense Protocol Alpha / Get Me Out of Here *Retracts hardpoints, power to engines and engages jump*

Defense Protocol Bravo *Retracts hardpoints, power to shields and engages jump*

Targeting

Lock Target *Locks target directly in front of you*

Target Highest Threat *Targets highest threat*

Target Powerplant/Cargo Hatch/-Shields/FSD/Life Support/Drives *Attempts to focus weapons on targets sub-system*

Next/Previous Hostile *Cycles through and targets hostiles*

Next/Previous Ship *Cycles through and targets ships (Hostile or not)*

Initiate Planetary Scan *Locks planet/star in front for detailed surface scanning*

Contacts *Opens contacts tab*

Firegroup A,B,C,D,E... *Changes to defined firegroup*

Combat

Combat Mode *Switched HUD to combat mode*

Deploy/Retract Hardpoints *Toggles hardpoints*

Yellow Alert *Initiates attack protocol charlie upon dropping from supercruise*

Red Alert / Battle Stations *Initiates attack protocol alpha upon dropping from supercruise*

Cancel Yellow/Red Alert *Cancels active alert*

Fire Anti-Missile *Fires single ECM anti-missile burst*

Triple Anti-Missile *Fires three ECM anti-missile bursts*

Deploy Shield Cell *Launches a shield cell*

Deploy Heatsink *Launches heatsink to cool the ship*



HUD Functions & Sensors

FSS Mode	<i>Toggles full spectrum systems scanner</i>
Discovery Scan	<i>Fires discovery scanner</i>
Activate Surface Scanner	<i>*Toggles detailed surface scanner</i>
Fire Probe	<i>Fires probe when in detailed surface scanner</i>
Analysis Mode	<i>Switched to analysis mode</i>
Combat Mode	<i>Switches to combat mode</i>
Launch Pulse Wave Scanner	<i>*Fires pulse wave scanner (requires firegroup to be set in keyboard control)</i>
Constant Pulse Wave	<i>*Fires pulse wave scanner repeatedly until cancelled (requires firegroup to be set in keyboard control)</i>
Cancel Pulse Wave	<i>Cancels constant pulse wave scan</i>
Increase/Decrease Sensor Range	<i>Adjusts sensor range on HUD</i>
Is This System Dangerous?	<i>Performs check and informs system status</i>
Contacts	<i>Opens the contacts tab</i>

Sublight Engine Management

Engines 25%, 50%, 75%, 100%	<i>Sets forward engine speed</i>
Engines to Maximum	<i>Sets maximum engine speed</i>
X Cut Engines / Kill Engines / All Stop	<i>Cuts all power to engines</i>
Reverse Engines 25%, 50%, 75%, 100%	<i>Sets reverse engine speed</i>
Full Reverse	<i>Sets maximum reverse engine speed</i>
Speed Brake / Space Brake	<i>Momentarily drops and raises cargo scoop to help slow down</i>

Supercruise

General

X	Engage Supercruise	<i>Engages Supercruise (will need to manually throttle up)</i>
X	Disengage Supercruise	<i>Disengages Supercruise</i>

Combat

X	Get Clear and Engage Supercruise	<i>Boosts ship and engages supercruise</i>
X	Emergency Stop	<i>Emergency exit to normal space from supercruise (can damage ship)</i>

Hyperspace

X	Engage	<i>Charges FSD - Will require focus on target to perform jump</i>
N	Jump	<i>perform jump</i>
	Cancel	<i>Cancels Jump as long as FSD is still charging</i>
	Jump	

Navigation & Maps

Next System	<i>Targets next system in plotted route</i>
System Map	<i>Opens/Closes system map</i>
Galaxy Map	<i>Opens/Closes galaxy map</i>

Ship & AI Control Commands

Toggle Scoop	<i>Toggles cargo scoop (ship or SRV)</i>
Lights	<i>Toggles ships exterior lights</i>
Flight Assist	<i>Toggles flight assist</i>
Night Vision	<i>Toggles Night Vision</i>
Reboot and Repair	<i>Reboots ships systems and attempts to repair damaged modules, shields are restored to 50%</i>
Protocol Override Silent Running	<i>Toggles silent running mode</i>
Self Destruct	<i>Initiates Self Destruct with valid code</i>



Enable/Disable System Modes

Enable/Disable Explorer Mode	*Explorer mode fires discovery scanner automatically upon jumping into a new system (requires firegroup to be set)
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Comms

Standard Greeting 1, 2, 3...	Sends a preset message to local chat (Set in customiser)
Standard Target 1, 2, 3...	Sends a preset message to targeted ship (Set in customiser)
Standard Reply 1, 2, 3...	Sends a preset reply to the last person that sent you a message (Set in customiser)
Standard Wing 1, 2, ...	Sends a preset message to all wing members (Set in customiser)

Planetary Landing & SRV Control

X	Prep for Orbit	
	Deploy SRV / Board the Ship	
	Deploy SRV on Landing	
X	Board the Ship	
	Dismiss/Recall the Ship	
	Prep for Dust Off	Recalls the ship, then automatically launches to orbit
	Launch to Orbit	
	Extraction and Launch	
	Handbreak	Toggle
	Transfer Cargo	
	Turret	
	Drive Assist	
	Enable/Disable Eco Mode	Sets fuel economy mode on or off
	Dip/High Beam	Sets SRV lights mode to low or high
	Refuel/Repair/Re-Arm SRV	

Interactions and Chitchat

Protocol Override Customize My Settings	Opens HCS Customiser
Enable/Disable Voice Control	Toggles voice control for AI
Enable/Disable Interaction Mode	Toggles interaction mode with your AI
Enable/Disable Chit Chat	Toggles chit chat for AI
Enable/Disable Constellations	Toggles Constellations info from the AI
Enable/Disable Quantum Theory	Toggles Quantum Theory info from the AI
Enable/Disable Stars and Planets	Toggles Stars and Planets info from the AI
Enable/Disable Profane Interaction Mode	Toggles profanity from AI
Yes, Yeah, Good Idea, Yes Please, Confirm	Agreement Statements with AI
No, Not Now, No Thank You, Cancel Request	Disagreement Statements with AI
What's On Your Mind	Prompts Interaction with AI
Enable/Disable Galaxapedia	Toggles Random facts
Hi Rez Screenshot	Takes a high resolution screenshot

