

# HCS VoicePacks

“Gravity” for Elite Dangerous: Odyssey

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*Command Reference Manual*

*Version: 1.0 (Alpha)*

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## Welcome

Welcome to **“Gravity”** – Your AI voice companion for the “boots on the ground” experience in Elite Dangerous: Odyssey.

**“Gravity”** is a DLC for the **“Singularity”** packs available in the HCS Store. You **MUST** own one of the core packs for this to function.

With Odyssey being in Alpha at the moment – and without every feature being available yet, **“Gravity”** is also in Alpha testing. For this test phase, we have included a default voice – ALPHA – our bounty hunter AI voice. Don’t worry if you don’t own that pack – for the Alpha test phase of Odyssey and Gravity, he will be your companion.

When the final game is released, you can only use the voices you own to accompany you on foot on a planet.

The pack is designed to allow you to not only control the various options when on foot, but to be used in multiplayer – a key feature. You can use voice commands to inform your team what you’re up to just as easily as you can give an instruction to your AI – for example *“reload”* as an instruction can also be *“reloading”* so your team know what you’re doing.

**IMPORTANT NOTE:** You will see a NEW Profile in Voiceattack once installed – **“HCS – Gravity (Elite Odyssey)”** – It is this that you should select for on-foot gameplay. It will NOT work with the core game – for that you would choose **“HCS – Singularity”** as normal.

Once Odyssey reaches a later Alpha phase, we will be adding in the **Voice Trigger Editor, Crew Command Roster, Keybind Creator** and allowing you to use the pack with your other AI crew, but for now – when you start it, they will greet you, and then stay silent, with ALPHA taking over the responses.

## Release Notes

### Features

- Commands for in-game on foot keypresses
- NPC Conversations

### Known Restrictions

- Journal triggers not yet implemented – expected Alpha 3.0
- *“Call for a transport”* – Will NOT work in a starport
- Voice control when in APEX Interstellar Supercruise is turned off
- Keybind Creator will NOT create on-foot keybinds
- **All commands with a HOLD/TOGGLE mode MUST be set to TOGGLE**
- Response frequency will be customisable at Alpha 3.0
- Changing AI voice will be customisable at Alpha 4.0

Configuring your keys

To enable the “Gravity” pack to work – you MUST ensure that all the on-foot commands have a keybind. These should be a single keypress (without modifier keys such as CTRL, ALT, SHIFT).

You MUST set commands that have a HOLD/TOGGLE option to TOGGLE for the profile to work.

We recommend the following keybinds, though you are welcome to choose your own:

**Movement** - WASD or arrow keys

**Item Wheel LEFT RIGHT UP DOWN** – WASD or Arrow keys

**Primary/Secondary Weapon** – 1 and 2

**Energy Link/Profile Analyser/Arc Cutter** - 3, 4, 5

**Change Tool Mode** – M

**Interact** – E

**Open Item Wheel** – TAB

**Open Access Panel** – ENTER

**Grenade** – G

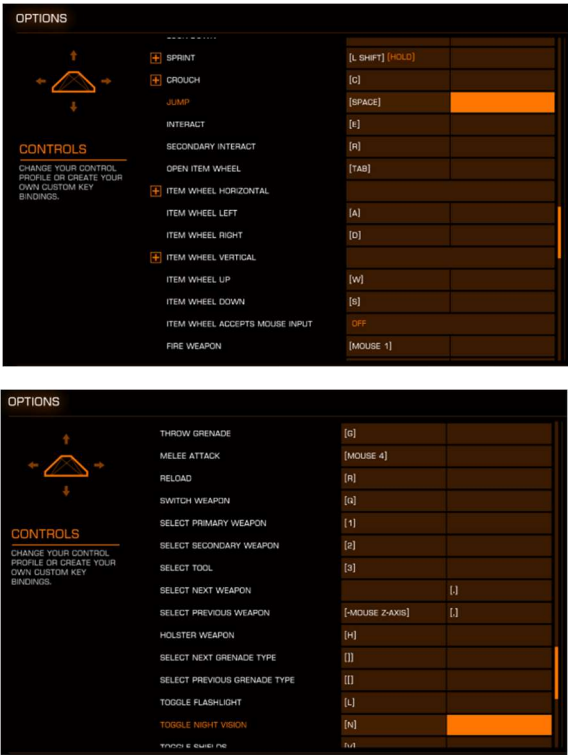
**Shields** – V

**Reload** – R

**Flashlight** – L

**Crouch** - C

**Jump** – SPACE



IMPORTANT NOTE:

You MUST have keybinds set for the “UI” controls in the main section of keybindings. If you’re an experienced user of our packs, then this will already be done.

INTERFACE MODE		
UI PANEL UP		[W]
UI PANEL DOWN		[S]
UI PANEL LEFT		[A]
UI PANEL RIGHT		[D]
UI PANEL SELECT		[SPACE]
UI BACK		[BACKSPACE]

## Voice Commands

**Please note – all the below commands are subject to change throughout Alpha testing. Refer back to these notes with each release for details.**

### On foot

#### **Weapons:**

*“Select/selecting primary weapon” or “weapons hot”*

*“Select/selecting secondary weapon”*

*“Select/selecting frag grenade”*

*“Select/selecting shield grenade”*

*“Select/selecting E M P”*

*“Reload/reloading”*

*“Reload and select frag grenade”* – combination command that performs both

*“Throw/throwing grenade” or “grenade out”* – quick fire throw a grenade

*“Place a shield grenade”* – drops a shield grenade in the direction you are looking

*“Holster weapon” or “Put away tool”*

*“Zoom scope” / “Close scope”* – toggles the scope if available

#### **Tools:**

*“Select/selecting energy link/tool” or “powering suit/door/terminal”*

*“Select/selecting overload tool/mode” or “overloading panel/door”* – This will select your energy tool AND change mode

*“Select/selecting arc cutter/cutting the panel”*

*“Select/selecting profile analyser” or “scanning profile”*

*“Select/selecting cloning tool” or “scanning ID”* – This will select your analyser AND change mode

*“Switch/switching tool mode”* – Will change your tool mode if available

#### **Equipment:**

*“Suit shield on/off”*

*“Use/using energy cell”*

*“Use/using medkit” or “patching myself up”*

*“Flashlight on/off”*

#### **Movement:**

*“Go to crouch” or “taking cover”*

*“Stand up” or “breaking cover”*

#### **Interaction:**

*“Pick/picking that up”*

*“Pick/picking up medpack” or “pick/picking up ammo” or “pick/picking up energy cell”*

*“Open/opening the crate” or “Open/opening the locker”*

*“Download/downloading data”*

## Insight Hub Commands



*“Insight Navigation”* – Opens the Insight Hub and selects the Navigation screen

*“Insight Contacts”* – Opens the Insight Hub and selects the nearby Contacts screen

*“Insight Comms”* – Opens the Insight Hub and selects the Communications screen

*“Insight Transactions”* – Opens the Insight Hub and selects the Transactions screen

*“Insight Inventory/Suit inventory”* or *“what am I carrying?”* – Opens the Insight Hub and selects your inventory

*“Insight call transport/taxi”* or *“call for a transport”* – Calls your shuttle back. NOTE: This ONLY works on foot on a planet, and ONLY if you’re able to call a shuttle at that point. If you’re wanted – you’ll need to walk further away from the base. If in station, use the APEX Interstellar service to book transport

*“Exit”* – closes any on-screen menu

## Ship Interaction

**Note – ALPHA 1.0 Version ONLY covers entering/exiting your booked APEX Interstellar taxi. Future updates when available will be released for interaction with your own ship/that of another commander.**

*“Disembark”* – Exits your APEX Interstellar transport

*“Board the transport”* – Boards your APEX Interstellar transport

## In station

*“Use the terminal”*

*“Call the lift”*

## Talking to the NPC’s

You can use voice commands to talk to the various characters you meet in a station. This includes the service desks and the mission givers.

To talk to one of the service desks, you can use the name of the service, or just say *“excuse me”* to interrupt whatever they’re doing.

*“Apex Interstellar”*

*“Vista Genomics”*

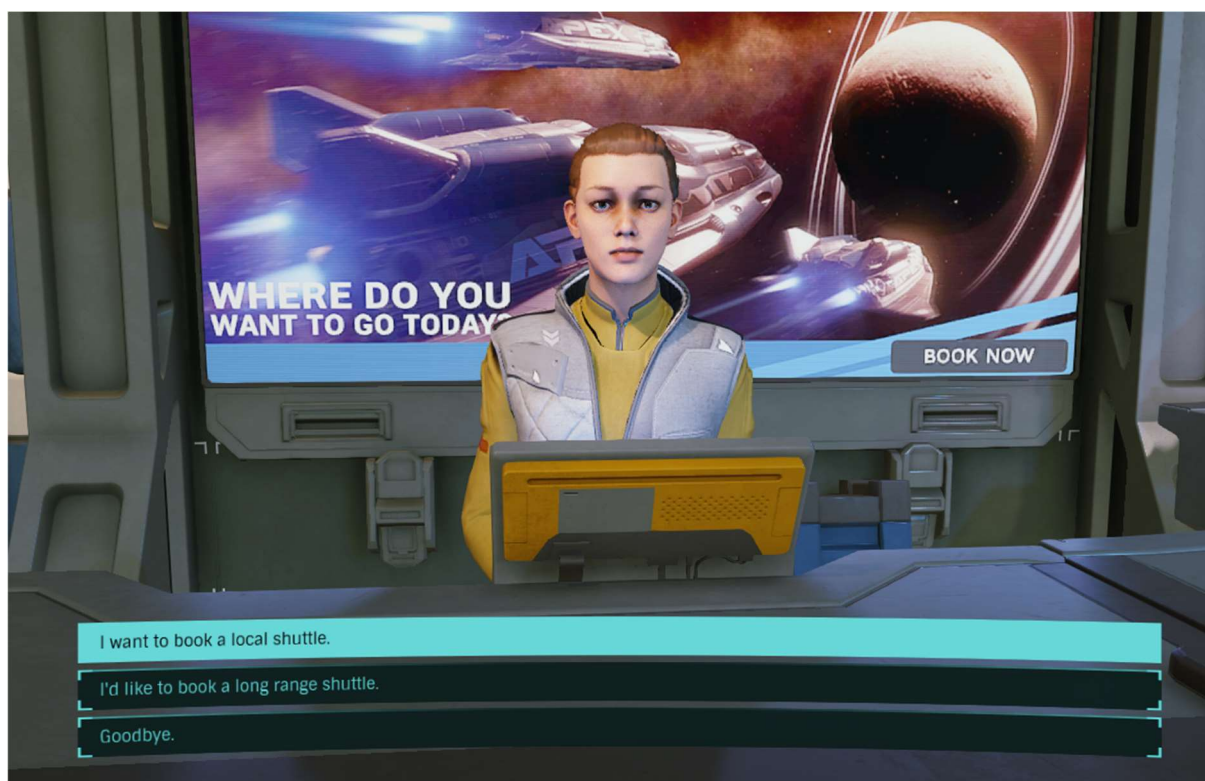
*“Inter Astra”*

*“Frontline Solutions”*

*“Bar tender”*

*“Excuse me”*

Then just read out the lines on screen, for instance:



*“I want to book a local shuttle”*

To end a conversation just say:

*“I’m not interested/I’ve changed my mind” or “Goodbye”*



For mission givers, you can use the “*excuse me*” or use any one of the following phrases to respond to them or initiate a conversation:

“OK Stranger”

“What do you want”

“That sounds interesting”

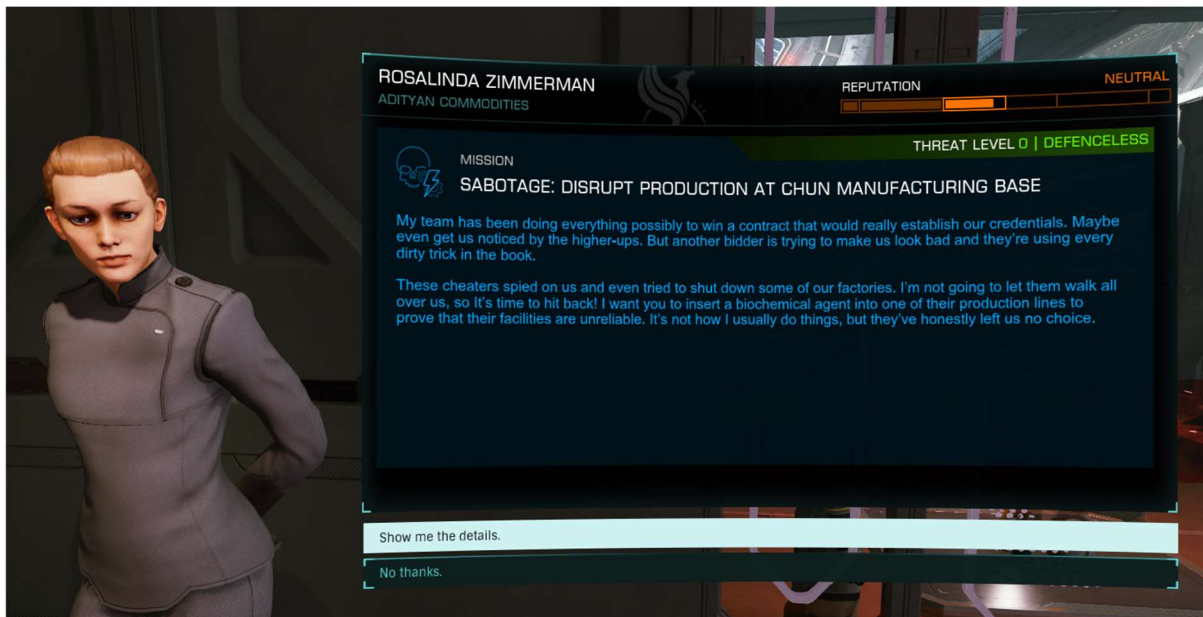
“Tell me more”

“Yes Thank you”

“Do you have a job for me?”

“Excuse me”

Then read out the lines exactly as they appear on screen:



“Show me the details”

To end a conversation just say:

“I’m not interested/I’ve changed my mind”

## More information, bug reporting & suggestions

There are a series of videos highlighting the use of the “Gravity” pack on our YouTube channel:

<https://www.youtube.com/watch?v=-ibacdCVh4s>

Streamers and Youtubers have a lot of content, including Malforthewin and Obsidian Ant and will be showcasing “gravity”

As Odyssey evolves throughout ALPHA, we’re expecting the AI voice pack to evolve too. There may be things you spot that aren’t working – or suggestions that you have for features you would love to see.

Please get in touch with us via our support discord channel

<https://discord.gg/w4SQ8zD>

or our Support forum

<http://forum.hcsvoicepacks.com/>

You can also email us if you need on

[info@thegnn.com](mailto:info@thegnn.com)

**Have fun, and “Right On, Commander!”**

