



Immersive Aviation Installation & Setup



by
Virtual Voyager

Version 1.0 Beta
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Introduction

This is just version 1.0 beta. I will continue to expand, add onto, and perfect this profile over time. For specifics on what is planned and what full release will look like, please read the last section of this document.

I am asking those of you who like this mod to help support me by subscribing to my Youtube channel, I can also accept tips or donations as well. I appreciate any and all support! For bugs, suggestions and feedback in general you can post on my Youtube videos about this mod, or come visit my discord!

Youtube: [Virtual Voyagers Youtube](#)

Discord: <https://discord.gg/WSH6xzX>

Venmo: [@virtualvoyager](#)

Paypal: [@virtualvoyager](#)

Thanks for checking out my mod and I hope you enjoy it!

Welcome to Immersive Aviation!

Installation of Mod and Voice Attack Profile/Sounds

Only Works with Base Version of MSFS 2020 (For Now)

Unfortunately I can't afford the full version yet, so some functionality will be broken for planes outside of the base 20 found in game. **HOWEVER**, all this means is that you cant use the increase/decrease functions for altitude, airspeed or feet per minute for autopilot, and will have to manually set those. All other functions should work fine in any plane so long as the keybinds in MSFS 2020 match those in my Voice Attack profile, so most commands should be universal across all planes you can use in the game.

I will soon make a video showing people how to edit their .cfg files and add them into the mod for those who might be using planes outside of the base game who want to use all the autopilot settings features.

Full Version of Voice Attack Required

In order to use this mod, you must have a full version of Voice Attack installed on your computer. The free version only allows up to 20 commands, and this mod has over 1300 currently! It's only \$10 USD to buy Voice Attack.

It's well worth it for gaming- *especially* VR! I've used it for hundreds of hours in Elite Dangerous, I created a Voice Attack profile for The Forest VR so you can issue console commands from within the HMD if you want, and I've even used it in non VR games like Mount and Blade, where you are able to essentially give commands to your troops in real time during battle without having to stop your own fighting.

Link to buy Voice Attack is here: [VoiceAttack - Voice Recognition for your Games and Apps](#)

About the Mod and Known Bugs

This mod is called "Increment Mod" and it is **ESSENTIAL** in order to get the correct functionality of voice attack. It changes the incremental/exponential rate of increase on instruments such as vertical speed, altitude, and airspeed.

What this means is that normally the game registers input and as you hold down the key longer, the numbers go up faster and faster. Because of how Voice Attack works, its almost

impossible to time correctly because it will start going extremely fast and skipping notches. Therefore, I modded these values for every plane so that the increments are a steady increase of 100 feet or 1mph no matter how long you press down on the key. This allows for more exacting commands, so when you say "Increase Altitude 10,000 feet" it will run the command exactly 100 times. This does not work for setting the Heading as I could not find any configuration setting for heading incremental increase. There is also a strange bug for increasing heading that is related to the game and not voice attack, and I reported it to Zendesk, it's detailed below.

Known bugs

There are two issues, neither of which I can fix.

Bug 1: Sometimes the game does not register keystrokes. This is not actually because of Voice Attack, its an in game bug. I've reported it to Zendesk. The result is that sometimes when giving a voice attack command for example to increase altitude, the way voice attack is doing it is its sending 1 command for every 100 feet of altitude. Meaning 5000 feet is 50 commands. If the game does not register one or two commands, then it will only increase by 4800 feet. Overall its very reliable, but thats why sometimes these commands wont work right. The Airbus and 747 are actually REALLY bad on this front, and I wonder if it has something to do with screen/airplane optimization.

Bug 2: When increasing the heading indicator, the game can get stuck in a loop where it constantly sends a command to the indicator and it will spin endlessly without stopping. This also completely locks up your game from being able to do anything, and you must force quit the game. Ive reported this to Zendesk. This also has nothing to do with Voice Attack nor my mod, but something to do with the game. DECREASING the heading seems fine and I havent been able to reproduce the bug using decrease. Therefore, use increase heading ***AT YOUR OWN RISK.***

Mod Installation:

- 1) Drag "Virtual Voyagers Immersive Aviation" folder into your Voice Attack sounds folder. It will be something like **C:\Program Files (x86)\VoiceAttack\Sounds** - You must leave the directory as it is and place the entire Immersive Aviation folder into the sounds sub-directory. All of the sounds in the profile are pointing specifically to that, so if you just move the Audio folder, it won't be able to find the sound files!
- 2) You will also find the **.vap** file you need to load the Voice Attack profile in the folder "Virtual Voyagers Immersive Aviation". To install this, all you need to do is open

Voice Attack, click the box that has a X and + symbol on it in the upper right corner, select “import profile”, then travel to the directory that **vv’s_immersive_aviation.vap** is located in and select it.

- 3) To install the “Increment Mod”, drag the “Increment Mod” folder into your community folder. If you don't know where your community folder is located, there are two places you might find it. The first is if you set a custom install path, it will be located in the root directory of your Microsoft Flight Simulator .exe file, and it's called “Community”. If you let the game install into its default path, then your mod folder should be located in one of two places depending on which version you have:

Windows Store install:

C:\Users\[YourUserName]\AppData\Local\Packages\Microsoft.FlightSimulator_8wekyb3d8bbwe\LocalCache\Packages

Steam install:

C:\Users\[Your User Name]\AppData\Local\Packages\Microsoft.FlightDashboard_8wekyb3d8bbwe\LocalCache\Packages

Note: On Windows 10, the *AppData* folder is hidden by default. If you don't see it in Windows Explorer, go to View, and look for the checkbox that says Hidden Items, and click it.

Keybinds

In order to use this voice attack profiles full functionality, you must set your keybinds to match the ones in the profile. This also means if you have changed the default keys from MSFS2020, you will either have to set your Keyboard profile to the “Default” when you want to use Voice Attack - OR - you will have to go into Voice Attack and adjust it to fit your custom keyboard profile. Since you do not need your keyboard for the most part when using Voice Attack, I recommend setting the in game profile to default, and then proceeding to build a new profile using the commands below to get yourself set up to use Voice Attack!

How to Make Custom Keybindings

To set custom key commands, go into your game, go into **Controls**, select your **Keyboard**, and then down where it says “**Filter**” set it to “**All**” so you can see every unbound command.

Next, in this document below you will find a full list of all the custom commands this profile needs to have set in MSFS 2020 and what they need to be set to. If I miss any, leave a comment on one of my Youtube tutorial videos about this mod or head over to my discord and let me know about it in the bugs section - <https://discord.gg/WSH6xzX>

Below is the order in which they will appear in your list of commands in MSFS2020. There are only 33 of them as of now, more will likely be added as I update this and add functionality. When I do this, I will notate which version they were added in so old users will know which keys they should be looking for to bind.

Instruments & Systems - Anti Ice

Set Anti Ice Off - SHIFT + ALT + H

Set Anti Ice On - SHIFT + ALT + J

Pitot Heat Off - SHIFT + CTRL + Y

Pitot Heat On - SHIFT + CTRL + T

Instruments & Systems - Engine Instruments

Set Bleed Air Control Source - SHIFT + CTRL + F - **[required for checklist]**

Toggle Master Starter - SHIFT + CTRL + S - **[required for checklist]**

Instruments & Systems - Flight Instruments

Toggle GPS Drives NAV1 - CTRL + ALT + Q [autopilot switch NAV function, switches from VOR1 to FMS, for example - not essential but handy]

Autopilot

REQUIRED for autopilot functionality, without this you basically can't use any autopilot features with voice attack such as HDG, NAV, ALT, LVL, VS, FLC

Autopilot Altitude Hold Off - CTRL + ALT + U

Autopilot Altitude Hold On - CTRL + ALT + I

Autopilot Attitude Hold Off - CTRL + ALT + C

Autopilot Attitude Hold On - CTRL + ALT + V

Note: This is ATTitude, not to be confused with the prior commands for ALTitude.

Autopilot Flight Level Change Off - CTRL + ALT + O

Autopilot Flight Level Change On - CTRL + ALT + P

Autopilot Heading Hold Off - CTRL + ALT + K

Autopilot Heading Hold On - CTRL + ALT + L

Autopilot NAV1 Hold Off - CTRL + ALT + B

Autopilot NAV1 Hold On - CTRL + ALT + N

Autopilot VS Hold Off - CTRL + ALT + H

Autopilot VS Hold On - CTRL + ALT + J

Autopilot Airspeed Hold Current - CTRL + ALT + [

Note: the above command is control, alt, bracket left key

Yaw Damper Off

Landing Gear

Gear Up - G [this is not essential - if you leave this on G then what will happen is every time you say "Raise Landing Gear" It will actually just toggle the gear like default. If you want to ensure that it specifically raises it, then you must change the default toggle to this command instead]

Lights - Exterior Lights

Toggle Wing Lights - ALT + D [**essential for some checklist functions if you actually want the lights to be turned on**]

Power Management - Throttle

[**I would recommend setting all of the throttle keybinds. Some of them are essential for checklists, and others will be essential for autopilot custom commands later when they are implemented. For example, the TBM wont properly start if you try to run the custom TBM checklist without some of these bindings**]

Throttle 10% - CTRL + ALT + NUM1

Throttle 20% - CTRL + ALT + NUM2

Throttle 30% - CTRL + ALT + NUM3

Throttle 40% - CTRL + ALT + NUM4

Throttle 50% - CTRL + ALT + NUM5

Throttle 60% - CTRL + ALT + NUM6

Throttle 70% - CTRL + ALT + NUM7

Throttle 80% - CTRL + ALT + NUM8

Throttle 90% - CTRL + ALT + NUM9

Note: if you are unfamiliar with keybinds, NUM keys are the ones on your number pad, not the ones at the top of your keyboard.

Toggle Throttle Reverse - CTRL + ALT + R

Voice Attack Setup

Installing and Voice Training

Setting up Voice Attack is easy. Once you've purchased the program and installed it, you need to train your voice recognition system. This is done through windows and not through Voice Attack. There is plenty of information about how to do this online, so I will just link to the microsoft support page for those of you who dont know how to do it:

<https://support.microsoft.com/en-us/help/4027176/windows-10-use-voice-recognition>

The reason you need to train voice recognition is because if your computer cant understand your voice, then voice attack will have a hard time as well since it uses your computers voice recognition systems and library. If this happens, then the commands you issue wont register and effectively Voice Attack will not work, or will only work a small fraction of the time. So this is a very important step, as boring as it is to do. Luckily you only have to do it once

Voice Attack Specific Settings

You need to rebind one key in Voice Attack so when its used in game, it does not shut off your Voice Attack.

- 1) Open Voice Attack
- 2) In the lower right hand corner you will see a wrench symbol, click it to open options.
- 3) At the top, click "Hotkeys"
- 4) Disable the "Global Recognition Hotkey"

MSFS2020 uses so many keys that anything you choose will likely be used by MSFS2020 at some point, so I recommend not having a recognition hotkey set so you dont accidently turn off Voice Attacks listening. However look into the Joystick or Mouse Button recognition keys if you really feel the need to enable this feature.

Thanks again, and have fun!

-Virtual Voyager