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## *Evochron Legacy SE Reference sheet*

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<u>Spoken Command</u>	<u>What The Command Does</u>
Exit station or leave the Station	Departs you from the local station
What stations are here	Tells you the station that are in the system
What's the price of (Name of Commodity)	Gives commodity price for that station.
Station Deals	Tells you what's the best price for that station.
How many Diamonds do I have	Gives the total mount of diamonds aboard your ship
Auto Navigation	Brings you to the NAV marker.
Auto Pilot	Starts auto pilot system
Prepare for jump or engage jump drive	Engages the jump drive.
"Select bookmark number" (one to ten)	Set a course for bookmark number.
"Open bookmarks"	Open the book mark menu
"Sell cargo bay number" (One to Six)	Sells what's in cargo bay (1 to 6)
"Auto Departure"	Tries to automatically leave station.
"Change Heads up display"	Changes Hud's Modes
IDS (off) or IDS (on)	Turns off IDS system or Turns it on
IDS Times 1 to 9 or Increase I D S by 1 to 9	Increases The IDS multiplier
How much fuel do I have	Tells you how much fuel is left.
How much money do I have	Tells you how much money you have.
What station am I in	Tells you the current station you are docked at
What system am I in	Tells you the current system you are in.
How much do I have in cargo bay (1 to 6)	Tells you how many units are in that bay 1 to 6
How Much Metal do I have	Tells you the total amount of metal on the ship

<u>Spoken Command</u>	<u>What The Command Does</u>
Close inventory or Exit screen	Closes the Inventory screen
Crew Management	Opens the Crew Management Screen.
Open inventory or Open Cargo bay	Opens the Inventory Screen
Jettison cargo number 1 to 5	Jettison the cargo in that Slot number 1 to 5
Center or Center map	Centers your Position on the Map.
Enlarge The map or Enlarge Map	Enlarges the Map
Normal Map or reduce the map	Brings the map back to normal
Open galaxy map or open quadrant map	Opens the Quadrant Map
Zoom in (1 to 5) times	Zoom in on the map (up to 5 times)
Zoom Out (1 to 5) times	Zoom the map out (up 5 times)
Cargo Missions	Tells you the current mission you have.
Accept the contract or Accept	Accept the current mission
Show me Available Contracts	Shows the Available contracts
Cancel Contract	Cancels the Accepted mission.
What's the current contract	Tells you the current contract you have.
Cancel Command	Stops the current command
Next contract	Changes to the Next Available contract
Previous contract	Show the Previous contract.
Close navigation or Exit screen	Closes the Navigation panel
Set a course for the local nebula	Tries to Set a Course for the local Nebula
Open Navigation or open map	Opens the Navigation Panel
set a course for the local jump gate	Set a course for the local jump gate
How many jumps will this be?	Calculates How many Jumps it will take to your destination.
Exit screen	Closes the current screen
let's play the game or let's play evochron	Starts the game up from windows
Level off the ship	Tries to level the ship
night vision off	Turns off the night vision
What's My Faction	Tells you what faction you are in
night vision on or activate night vision	Turns on the night vision

## Spoken Command

## What The Command Does

Change heads up display (Partial mode, Full mode, off mode, Stay here) to exit command.

Changes your HUD mode (stay here to exit command)

Stop talking or shut up

Stops the voice from talking

What time is it

Tells you the current time

Let's go mining

Plots a course for the local asteroid field

Set a course back to the station

Plots a course to the local station

Save the game

Saving Game

Sell all the cargo

Sells all the cargo up to the first 5 slots

Refuel the ship

Refuels the Ship (Only works at station)

Repair the ship

Repairs the Ship (Only works at station)

Disengage target or stop following target

Stops Forming on the target

Engage target or follow target

Forms on the current target

Scan for object

Tries to Find the closes object

Target asteroid

Targets the closes asteroid

Scan asteroid

Scans asteroid for minerals (Target Scanner Required)

Target object or target the object

Targets the closes object

Select target

Targets the Ship

what am I targeted on

Tells you the current target

Open trade Menu

Opens the Trade menu (Must be close to another ship)

Clean Solar Panel's

Deploys the tractor beam

Collect the cargo

Deploys the tractor beam

Mine the asteroid

Deploys the tractor beam

Tractor Beam Off

Stops the tractor beam

Voice control ON

Voice Controls

Reset Index or Reset VR

VR RESET

Jump to (Gate Name)

Will set a course to the jump gate

What's in cargo bay (1 to 7)

Tells you What's in Cargo bay

Cancel Command

Cancels the current command

Trade with Ship

Starts the Auto-trade command

### Spoken Command

Open Build Menu

Deploy (Shield Array, Sensor Station, Repair Station, Mining Probe, Jump Caster, Hangar Station, Fuel Station.)

Fleet Command (Form Up, Attack target, Attack hostile.)

### What The Command Does

Opens the Build menu for building stations

You must have a Deploy constructor installed

Carries out the Specific Order