
Evochron Legacy SE Reference sheet

<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

<u>Spoken Command</u>	<u>What The Command Does</u>
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 (Sheild 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