

AI_ATC's VoiceAttack (VA) Profile:

(<https://www.voiceattack.com>)

NOTE: This documentation is for a “stand-alone” VoiceAttack (VA) setup and does NOT cover VAICOM.

VAv1: VoiceAttack (VA) version 1.0.0 -thru- 1.1.6

VAv2: VoiceAttack (VA) version 2.0.0 -thru- 2.1.5 (These Profiles will **NOT** work with VAv1)

Example: voiceattack_**v2**.105_Beta(FxdWng).dat (This file will **NOT** work with VAv1, and is designed for VA**v2**)

For the uninitiated, VoiceAttack (VA) is a program that allows you to control your sim / games / apps / programs using spoken voice commands. There is a **FREE version** which allows you to have up to 20 commands on a single “Profile” (NO Importing/Exporting of Profiles). The \$10 paid (Licensed) version allows unlimited commands, profiles as well as Importing / Exporting profiles.

Due to the sheer number of spoken word variations it will take **several minutes** for VoiceAttack to completely load and begin working. The time it takes is dependent on your CPU speed / performance. The FREE version has a “GO” button which will be subdued until all the dynamic commands are processed. Please wait patiently and the “GO” button will eventually become available and the VoiceAttack window will eventually open. BE PATIENT!



(VoiceAttack's FREE v1.15 opening screen: GO button **may take several minutes**)

Since **AI_ATC** is a Function-Key (e.g. F1 – F12 Keys) driven script for your DCS Mission (*.miz) file, VoiceAttack automates the Function Key sequences when you key the DCS Radio Mic button and speak the USAF Military style “Radio Calls”. To accomplish this feat, there is a AI_ATC VoiceAttack Profile specifically programmed (open source) to listen to your spoken words and figure out which F-Key sequence is required to generate the AI_ATC Controller's appropriate response(s). This makes AI_ATC + VA “simulate” you making radio calls to Air Traffic Control with appropriate ATC replies / instructions, just like in “real-life”.

Those who are using the **FREE version** of VoiceAttack can easily incorporate the AI_ATC VA Profile into your VoiceAttack by downloading it, and then moving the AI_ATC VA Profile to your VA directory usually located in:

C:\Users\[your user name here] \AppData\Roaming\VoiceAttack

Once you've moved the AI_ATC Profile to this folder, rename the original “voiceattack.dat” file to some other name (e.g. voiceattack.OLD), and then rename the AI_ATC VA Profile to “voiceattack.dat” in place of the original file. Now when you run VoiceAttack the default profile will be the AI_ATC profile. If you want to revert back to your original profile, you can just rename the AI_ATC's “voiceattack.dat” file to something else and rename the “voiceattack.OLD” back to a .dat file.

Those using the \$10 Paid / Licensed version of VA, all you need to do is download and import the “AI_ATC_vX.XX_Profile.vap” file into your VoiceAttack.

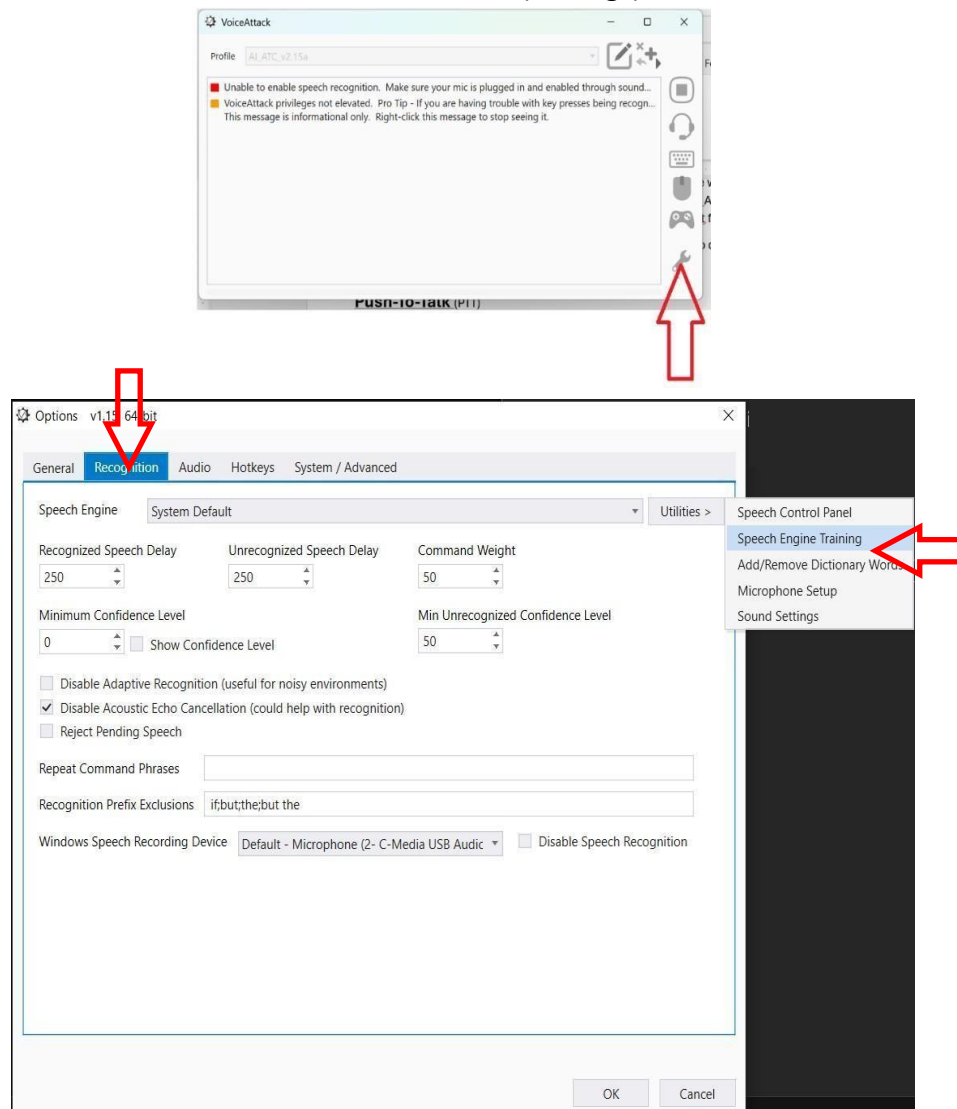
.dat = FREE VoiceAttack version (Data File)

.vap = “Voice Attack Profile” Importable Profile for the Licensed (Paid) VoiceAttack

NOTE: If you are running VoiceAttack “as administrator” your .dat file will be located at:
C:\Users\ [administrator name goes here] \AppData\Roaming\VoiceAttack

Speech Training:

It is highly recommended that you “Speech Train” your VoiceAttack, especially if VA is having a difficult time understanding you. Go to the “Wrench” (Settings) on the Main VoiceAttack window and bring up the Settings Window. Click on the “**Recognition**” Tab at the top-left of the window. Look for the “**Utilities**” button on the upper right of the window, then click it choosing the “**Speech Engine Training**”. Follow the directions and it will have you repeat a training session by reading a short story for the Speech Recognition Engine to better understand how you say the words. This will take about 10-15 minutes. See images below. First you must go to your VoiceAttack’s Main Window and click the Wrench (Settings) button:



(VoiceAttack's Settings / Options screen: Click the "Recognition" Tab then the "Utilities" Button)

Push-To-Talk (PTT) Mic Button:

To use AI_ATC and VoiceAttack we use a Push-To-Talk (PTT) button to "activate" both. This allows the activation of DCS' Communication Menu while enabling VoiceAttack to listen to your "spoken words", simulating a UHF Radio Communication session. This take a TWO-STEP process to setup, first DCS, then VoiceAttack:

AI_ATC's VoiceAttack Profile has a PTT function which prevents VA from listening to your spoken words until you press the UHF Mic (PTT) button. Once you release the Mic button VA will stop listening to your spoken words. **You may need to change, or re-designate, your desired PTT / Mic button** from the default VA Profile. You will also need to re-map your DCS Comm Menu to be triggered whenever you press your PTT / Mic button.

1) DCS Comm Menu:

First you must start up DCS and choose the aircraft you will be using. Once the aircraft is up and running, hit the **ESC**-ape key to bring up the "**ADJUST CONTROLS**" menu, and click it.

Traditionally, Military Jet aircraft typically have their Radio Mic button on the throttle corresponding to your left thumb.



(F-5E Throttle Quadrant depicting the Mic Button)

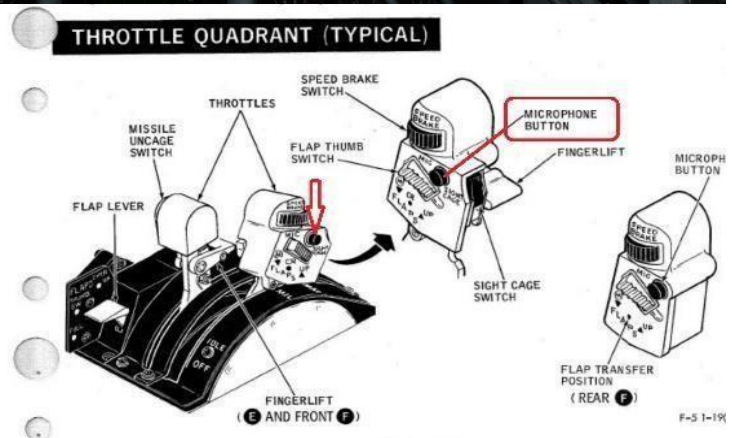
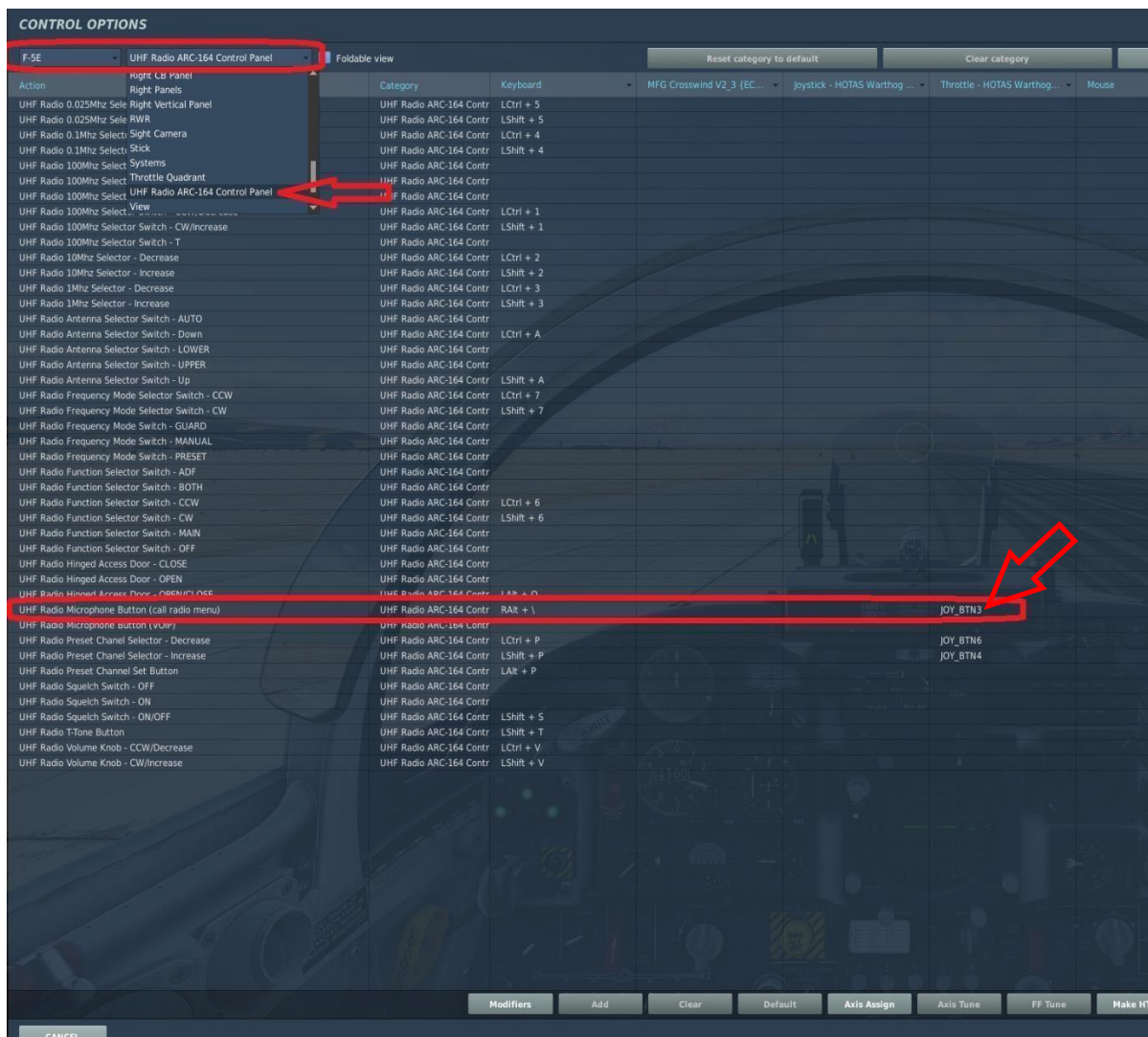
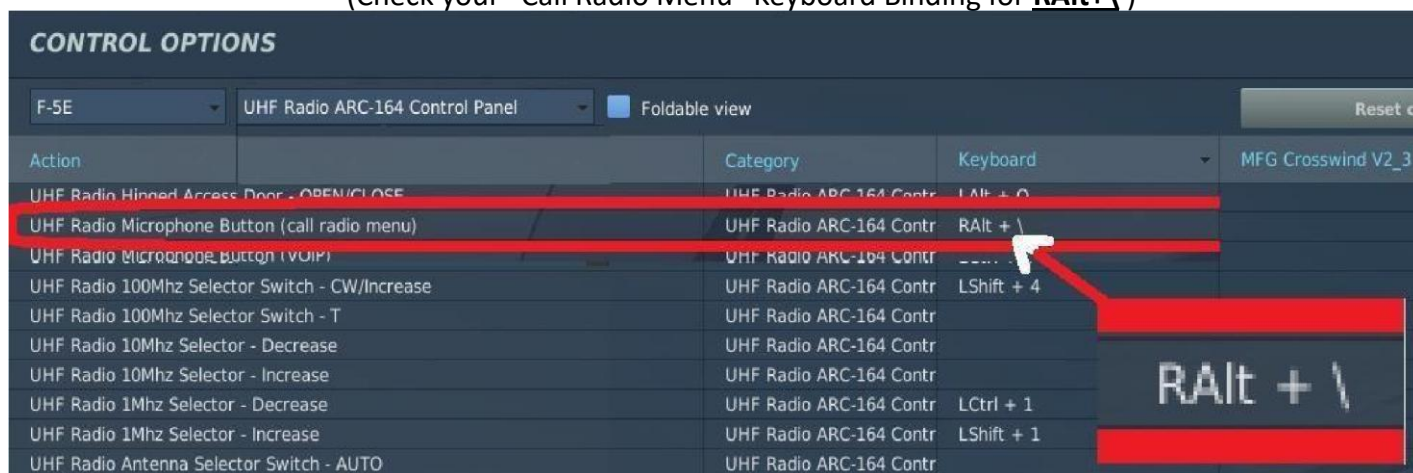


Figure 1-31.

Once your **“CONTROL OPTIONS”** window is open, make sure you have the correct aircraft in the upper left corner, then click on the drop-down menu and locate your UHF Radio (on the F-5E menu it is “UHF Radio ARC 164 Control Panel”). Locate the **“UHF Radio Microphone Button (Call Radio Menu)”**, which may be labeled slightly differently on other aircraft, and map this command to your chosen Mic Button. Once you’ve done this your DCS COMM Menu will open up whenever you key your Mic button, which is what VoiceAttack needs.



(Check your “Call Radio Menu” Keyboard Binding for **RAIt+ **)



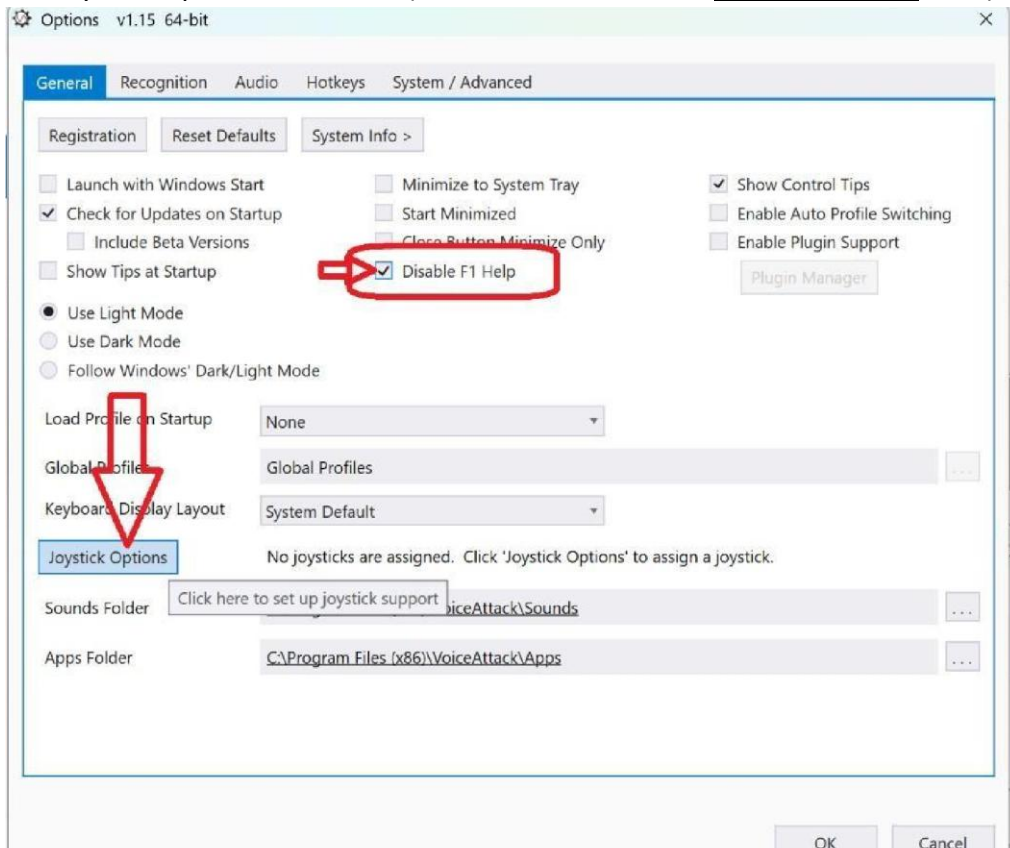
VoiceAttack uses “**Right ALT + **” (RECOMMENDED Keyboard Command) to bring up the COMM Menu for “**Clearance Delivery**” to assign your Clearance. You can either make sure to map your DCS Keyboard Command with “RAlt+\\”, -or- go into the VoiceAttack Editor screen and change the programming for Clearance Delivery to use just the “\” key (See “*Modifying VA Profile*” below). We **strongly recommend** using the **RAlt+** to trigger your DCS Comm Menu.

2) Now for VoiceAttack (Modifying VA Profile):

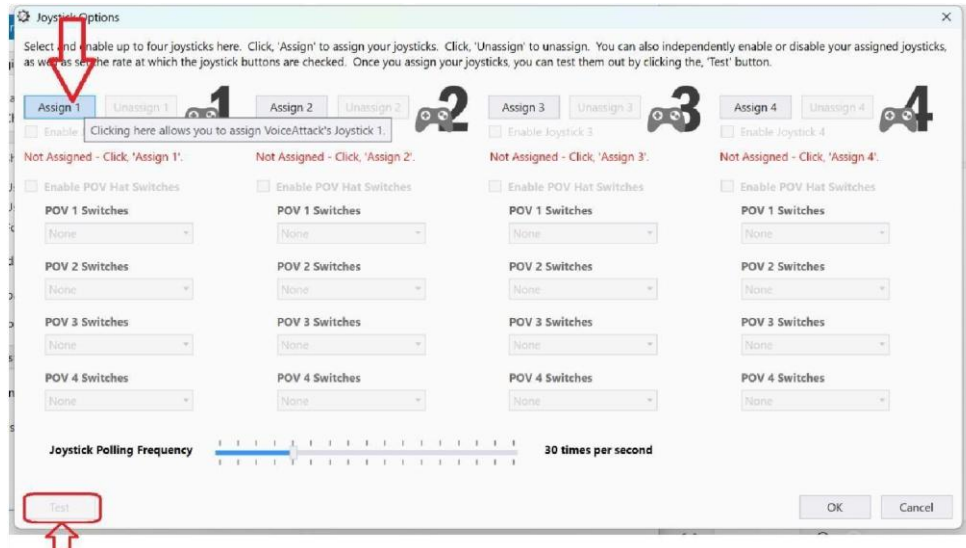
Now go back to your VoiceAttack’s Main Window and click the Wrench (Settings) button again:



Then click the “Joystick Options” button (NOTE: also Check the “**Disable F1 Help**” box):

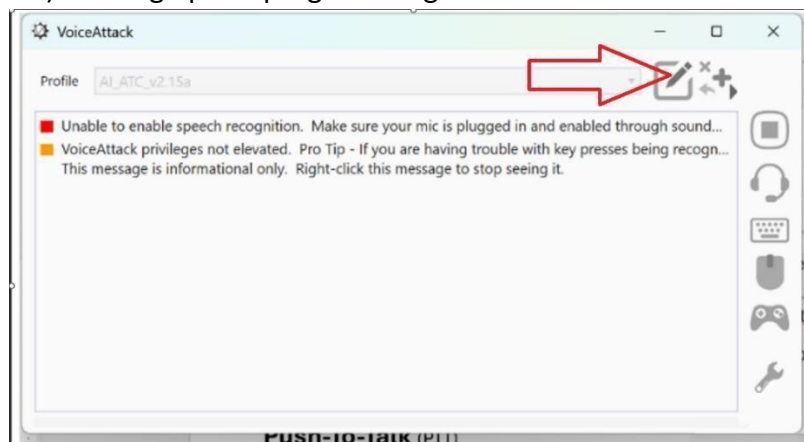


Then click on “Assign 1” button, to select your particular Joystick / Throttle.



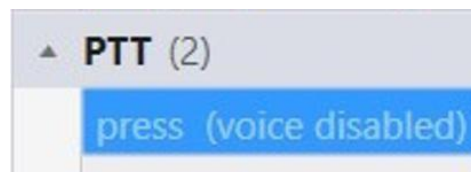
Note also that once you assign your Joystick & Throttle you can use the “Test” button on the lower left corner of the window. Then keep clicking on the “OK” button, to back-out of this window, all the way back to the Main VoiceAttack window.

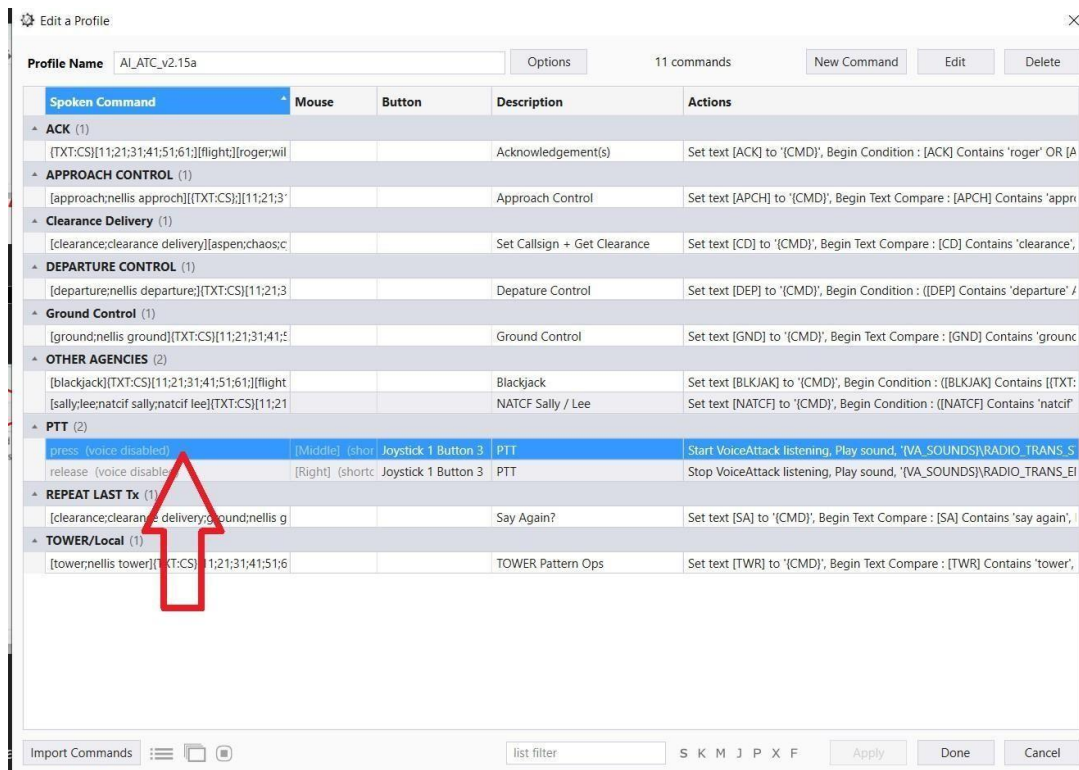
Click on the “Edit” (Pencil) to bring up the programming editor window.



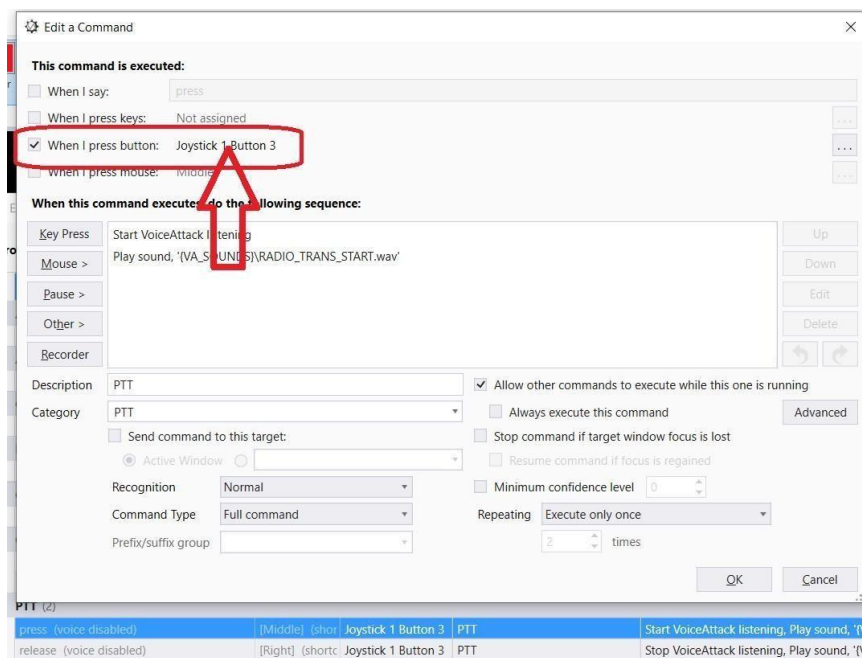
(Edit Window Button)

Double-Click the line with “**PRESS**” under the “PTT” section (highlighted in blue in the image below). This will bring up the “Edit a Command” window.



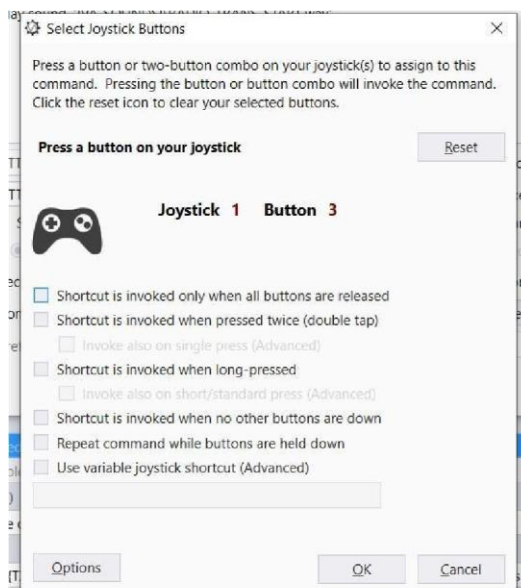


Click on the (Default) **“Joystick 1 Button 3”** which will bring up another assignment window to assign your Mic button:



(Edit Screen: Click the “Joystick 1 Button 3”)

Read the instructions on this window and press the button on your throttle which you would like to use as your PTT / Mic button, then click on the “OK” to back out to the EDIT window.



Now you must **do the same with the “RELEASE” line** to disable VA from listening when you release the PTT / Mic button!

PTT (2)				
press (voice disabled)	[Middle] (short)	Joystick 1 Button 3	PTT	
release (voice disabled)	[Right] (short)	Joystick 1 Button 3	PTT	

(Do the same thing with “RELEASE” line)

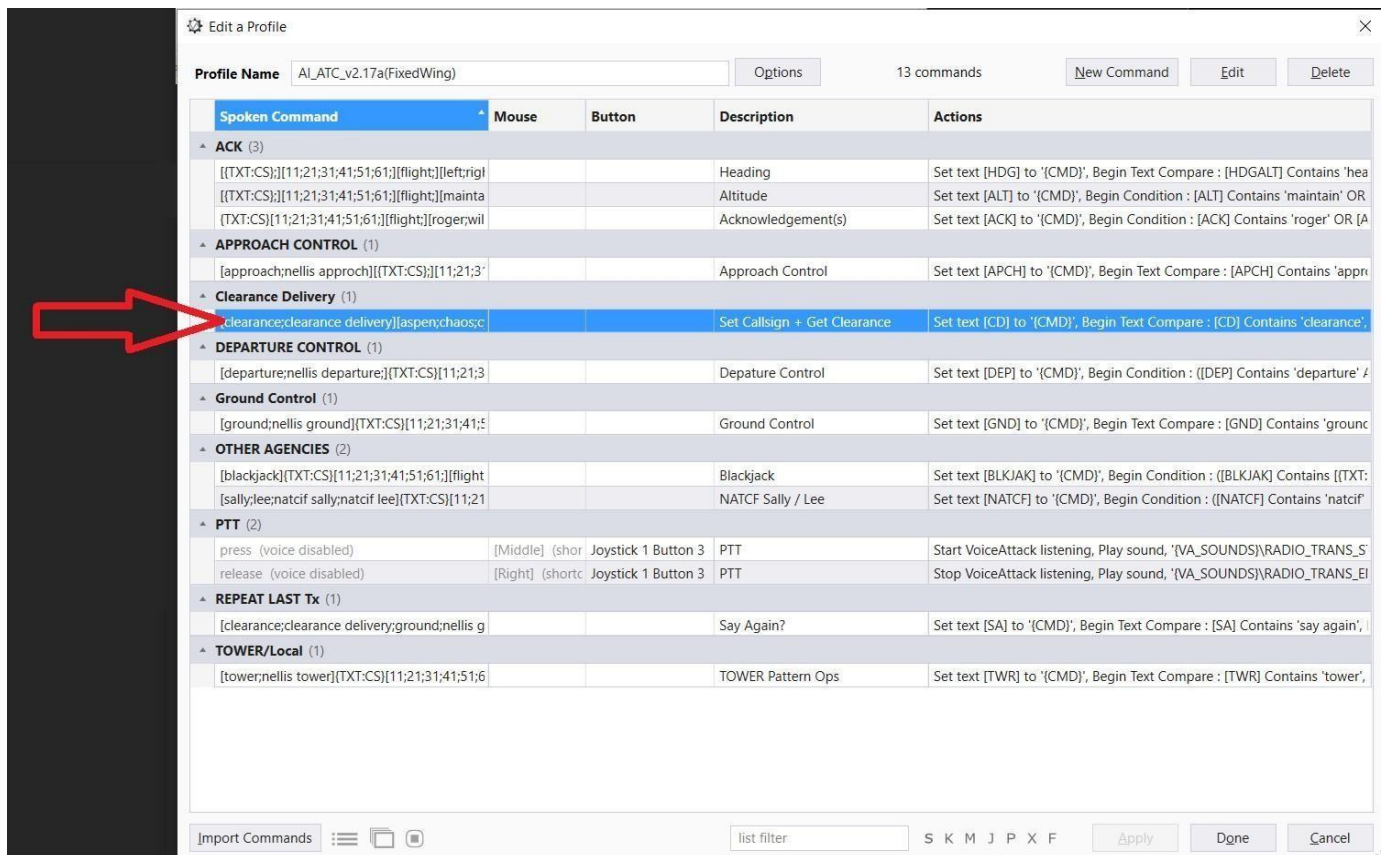
This basically concludes the VoiceAttack setup for use with AI_ATC. Please read the rest of the documentation below the “OPTIONAL” section.

----- OPTIONAL -----

Changing your “Radio Call Menu” (RAlt+\) keyboard binding **(OPTIONAL)**:

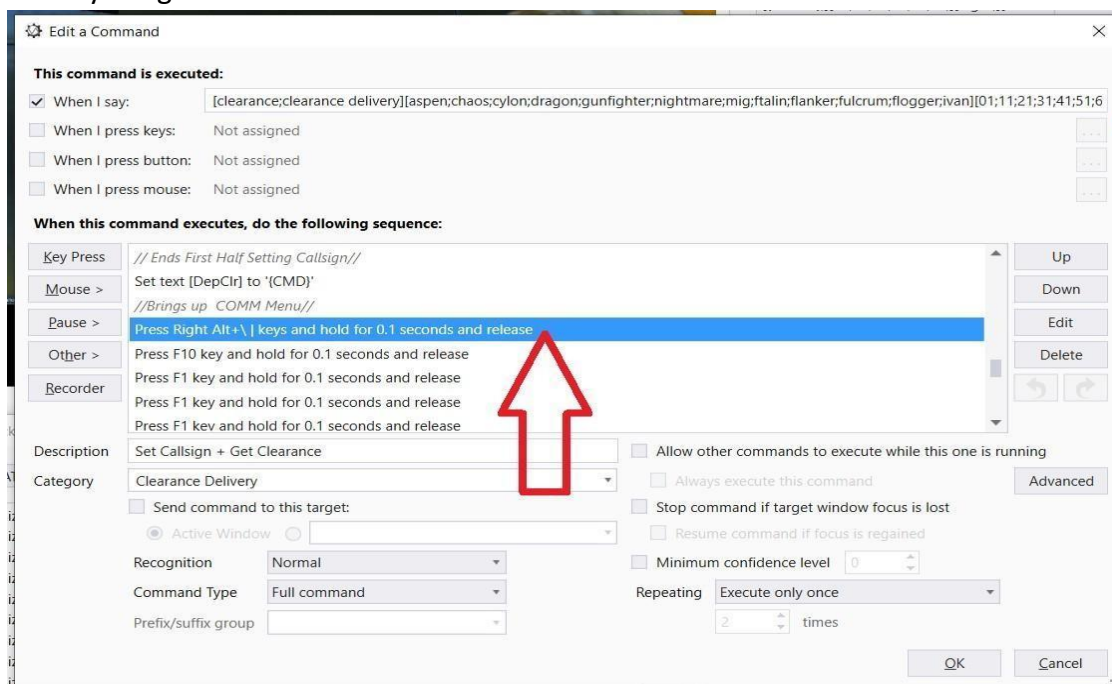
We **STRONGLY RECOMMEND** you use the **RAlt+** to trigger your DCS Comm Menu!
 If for some reason you need to change your “Radio Call Menu” binding from “**RAlt+**” -to- just “****”, or vice-versa, first Double Click the line directly below “**CLEARANCE DELIVERY**” (under the **Spoken Command** column). It will bring up the programming window for Clearance Delivery.

See the images below.



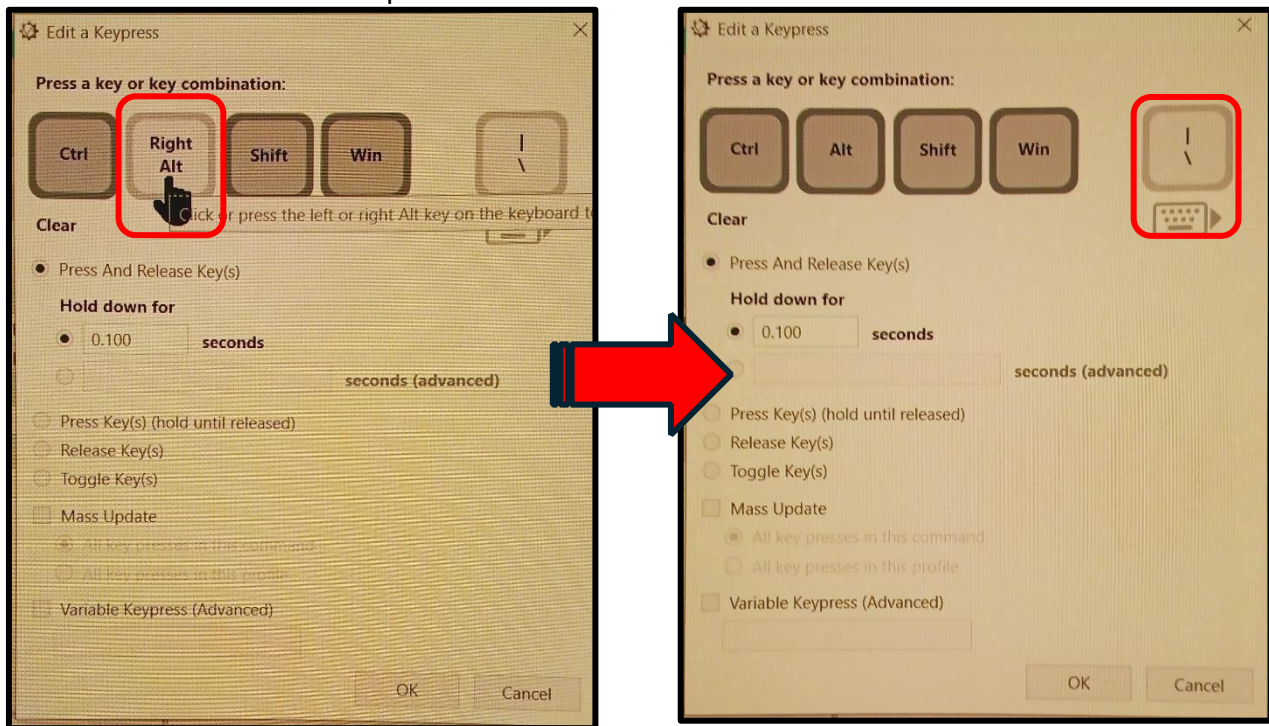
(Edit a Profile Screen: Double Click line below “Clearance Delivery”)

Now use the slider to slide down (about 2/3 of the way down) until you locate the line that says...
“Press Right ALT + \ | keys and holds for 0.1 sec and release” – and then double click that line. It will bring up a Function Key assignment window.



(Edit a Command Screen: Scroll down about 2/3 of the way to the “RAlt+\” line and double click it)

Clicking on the “**Right ALT**” button will clear / release it and you should be left with just the “\” on the furthest right button. Click “**OK**” and then “**OK**” on the “**Edit a Command**” screen to save what you just did. On the “**Edit Profile**” window, click the “**APPLY**” button then **WAIT** as It will take several minutes to save (BE VERY PATIENT!) Once you click the “**DONE**” button on the “**Edit Profile**” window you will have to **WAIT** once again as it takes time to save this profile.



(Edit Keypress Screen: Clicking on the “**Right Alt**” button ⑦ will result in just the “\” Key on the far right)

----- **END OPTIONAL SECTION** -----

Callsigns [CS]:

As of this writing, AI_ATC has 20 usable callsigns assignable (10 ea. For Red -and- 10 ea. Blue Forces). The current list of selectable Callsigns are:

BlueFOR:

“Aspen-11”
“Chaos-21”
“Cylon-31”
“Dragon-41”
“Gunfighter-51”
“Nightmare-61”
“Eagle-71” “Viper-81”
“Hornet-91”
“Slayer-01”

RedFOR:

“Mig-11”
“Stalin-21”
“Flanker-31”

“Flogger-41”
“Fulcrum-51”
“Ivan-61”
“Grape-71”
“Strelka-81”
“Skalpel-91”
“Rapier-01”

You can assign your desired callsign when you call to “Clearance Delivery” (UHF Preset Ch-2). You **must** say these words in order to assign your callsign while also receiving your desired Departure Clearance:

“Clearance Delivery, [your desired CS], **Clearance on request, IFR** (or VFR), [your desired routing] “

When you say “**Clarence Delivery**”, VA knows you will be assigning one of the 20 approved Callsigns.

When you say “**Clarence on request**”, VA knows you will be requesting a specific Departure Routing.

The Departure Routes from Nellis AFB are:

IFR:

DREAM-7
FYTTR-7
MORMON MESA 8

VFR:

FLEX-NORTH
FLEX-WEST
FLEX MMM (3 M)

-- (HELICOPTER OPTIONS)

GASS PEAK
DRY LAKE
RED HORSE
SUNRISE

*Once you have assigned your Callsign and Departure Route, VoiceAttack will “**RESET**” it’s profile in order to update your selected Callsign into memory. This “Resetting” may take several minutes, depending on your CPU’s speed. As a “technique” we recommend you go listen to ATIS (Ch-11) for one cycle to hear the weather conditions which will allow VA to complete it’s “Resetting” of it’s Profile. *(Please read below).*

AI_ATC also has all of the Departure Routes as well as Instrument Approach Plates included in the Kneeboard section of the mission (.miz) file.

Tips & Mitigating Known Issues:

* Normally, while you are listening to your Clearance from Clearance Delivery, VA is “Resetting” (Updating) it’s profile. If this resetting takes longer than usual you may run into a **no response** situation from Ground Control when you call for Engine start. In this case you may just need to wait a few moments to allow VA to complete it’s reset / updating. A good “technique” we recommend is to listen to one cycle of ATIS (UHF Ch-11) after receiving your clearance to allow time for the VA Profile to be “reset”.

If you get **no response** from the AI_ATC controller, it is possible that you are just on the WRONG UHF Channel??? Double check your UHF Radio Channel first, then try again. Also check to make sure your UHF Radio is in the “**PRESET**” channel mode and NOT in the “**MANUAL**” frequency mode.

Because AI_ATC & VoiceAttack uses Function Keys to operate, this could inadvertently change your DCS Views if VA gets confused and hits an inappropriate F-Key (like F12) changing the DCS view to a ground target, etc. Because of this potential, we **highly recommend** that you “re-map” your DCS views to include a “modifier” key (e.g. F2+LeftALT / F12+RightALT) so that a single F-Key activation will NOT suddenly switch your game view. We recommend re-mapping DCS views tied to F2 -through- F12 along with LAlt / RAlt keys. If the F1 key is inadvertently activated by VA, it won’t matter because that is your cockpit view, but you could also re-map F1 if you want.



(Re-Mapping DCS Views using LAlt/RAlt modifier)

Read-backs / Acknowledgements:

In Real Life, all radio calls from ATC must be read back to the controller to ensure that the instructions were properly received. Because AI_ATC is **NOT a human** being and only a script to a Mission File, Read-backs are **not** actually **required**. However, if you do read back any instruction(s) from AI_ATC, VoiceAttack “should” just disregard what you say if it does NOT recognize the phrase(s) you speak. However, occasionally, VA may not understand what you are saying and will “hang” on some phrase(s) you speak which just leaves the COMM Menu displayed while it does nothing. In this case all you need to do is just **key-then-release** your Mic button to clear the Comm menu. If you do reply / readback any instructions only begin with your callsign:

Example: **“Dragn-41, Heading 180, 4,400 until established on the TACAN, Cleared Approach”**

Note there was NO mention of which station / agency the pilot was calling to.

Please also see / read the “VoiceAttack Acceptable Phrases” document.

Go forth and enjoy the “Immersion”!

Cheers!