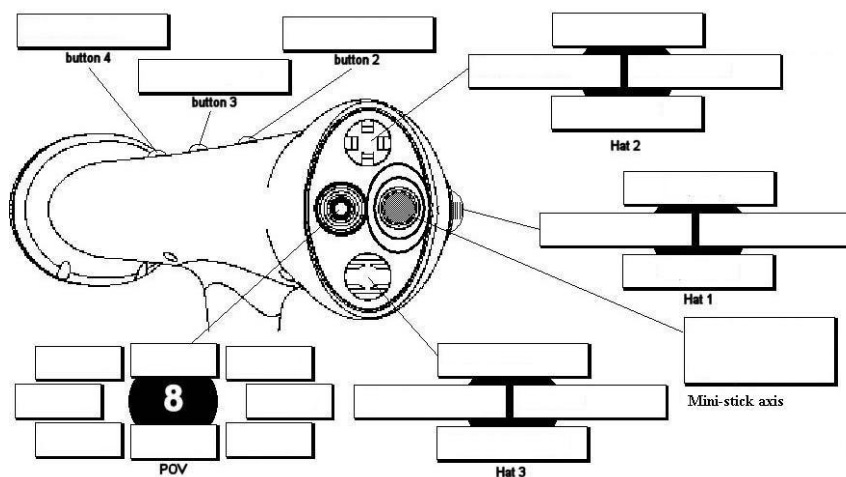
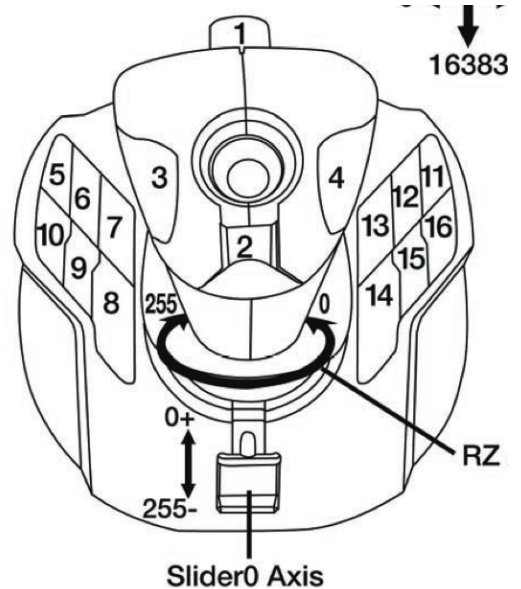




CH Pro Throttle USB



CH Throttle Pro

Primary Inputs

Throttle: Throttle (SRV: Throttle)

Analog Stick: Lateral/Vertical Thrust

Front buttons, Left to Right:

TB2: Toggle Flight Assist (SRV: Toggle Drive Assist)

TB3: Frame Shift Drive (SHIFT: Jump to Supercruise) (SRV: Handbrake)

TB4: Boost (SRV: Vertical Thrusters)

Index finger Hat

Hat1 U: Thrust Forward (SRV: Accelerate)

Hat1 D: Thrust Backward (SRV: Decelerate)

Hat1 L: UI Focus Mode (and hold for SHIFT mode)

Hat1 R: Hardpoints (SRV: Turret Mode)

Upper Thumb Hat

Hat2 U: Prev Firegroup (SHIFT: Combat Slow) (CAMERA: Video)

Hat2 D: Next Firegroup (SHIFT: Full Shields) (CAMERA: Screenshot)

Hat2 L: Sensor Zoom In / UI Prev Tab (SHIFT: Combat Shields)

Hat2 R: Sensor Zoom Out / UI Next Tab (SHIFT: Combat Weapons)

Lower Thumb Hat

Hat3 U: Engineers Overlay (SHIFT: Order Fighter) (CAMERA: Night Vision/Lights)

Hat3 D: Center TrackIR / Reset VR position

Hat3 L: Chaff Launcher (SHIFT: Recall Fighter) (CAMERA: Toggle HUD)

Hat3 R: Shield Cell (SHIFT: Heatsink) (CAMERA: External Camera)

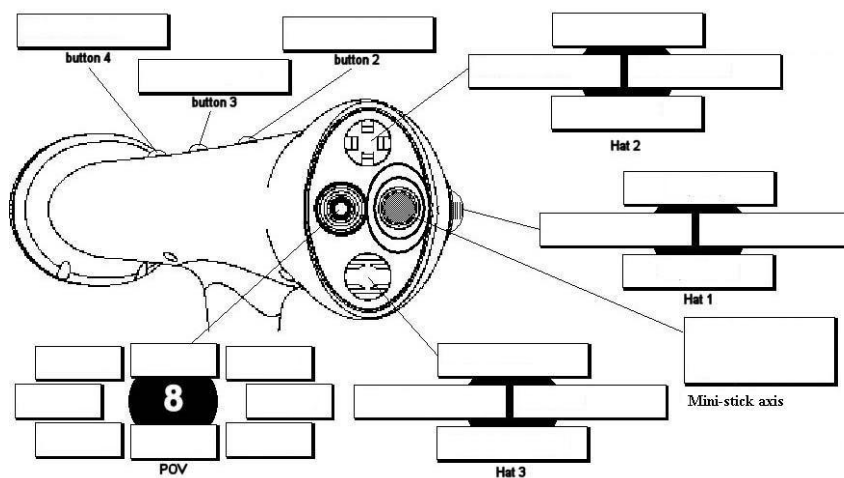
Mid Thumb Hat/POV

POV U: Target Ahead / UI Up (SHIFT: Lock to Comms Panel)

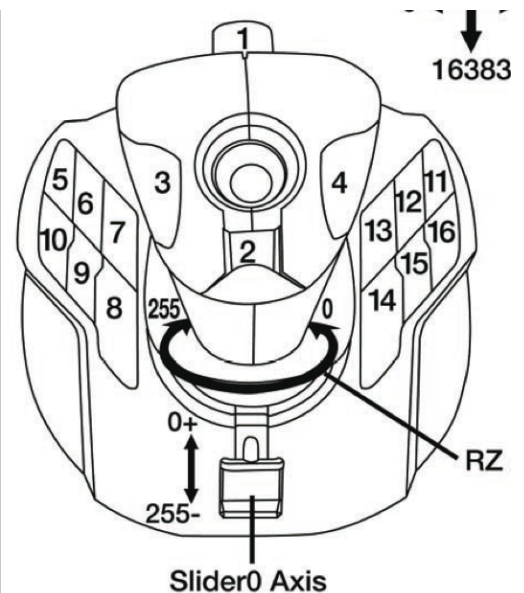
POV D: Target Hostile Threat / UI Down (SHIFT: Lock to Vehicles Panel)

POV L: Prev Subsystem / UI Left (SHIFT: Lock to Left Panel)

POV R: Next Subsystem / UI Right (SHIFT: Lock to Right Panel)



CH Pro Throttle USB



T16000m

Primary Inputs

X Axis: Roll (SRV: Steering)

Y Axis: Pitch (SRV: Pitch)

Twist Axis: Yaw

Slider: Unused

Stick Buttons

SB1 (Trigger): Primary Fire

SB2 (Center): Secondary Fire / UI select

SB3 (Left): Prev Hostile Target (SHIFT: Prev Ship)

SB4 (Right): Next Hostile Target (SHIFT: Next Ship)

Stick Hat:

HatS U: Power Engines Full (SHIFT: Single Power Shift)

HatS D: Power Balance

HatS L: Power Shields Full (SHIFT: Single Power Shift)

HatS R: Power Weapons Full (SHIFT: Single Power Shift)

Stick Base Left Top

BB5: Target Wingman 1

BB6: Target Wingman 2

BB7: FSS Mode Toggle

Stick Base Left Bottom

BB10: Wingman's Target

BB9: Target Route Continuation

BB8: HUD Mode Toggle

Stick Base Right Top

BB13: Galaxy Map

BB12: System Map

BB11: Push to Talk (was Lights)

Stick Base Right Bottom

BB14: Landing Gear (SRV: Cargo Scoop)

BB15: Cargo Scoop

BB16: CAMERA mode toggle

Keyboard:

L: Lights

; Night Vision

F9: Pause TrackIR
2: Comms panel
Enter: Text chat
B: Jump to supercruise
M: Wingman FSD Lock
END: Jettison Cargo
/ (?): Silent Running
CTRL-F: Framerate
CTRL-B: Bandwidth

TrackIR

Head Movement: Head Look / Panel Selection

TrackIR Profile: <http://forums.frontier.co.uk/showpost.php?p=399191&postcount=1>

Universal Controller Remapper for AutoHotkey

My previous solution for scripting input using GlovePIE finally had to be deprecated thanks to Windows updates breaking underlying technology. Thankfully, this AutoHotKey script offers enough flexibility to do most of the things I was doing in my script.

<https://www.autohotkey.com/boards/viewtopic.php?t=12249>

Voice via GlovePIE script (Deprecated)

Power Up / Down (TrackIR breaks this)

Drives On / Off (TrackIR breaks this)

Weapons (4 pips weapons, 1 pip to shields and engines)

Shields (4 pips shields, 1 pip to weapons and engines)

Engines (4 pips engines, 1 pip to shields and weapons)

Balance (2 pips to each)

Full Shields (4 pips shields, 2 pips engines)
Combat Shields (4 pips engines, 2 pips shields)
Combat Weapons (4 pips engines, 2 pips weapons)
Combat Slow (3 pips shields, 3 pips weapons)

Silent Mode
Heatsink

Hardpoints

Cargo Scoop
Landing Gear
Lights

Flight Assist
Rotation Assist

Supercruise/Hyperdrive

Center View (TrackIR)
Pause View (TrackIR)

GlovePIE Script (Deprecated)

```
if (!var.running) { // initial setup goes here
```

```
    var.trackir_paused = false  
    var.ui_held = false  
    var.ui_held_new = true  
    var.limit_voice = true  
    var.no_voice = true  
    var.ptt_held = false  
    var.explore_mode = false  
    var.t = 0.2  
    say "startup sequence complete"  
    var.running = true  
}
```

```

/*
if (pressed(Joystick1.Button5) ) {    // reset all to default
    var.running = false
}
*/

if (pressed(Joystick2.Button16) ) {

    if(!var.ptt_held) {
        say 'Talk'
        press Key.Backslash
        var.ptt_held = true
    } else {
        say 'Mute'
        release Key.Backslash
        var.ptt_held = false;
    }
}

//Key.NUMPAD0 = Joystick1.Button11    // LIMIT VOICE
Key.NUMPAD9 = Joystick1.Button16
/*
if (pressed(Key.NUMPAD0) && var.limit_voice && var.no_voice) { // reset all to default
    var.limit_voice = false
    var.no_voice = false
    say 'extending voice commands'
} else if (pressed(Key.NUMPAD0) && var.limit_voice) {    // reset all to default
    var.limit_voice = true
    var.no_voice = true
    say 'no voice commands'
} else if (pressed(Key.NUMPAD0)) { // reset all to default
    var.limit_voice = true
    var.no_voice = false
    say 'limiting voice commands'
}

if (pressed(Key.NUMPAD0) && !var.no_voice) {    // reset all to default
    var.limit_voice = true
    var.no_voice = true
    say 'no voice commands'
}

```

```

} else if (pressed(Key.NUMPAD0)) { // reset all to default
    var.limit_voice = true
    var.no_voice = false
    say 'limiting voice commands'
}
*/

if (pressed(Key.NUMPAD9) && !var.explore_mode) { // reset all to default
    var.explore_mode = true
    say 'explore mode'
} else if (pressed(Key.NUMPAD9)) { // reset all to default
    var.explore_mode = false
    say 'normal mode'
}

/*
if ( HeldDown(Joystick2.Button8, var.t ) ) {
    var.ui_held = true

    if( var.ui_held_new ) {

        say 'held'

        var.ui_held_new = false

    }

} else if (released(Joystick2.Button8) ) {
    if( var.ui_held ) {
        say 'hold released'

    } else {
        say 'tapped'
    }
}

```

```
}
```

```
var.ui_held = false  
var.ui_held_new = true  
}  
*/
```

```
//if(var.ui_held) {
```

```
if(Joystick2.Button8)
```

```
Key.Down = Joystick1.Pov1Down // Balance  
Key.Up = Joystick1.Pov1Up // Engines  
Key.Left = Joystick1.Pov1Left // Shields  
Key.Right = Joystick1.Pov1Right // Weapons
```

```
Key.NUMPAD5 = Joystick2.Button10 // Full Shields  
Key.NUMPAD8 = Joystick2.Button12 // Combat Slow  
Key.NUMPAD6 = Joystick2.Button11 // Combat Shields  
Key.NUMPAD7 = Joystick2.Button9 // Combat Weapons
```

```
Key.LeftBracket = Joystick1.Button3 // next hostile  
Key.RightBracket = Joystick1.Button4 // next hostile
```

```
Key.Delete = Joystick2.Button15 // Silent Running  
Key.V = Joystick2.Button13 // Heat Sink
```

```
Key.B = Joystick2.Button3 // Supercruise ONLY
```

```
} else {
```

```
Key.NUMPAD1 = Joystick1.Pov1Down // Balance  
Key.NUMPAD4 = Joystick1.Pov1Up // Engines  
Key.NUMPAD3 = Joystick1.Pov1Left // Shields  
Key.NUMPAD2 = Joystick1.Pov1Right // Weapons
```

```
//Key.P = Joystick2.Button10 // Prev Firegroup  
// Key.N = Joystick2.Button12 // Next Firegroup  
Key.PageDown = Joystick2.Button11 // Sensor Zoom
```

```
Key.PageUp = Joystick2.Button9 // Sensor Zoom
```

```
Key.F5 = Joystick1.Button3 // next target
```

```
Key.F6 = Joystick1.Button4 // prev target
```

```
//Key.X = Joystick2.Button15 // Chaff Launcher
```

```
Key.C = Joystick2.Button13 // Shield Cell
```

```
Key.J = Joystick2.Button3 // FSD
```

```
if(var.explore_mode) {
```

```
    Key.Comma = Joystick2.Button10 // Screen Shot
```

```
    Key.Dot = Joystick2.Button15 // Big Screen Shot
```

```
    Key.Slash = Joystick2.Button12 // Hud
```

```
} else {
```

```
    Key.P = Joystick2.Button10 // Prev Firegroup
```

```
    Key.N = Joystick2.Button12 // Next Firegroup
```

```
    Key.X = Joystick2.Button15 // Chaff Launcher
```

```
}
```

```
// nothing
```

```
}
```

```
// shift mode example
```

```
/*
```

```
if (Xinput1.LeftShoulder){
```

```
    Key.A = Xinput1.A
```

```
} else if (Xinput1.LeftTrigger){
```

```
    Key.B = Xinput1.A
```

```
} else {
```

```
    Key.C = Xinput1.A
```

```
}
```

```
if (Xinput1.LeftShoulder){
```

```
    PPJoy.Analog0 = Xinput1.LeftStickX
} else {
    PPJoy.Analog0 = Xinput1.LeftStickX
}
*/
```

```
if(!var.no_voice) {
```

```
if (said('Hardpoints', 3) or said('Deploy', 3) or said('Safe Mode', 3)) {
    say 'Cycling Hardpoints'
    press Key.Apostrophe
    wait 30 ms
    release Key.Apostrophe
}
```

```
if (said('Landing Gear', 3) ) {
    say 'Landing Gear'
    press Key.K
    wait 30 ms
    release Key.K
}
```

```
if (said('Cargo Scoop', 3) ) {
    say 'Cargo Scoop'
    press Key.Home
    wait 30 ms
    release Key.Home
}
```

```
}
```

```
if ((said('Screen shot', 3) && !var.no_voice) or (var.explore_mode && pressed(Key.Comma) ) ) {
    say 'Screen shot'
    press Key.F10
    wait 30 ms
    release Key.F10
}
```

```
if ((said('super shot', 3) && !var.no_voice) or (var.explore_mode && pressed(Key.Dot) ) ) {  
    say 'super shot'  
    press Key.Alt  
    press Key.F10  
    wait 30 ms  
    release Key.F10  
    release Key.Alt  
}
```

```
if ((said('Screen Mode', 3) && !var.no_voice) or (var.explore_mode && pressed(Key.Slash) ) ) {  
    say 'Toggle Heads Up Display'  
    press Key.Alt  
    press Key.Ctrl  
    press Key.G  
    wait 30 ms  
    release Key.G  
    release Key.Ctrl  
    release Key.Alt  
}
```

```
if ((said('Center View', 3) && !var.no_voice) or pressed(Joystick2.Button14) ) {  
    say 'Center View'  
    press Key.F11  
    wait 30 ms  
    release Key.F11  
}
```

```
//if ((said('Pause View', 3) && !var.no_voice) or pressed(Joystick1.Button10)) {  
if ((said('Pause View', 3) && !var.no_voice)) {
```

```
if( var.trackir_paused ) {  
    var.trackir_paused = false  
    say 'unpause View'  
} else {  
    var.trackir_paused = true  
    say 'Pause View'  
}  
press Key.F9  
wait 30 ms  
release Key.F9  
}
```

```
if ((said('Balanced', 3) && !var.no_voice) or pressed(Key.NUMPAD1) ) {  
    say 'Power Balanced'  
    press Key.Down  
    wait 30 ms  
    release Key.Down  
}
```

```
if ((said('Weapons', 3) && !var.no_voice) or pressed(Key.NUMPAD2)) {  
    say 'Power Weapons'  
    press Key.Down  
    wait 30 ms  
    release Key.Down  
    wait 30 ms  
    press Key.Right  
    wait 30 ms  
    release Key.Right  
    wait 30 ms  
    press Key.Right  
    wait 30 ms  
    release Key.Right  
    wait 30 ms  
}
```

```
if ((said('Shields', 3) && !var.no_voice) or pressed(Key.NUMPAD3)) {  
    say 'Power Shields'  
    press Key.Down  
    wait 30 ms  
    release Key.Down  
    wait 30 ms  
}
```

```
press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
  press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
  press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
  press Key.Right
wait 30 ms
release Key.Right
wait 30 ms
  press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
}
```

```
if ((said('Engines', 3) && !var.no_voice) or pressed(Key.NUMPAD4)) {
  say 'Power Engines'
  press Key.Down
  wait 30 ms
  release Key.Down
  wait 30 ms
  press Key.Up
  wait 30 ms
  release Key.Up
  wait 30 ms
  press Key.Up
  wait 30 ms
  release Key.Up
  wait 30 ms
}
```

```
if ((said('Full Shields', 3) && !var.no_voice) or pressed(Key.NUMPAD5)) {
```

```
say 'Full Shields'  
press Key.Down  
wait 30 ms  
release Key.Down  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
press Key.Up  
wait 30 ms  
release Key.Up  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
}
```

```
if ((said('Combat Shields', 3) && !var.no_voice) or pressed(Key.NUMPAD6)) {  
say 'Combat Shields'  
press Key.Down  
wait 30 ms  
release Key.Down  
wait 30 ms  
press Key.Left  
wait 30 ms  
release Key.Left  
wait 30 ms  
press Key.Up  
wait 30 ms
```

```
release Key.Up
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
}
```

```
if ((said('Combat Weapons', 3) && !var.no_voice) or pressed(Key.NUMPAD7)) {
say 'Combat Weapons'
press Key.Down
wait 30 ms
release Key.Down
wait 30 ms
press Key.Right
wait 30 ms
release Key.Right
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
press Key.Up
wait 30 ms
release Key.Up
wait 30 ms
}
```

```
if ((said('Combat Slow', 3) && !var.no_voice) or pressed(Key.NUMPAD8)) {
say 'Combat Slow'
press Key.Down
wait 30 ms
release Key.Down
```

```
wait 30 ms
press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
press Key.Left
wait 30 ms
release Key.Left
wait 30 ms
  press Key.Right
wait 30 ms
release Key.Right
wait 30 ms
  press Key.Right
wait 30 ms
release Key.Right
wait 30 ms
}
```

```
if(!var.limit_voice) {
```

```
  if (said('Silent', 3) or said('Loud', 3)) {
    say 'Cycling Silent Mode'
    press Key.Delete
    wait 30 ms
    release Key.Delete
  }
```

```
  if (said('Heatsink', 3) ) {
    say 'Ejecting Heatsink'
    press Key.V
    wait 30 ms
    release Key.V
  }
```

```
  if (said('Lights', 3) ) {
    say 'Lights'
    press Key.L
    wait 30 ms
    release Key.L
  }
```

```
if (said('Dump Cargo', 3) ) {  
    say 'Dumping Cargo'  
    press Key.End  
    wait 30 ms  
    release Key.End  
}
```

```
if (said('Zoom In', 3) ) {  
    say 'Sensor Zoom In'  
    press Key.PageUp  
    wait 30 ms  
    release Key.PageUp  
}
```

```
if (said('Zoom Out', 3) ) {  
    say 'Sensor Zoom Out'  
    press Key.PageDown  
    wait 30 ms  
    release Key.PageDown  
}
```

```
if (said('Reverse', 3) ) {  
    say 'Reverse Throttle'  
    press Key.Numpad3  
    wait 30 ms  
    release Key.Numpad3  
}
```

```
if (said('Assist Off', 3) or said('Assist On', 3)) {  
    say 'Toggling Flight Assist'  
    press Key.Z  
    wait 30 ms  
    release Key.Z  
}
```

```
if (said('Rotation Off', 3) or said('Rotation On', 3)) {  
    say 'Toggling Rotation Assist'  
    press Key.Numpad2  
}
```

```
wait 30 ms
release Key.Numpad2
}
```

```
if (said('Warp Speed', 3) or said('Impulse Speed', 3) or said('Hyperspace', 3) or said('Super
Cruise', 3)) {
  say 'Warp Engines Engaged'
  press Key.J
  wait 30 ms
  release Key.J
}
```

```
} // END !limited voice mode
```

```
/*
```

```
//these don't work with trackir
```

```
if (said('Go Cold', 3) or said('Go Hot', 3)) {
  say 'Cycling Cold Mode'
  press Key.Delete
  wait 30 ms
  release Key.Delete
  wait 30 ms
  press Key.Three // opens system panel
  wait 30 ms
  release Key.Three
  wait 500 ms // allows time for the panel to deploy
  press Key.S // cycles to next UI panel
  wait 30 ms
  release Key.S
  wait 100 ms
  press Key.Space // selects the current item
  wait 30 ms
  release Key.Space
  press Key.S // cycles to next UI panel
  wait 30 ms
  release Key.S
  wait 100 ms
  press Key.Space // selects the current item
```

```
wait 30 ms
release Key.Space
press Key.Three // closes system panel
wait 30 ms
release Key.Three
```

```
}
```

```
if (said('Power Up', 3) or said('Power Down', 3)) {
say 'Cycling Systems Power'
press Key.Three // opens system panel
wait 30 ms
release Key.Three
wait 500 ms // allows time for the panel to deploy
press Key.S // cycles to next UI panel
wait 30 ms
release Key.S
wait 100 ms
press Key.Space // selects the current item
wait 30 ms
release Key.Space
press Key.S // cycles to next UI panel
wait 30 ms
release Key.S
wait 100 ms
press Key.Space // selects the current item
wait 30 ms
release Key.Space
press Key.Three // closes system panel
wait 30 ms
release Key.Three
```

```
}
```

```
if (said('Drives Off', 3) or said('Drives On', 3)) {
say 'Cycling Drives'
if( !var.trackir_paused ) {
var.trackir_paused = true

press Key.F9
wait 20 ms
```

```

        release Key.F9
        wait 10 ms
    }
    press Key.Three // opens system panel
    wait 30 ms
    release Key.Three
    wait 500 ms // allows time for the panel to deploy
    press Key.Space // selects the current item
    wait 30 ms
    release Key.Space
    press Key.Three // closes system panel
    wait 30 ms
    release Key.Three

```

```

if( var.trackir_paused ) {
    var.trackir_paused = false

```

```

        press Key.F9
        wait 20 ms
        release Key.F9
    }
}

```

```

*/ // end trackir broken section

```

```

/*
var.sliderlast = var.slider // remember previous throttle position
var.slider = Joystick2. // get current throttle position
if ((var.slider != var.sliderlast) && var.running) {
// throttle has moved
    if (((var.slider < 0.1) && (var.sliderlast >= 0.1)) || ((var.slider > -0.1) && (var.sliderlast <= -0.1))) {
        // throttle has moved into dead zone, so...
        // playsound "c:\sounds\click.wav"
        // alternatively, if you prefer spoken cues:
        say "BLUE"
    }
}
*/

```