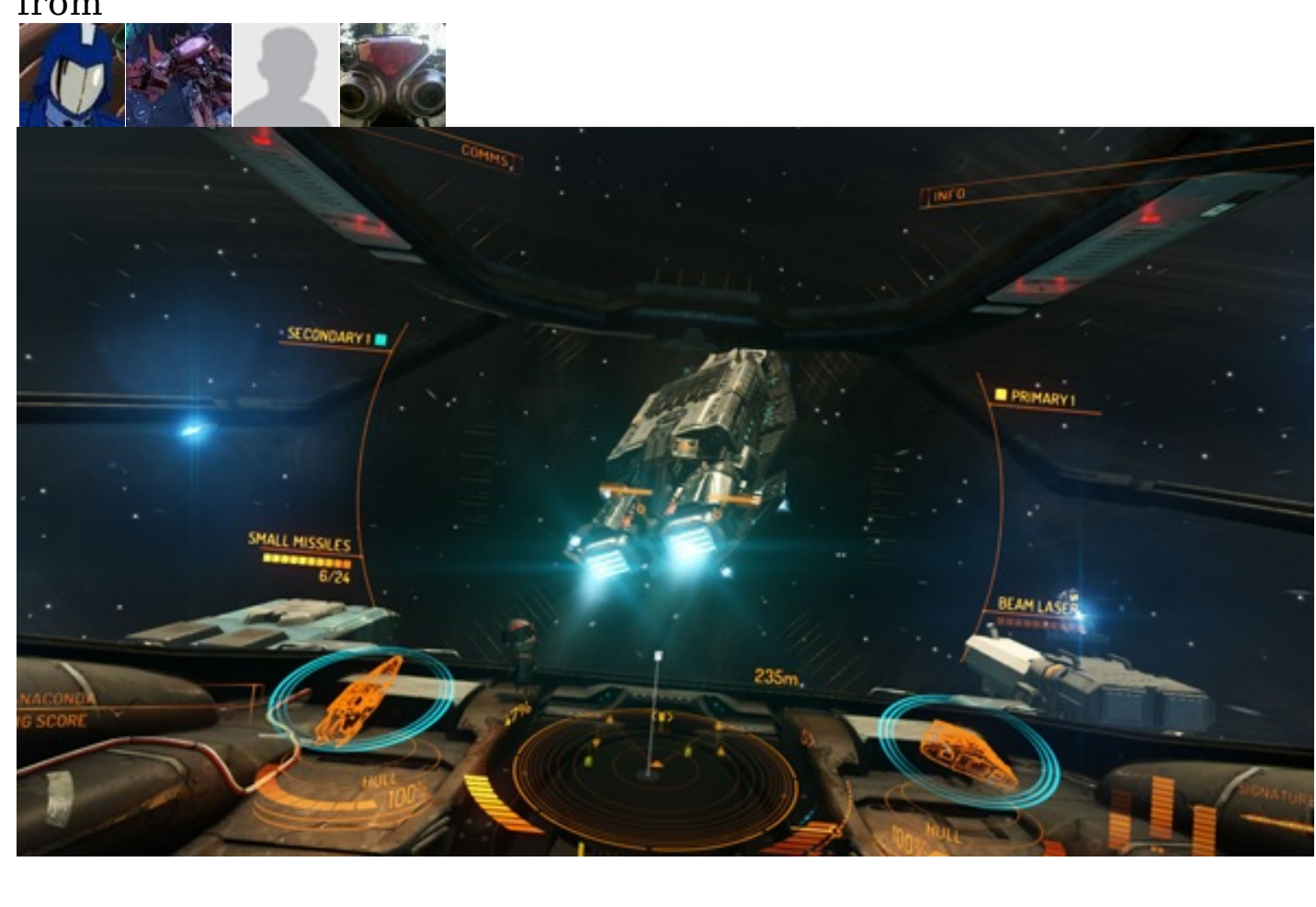
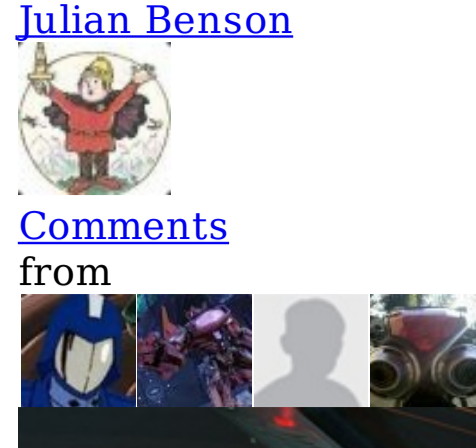


Elite: Dangerous

| Posted 394 days ago

Elite: Dangerous voice pack lets you talk to your ship

By [Julian Benson](#)



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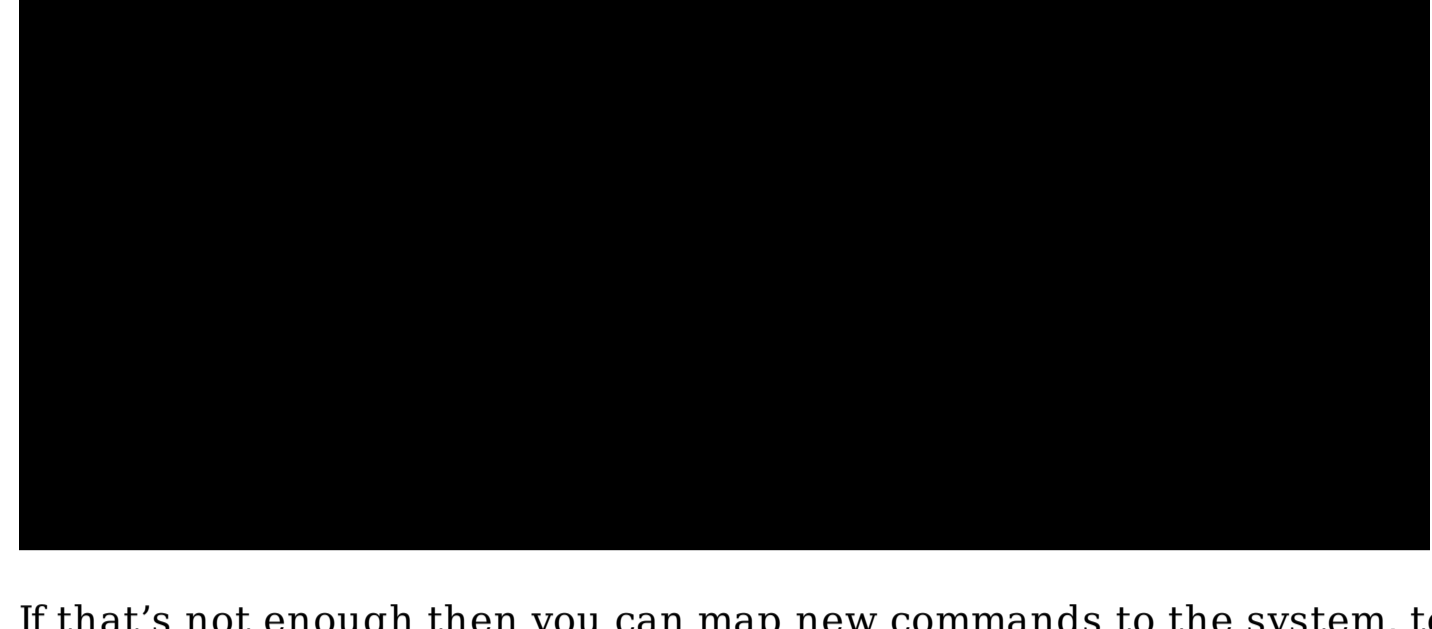
Since watching Knight Rider as a kid I've wanted to chat with my car, Elite: Dangerous fans have skipped that generation of vehicle and let you talk to your spaceship.

The Elite: Dangerous Voice Pack loads your ship with an AI entity called ASTRA who you can instruct with voice commands. Primarily she can fly your ship but she also has a pretty big database that you can query at any time, the GalaXapedIA.

ASTRA, an Artificial Speech Text Response Application, can be instructed to do things like increase and decrease speed in increments, raise landing gear, kick in your afterburners and a stack more. You'll need to direct the ship yourself but system control can be handled largely by ASTRA.

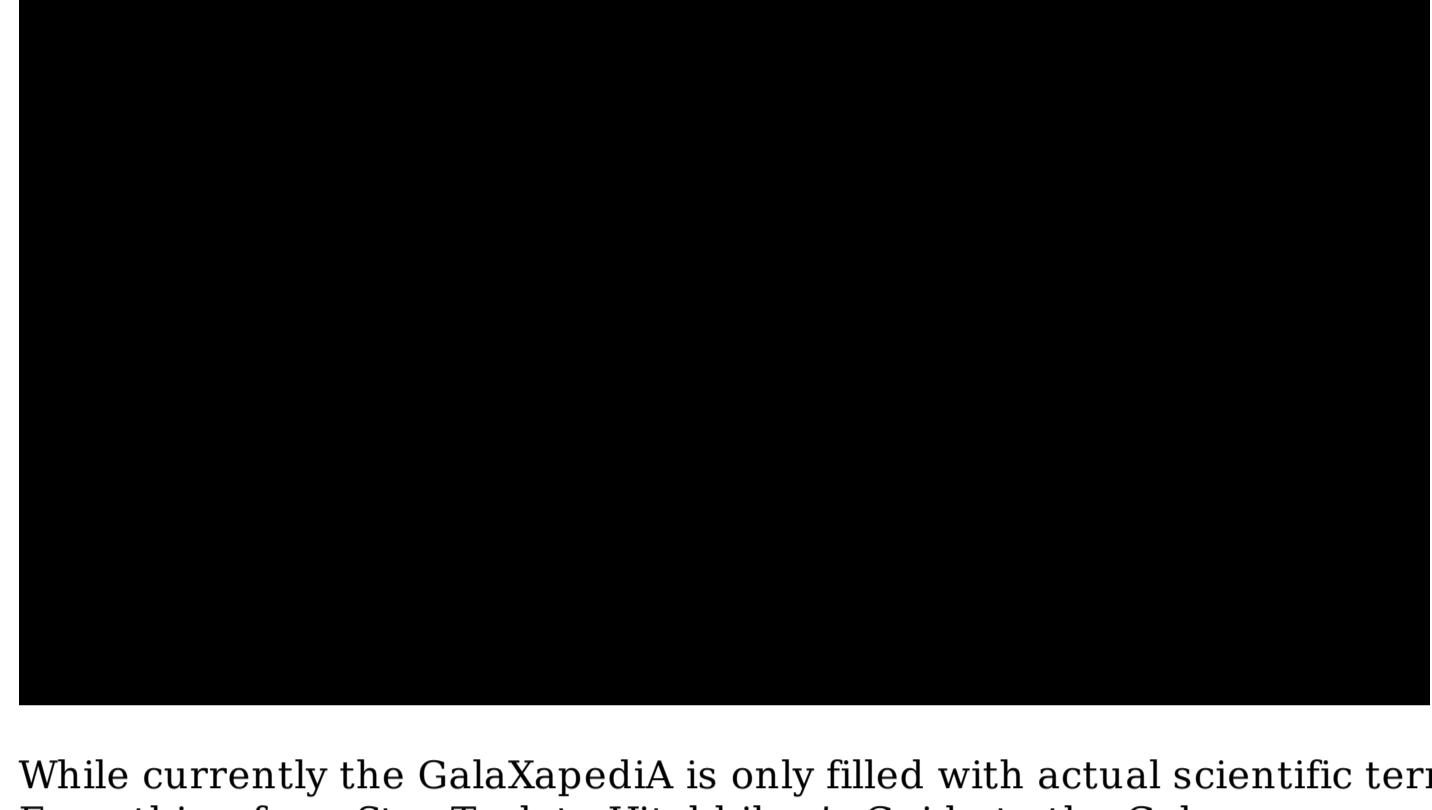
Nothing will make you feel more like being a space captain like shouting "Unlock targets. Main drive 50%. Full power to shields" in the thick of combat.

See the ship commands at work in this video:



If that's not enough then you can map new commands to the system, too. I hope a future release will let me pull a 180 when I call for a Crazy Ivan.

More than commanding your ship, ASTRA has an extensive database called the GalaXapedIA that you can access with questions like "What is a dwarf star?", "What is an event horizon?", and "What is a wormhole?".



While currently the GalaXapedIA is only filled with actual scientific terms the team who made this are working on a database of sci-fi terms. Everything from Star Trek to Hitchhiker's Guide to the Galaxy.

The Elite: Dangerous Voice Pack is on sale for £3.50 from [the company's site](#) but, in addition to the pack, you'll need a software called [Voice Attack](#). It comes with a three week trial so you can try it out for a fair while before buying. Another software taht lets you command your ship with your voice is [Glovepie](#), which is free. Though the makers don't say whether you could load ASTRA into it.

The team are planning on working on adding terms and commands for the long haul. they'll also take requests of additions so if this is something you like then it's worth having a read through the voice pack's site.

- [Elite: Dangerous](#)
- [Frontier Developments](#)

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2
[Bilbo](#)
 4 Weeks ago

Looks good but will it launch and land a ship.

2 [Reply using your Steam account](#)

40
[Recluse](#)
 3 Weeks ago

I know I'm just supposed to get Expansions free because I'm a founder but I also think I should have this added in too. Yep give give give.

2 [Reply using your Steam account](#)

1
[\[Cobra\] Cobra Commander](#)
 9 Months ago

I must say, I'm really enjoying this game. Braben keeps making it better.

1 [Reply using your Steam account](#)

1
[Deshra](#)
 3 Months ago

Wish I could enjoy it. I paid full price for it on the ios App Store and once you get to the first warp it crashes EVERYTIME. I've tried it on other devices, same story. Hey devs, how about fixing the broken ios version instead of adding to the game for everyone else? Starting to remind me of bugthesda. "Oh the console version is broke? We made new content. So it's okay, no patch though, sorry, not sorry, got paid anyway".

0 [Reply using your Steam account](#)

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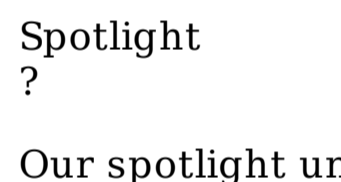
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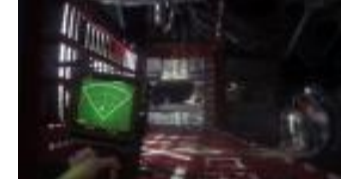


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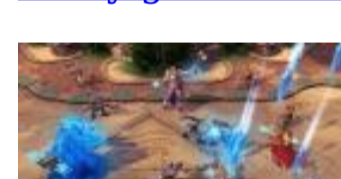
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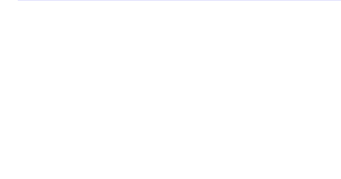


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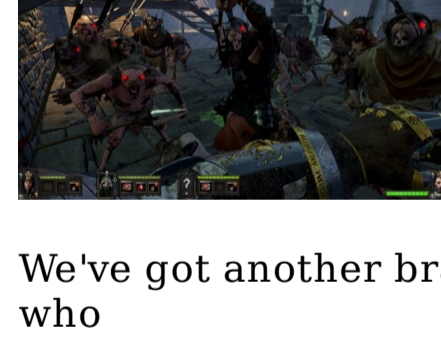
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Latest PC games news

[Warhammer: End Times - Vermintide's third character trailer shows off the Empire Soldier](#)



We've got another brand new Warhammer: End Times - Vermintide trailer for you, this time showcasing the armoured Empire Soldier, Markus Kruber, who

[Ben Barrett](#)

58 mins ago

[Battlefield 4 is preparing Community Operations, a DLC map made with the help of players](#)

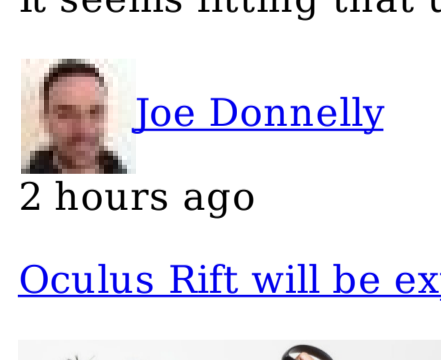


DICE are still pushing out content updates for Battlefield 4, and this autumn players will be able to pick up the big Fall Update. But not only will

[Matt Purslow](#)

1 hours ago

[The making of: Gone Home](#)

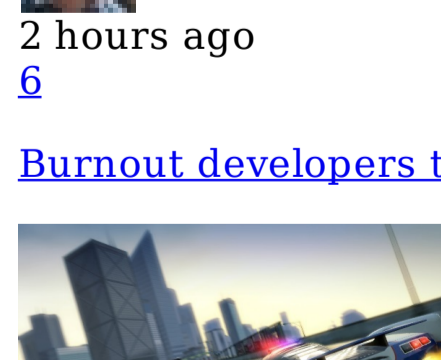


It seems fitting that upon Gone Home's release in the summer of 2013, The Fullbright Company threw a house party to celebrate. Gone Home,

[Joe Donnelly](#)

2 hours ago

[Oculus Rift will be expensive because of new technology that was not in DK2](#)



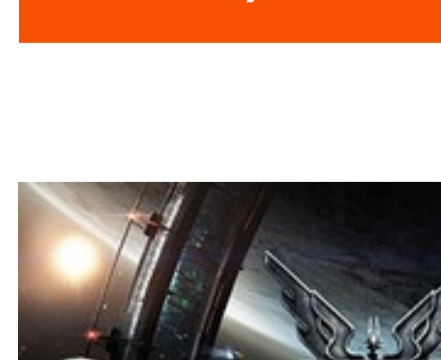
Oculus Rift will likely retail for more than the \$350 mark that the developer kits cost due to superior technology in the consumer edition. Oculus

[Matt Purslow](#)

2 hours ago

6

[Burnout developers tease a spiritual successor](#)



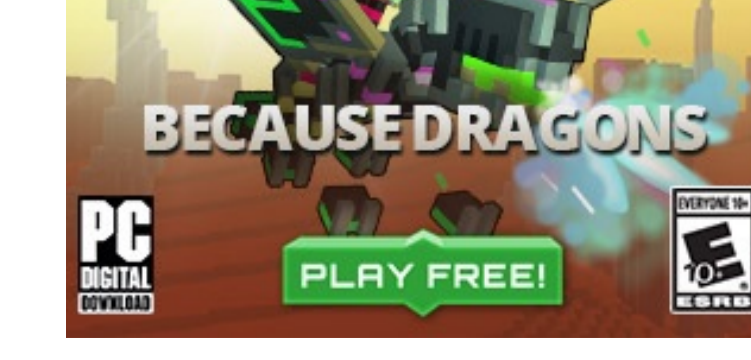
Three Fields Entertainment was set up last year by Alex Ward and Fiona Sperry, who had previously founded Criterion Games, the studio behind the

[Matt Purslow](#)

4 hours ago

3

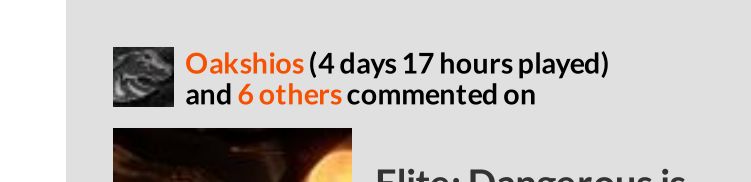
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[Elite: Dangerous system requirements](#)


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[Oakshio](#) (4 days 17 hours played) and 6 others commented on [Elite: Dangerous](#) is getting loads of feedback for the

alongside planetary landings in its Horizons update

Fattox (1 day 13 hours played) and 2 others commented on




Elite: Dangerous SteamVR and HTC Vive support coming later this year



Elite: Dangerous - the life of a space billionaire


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SunstarGreen (12 days 6 hours played) and 7 others commented on

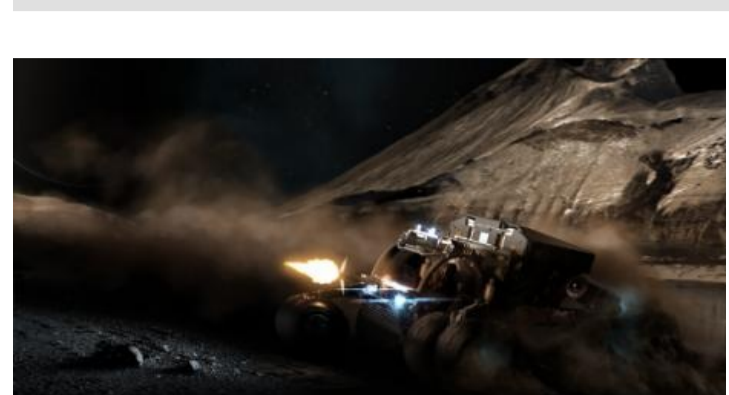


Elite: Dangerous - the life of a space billionaire

Yogen (9 hours played) and 10 others commented on




It'll take 10 days to drive across a planet in Elite Dangerous: Horizons



It'll take 10 days to drive across a planet in Elite Dangerous: Horizons


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Richie Shoemaker (5 days 5 hours played) and 5 others commented on




Elite Dangerous: Horizons series of expansions finally lets you land on planets

Richie Shoemaker (5 days 5 hours played) and 6 others commented on

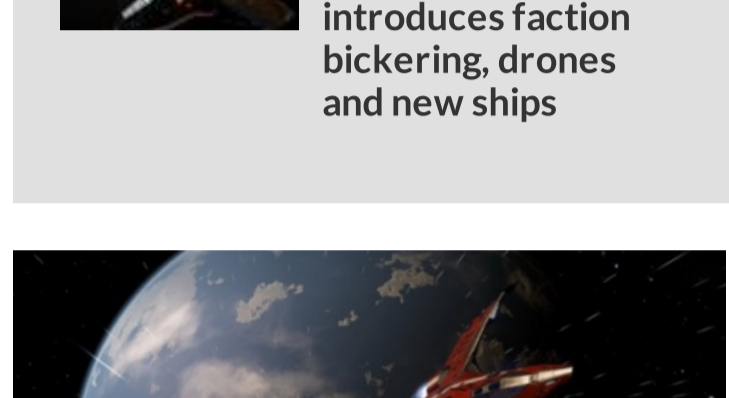


Elite: Dangerous is getting a new PvP mode on PC and Mac - but it'll dock with Xbox One first

Richie Shoemaker (5 days 5 hours played) commented on



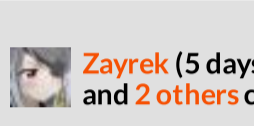
Elite: Dangerous' Powerplay update introduces faction bickering, drones and new ships



The best mods and apps for Elite: Dangerous

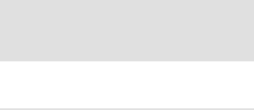
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Zayrak (5 days 3 hours played) and 2 others commented on




Elite: Dangerous Steam keys are coming May 28th to existing and future owners

Stinkflipper Incarnate (1 hour played) commented on

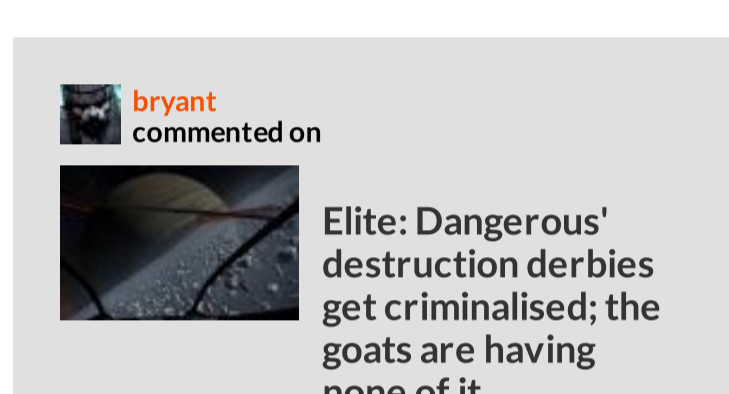


Elite: Dangerous players have found an 'Unknown Artefact' and are trying to decode it

bryant commented on




Elite: Dangerous' destruction derbies get criminalised; the goats are having none of it



Elite: Dangerous review


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Hard Ontologist (23 hours played) and 16 others commented on




Elite: Dangerous is now available via Steam; "no plans" at the moment to supply existing players with codes

Fattox (1 day 13 hours played) commented on

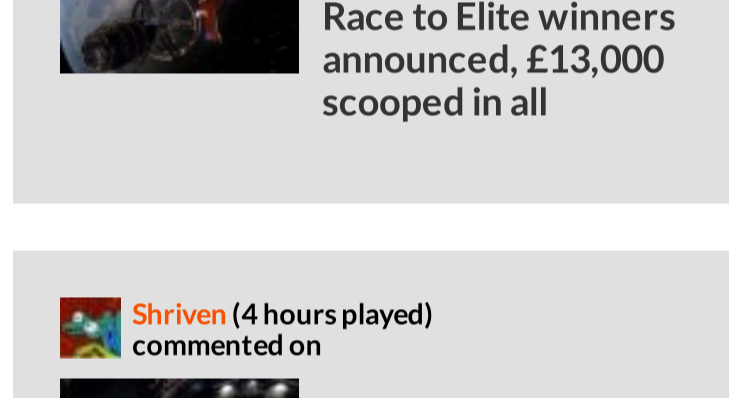


Elite: Dangerous Race to Elite winners announced, £13,000 scooped in all

Shriwen (4 hours played) commented on



Elite: Dangerous' new space station is named in memory of Terry Pratchett



Best games of 2014: Elite: Dangerous

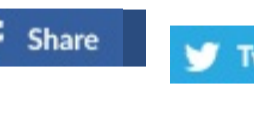
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nu3mlock (12 hours played) and 2 others commented on

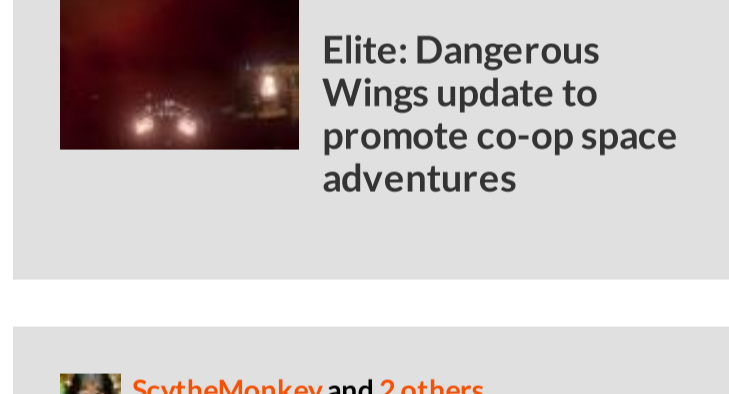


Elite: Dangerous Wings update to promote co-op space adventures

ScytheMonkey and 2 others commented on



Elite: Dangerous' David Braben likes the idea of cross-play, but one problem looms over it



"Every star in the night sky exists in Elite: Dangerous" – Braben on recreating a galaxy all over again

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Why Elite Matters

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There was an Elite musical co-written by Ian Bell's brother. You can read the whole thing online now

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