**Commands Available Online**

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| **Dot Command** | **Parameter** | **Action** | **Example** |
| accept | GameID | Accepts *GameID* into your plane as an observer or as a gunner | .accept Skuzzy |
| cstat |   | This command displays your country status in the clipboard. | .cstat |
| decline | GameID | Declines a join request from *GameID* (see .join) | .decline Skuzzy |
| p | GameID *Text* | Send a private chat message of *Text* to *GameID* in whatever arena *GameID* is currently logged into | .p Skuzzy Hey man.  I'm in lobby |
| radio | Number Channel | Tunes a radio chat buffer *Number* (1 - 5) to *Channel*. You can see what channel numbers are availabe [here](http://www.hitechcreations.com/the-game-interface/using-the-radio/41-help-section/user-interface/145-the-radio%22%20%5Co%20%22here) | .radio 1 2 |
| report | GameID | This command registers a complaint about *GameID'*s text abuse. Abuse of the command itself is not tolerated. | .report sudz |
| s | GameID | This command sends a salute to a player. Salutes are commonly used to express a good fight. | .s sudz |
| showjoin | 0 *or* 1 | This command changes the way join requests are presented to you: 0 (zero) = Join requests will be displayed in your message bar. 1 (one) = Join requests wil be displayed using a pop up window. | .showjoin 0 |
| sqdaccept |   | This accepts an invitation to join a squad. | .sqdaccept |
| sqddecline |   | This declines an invitation to join a squad. | .sqddecline |
| sqddisband |   | This will delete the squadron (Only available to the squad Commanding Officer) | .sqddisband |
| sqdeject | GameID | Removes *GameID* from your squad | .sqdeject sudz |
| sqdinvite | GameID | Sends an invitation to *GameID* offering to join your squad.  The invitaion will be displayed to *GameID* the next time he logs into the [arenas](http://www.hitechcreations.com/gameinfo/gameinfo-arenas). | .sqdinvite sudz |
| sqdname | SquadName | Changes your current squad's name to *SquadName* | .sqdname USAA 160th FG |
| sqdpermission | GameID Permissions | Gives squad member *GameID* permissions to do squad action reserved for the CO.  See [squad permissions](http://www.hitechcreations.com/33-help-section/flight-sim-information/152-aces-high-help-squad-permissions) | .sqdpermission sudz 2 |
| sqdwebpage | WebPageURL | Sets the web address for the squad. | .sqdwebpage www.160thFG.com |
| sqdwithdraw |   | This command is used to withdraw from a squadron. If the CO executes this command, the squadron is disbanded as well. | .sqdwithdraw |
| squelch | GameID | This command prevents text from the named GameID from reaching your chat buffer for display. It stays in effect for the entire game session, but once you exit the game it resets. This command also will prevent the named *GamedID* from being heard over your VOX channels. The command can be executed multiple times, so it is possible to squelch multiple game ID's. | .squelch happy16 |
| sr |   | Squad Roster - this command is used to display the members of your squad and what arena the are currently flying in. | .sr |
| unsquelch | GameID *or* ALL | This command restores text and voice from the named *GameID* to your chat buffer for display.  Use 'ALL' instead of GameID when you want to reset all players you've squelched. | .unsquelch ALL |
| vreport | GameID | This command registers a complaint about a persons voice/VOX abuse. Abuse of the command itself is not tolerated. | .vreport sudz |
| vsquelch | GameID | This command prevents voice from the named GameID from reaching your speakers. It stays in effect for the entire game session, but once you exit the game it resets. The command can be executed multiple times, so it is possible to vsquelch multiple game ID's. | .vsquelch sudz |
| vunsquelch | GameID | This command restores voice/VOX communications from the named GameID. | .vunsquelch sudz |

**Commands Available In Flight**

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| **Dot Command**  | **Parameters**  | **Action**  | **Exampl**  |
| ef |   | End Flight - takes you out of flight and back to the tower.  You should be stopped before attempting this. | .ef |
| speed | MPH | Sets your speed between 100 and 400 MPH | .speed 250 |
| salvo | DropCount | While dropping bombs, this command will drop *DropCount* bombs with one press of the fire key. | .salve 5 |
| delay | Seconds | Delays the time between individual bomb drops from 0.05 seconds to 1 second | .delay 0.5 |

sf   field number with the map open, type sf xx and hit enter .sf 56

 The "XX" is the number of the field you are

 looking for. It will center that field in the map

**Commands Available When Not In Flight**

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| **Dot Command**  | **Parameters**  | **Action** | **Example**  |
| fly |   | Launchs you onto the runway in the plane you last selected from the hangar | .fly |
| country | 1, 2, *or* 3 | Changes your country: 1 = Bishops, 2 = Knights, 3 = Rooks | .country 2 |
| move | FieldNumber | Move you to field *FieldNumber* | .move 72 |
| handle | NewGameID | Changes your GameID to *NewGameID.*  Note there is a time limit between changing your handle again. | .handle superSudz |
| plane | PlaneNumber | Changes which plane is your current selection.  plane 0 (zero) is a P-51D | .plane 10 |
| fuel | FuelLoad | Changes the amount of fuel loaded on your plane from 0 to 3 (3 = full) | .fuel 2 |
| score |   | Get your score for the current tour | .score |
| sqdupload |   | Used by the squad CO to upload nose art. | .sqdupload |
| join | GameID | Sends a request to *GameID* to join him in his plane as an observer or a gunner | .join Skuzzy |
| unjoin | GameID | Detaches you from *GameID's* plane | .unjoin Skuzzy |
| changeid | NewGameID | Changes your GameID to *NewGameID.* Note there is a time limit between changing your game id again. | .changeid WWSudz |
| ord | Group# Loadout# | Changes your ordinance loadout to the Group# and Loadout#.  These correspond to the ammunition selection on the floor of the hangar. | .ord 3 1 |