

# Dot Commands

Dot commands are entered into the radio buffer as an alternative to the user interface.

## Commands Available Anytime

- .radio Number Channel (Tune a radio)
- .squellch GameID
- .unsquellch GameID or ALL
- .wingman GameID (Highlights your wingman)
- .accept GameID (Accepting a .join)
- .decline GameID (Declining a .join)
- .report GameID (reports abusive radio text)
- .sqdininvite GameID (Start a squad)
- .sqdaccept
- .sqddecline
- .sqdpermission GameID Permissions (See \* below.)
- .sqdwithdraw
- .sqddisband
- .sqdject GameID
- .sqdname SquadName
- .jumptg TaskGroupNumber (Offline, H2H host, CM)
- .showjoin (Toggles .join requests from popups to msg bar)
- .vreport GameID (reports abusive radio talk/voice)
- .f GameID (Find if a player is online)
- .p GameID message (send a private message to a player in other arenas)
- .sr (your Squad Roster of online players and their arenas)
- .s GameID (Salute)

## Commands Available In Flight Only

- .ef (End flight)
- .speed MPH (Speed between 100 and 400 MPH)
- .salvo Dropcount (Valid range between 0 and 100)
- .delay TimeInSecs (Valid range between 0.05 - 1.0)

## Commands Available When Not In Flight

- .fly
- .country Number (1 is Bishops, 2 is Knights, 3 is Rooks)
- .move Number (Number is the field number)
- .handle YourHandle
- .plane Number
- .fuel FuelLoadIndex (The fuel load index must be from 0 to 3.)
- .score
- .join GameID
- .unjoin GameID
- .changeid NewGameID (Only case may be changed)

## Dot Commands

### \* Squad Permissions

Permission Value	Permission
2	Can invite new members
4	Can Change Squad Name
8	Can eject Squad members

Adding numbers together gives multiple permissions.

Ex: If Permissions=6, GameID can invite new members and change the squad name.