Player Commands

The following sections describe player commands which vary from the original game.

NextWaypoint

This is a revised implementation of the SelectNextWP command.

When the situation permits, this command allows the player to advance his formation's mission to the next waypoint.

Operation

1. The formation's current destination waypoint is marked complete as if the formation had actually flown to the destination. The usual Instructor message 'Arrived at waypoint' is presented.

2. Waypoint loops, loiter and escort rendezvous waypoints are also completed regardless of time remaining.

Prohibitions

1. During takeoff before form up begins.

2. When flying to an escort rendezvous.

3. When the formation is fighting.

4. When flying to a Landing waypoint.

5. When landing.

Notes

1. A player is permitted to issue NextWaypoint regardless of whether he is formation leader or not.

Rejoin

This is a revised implementation of an existing command.

It should really be named "AbortGroundAttack".

Operation

1. Ground searches are terminated

2. Formation aircraft are instructed to terminate ground attack. This will not take place immediately if the aircraft are performing an attack run or otherwise engaged.

3. Following termination the aircraft will form up on leader.

Prohibitions

1. The player must be formation leader to issue this command.

RTB (Return To Base)

RTB is a new player command.

Operation

1. All offensive searches are terminated.

2. The current formation tactic is abandoned.

3. Formation aircraft return to base in a manner which depends on the current formation tactic.

   Transit

      1. fly straight home

   Escorting

      1. escorted formation is abandoned
      2. fly straight home

   Escorted

      1. fly straight home
      2. escorting formation(s) are retained

   Fighting (A2A)

      1. The formation is disbanded.
      2. All aircraft flee individually as best they can.
      3. This command will probably cause losses as the enemy is unlikely to cooperate.
      4. Aircraft may be forced into another fight en route.

   Fighting - solo two seater defending against a fighter (A2AD)

      1. Should RTB reach an AI in this state it will be ignored and the AI will continue to fly in a manner which will assist his gunner.

   Ground attack (A2S)

      1. Terminate ground attack a la Rejoin
      2. Reform on leader
      3. fly straight home

Split

This implementation does not correspond to that of the original game.

The player should issue this command to indicate that he is leaving the formation.

If the player was leader then one of the AI will become leader in his place.

Attack

This implementation does not correspond to that of the original game.

The player must be leader.

He must have an enemy target selected.

Formation members will select and attack related targets. They will not select the leader's target. For example, if the player has selected an aircraft the rest of the formation will attack other aircraft in the same formation.

Land

Land is a new player command.

Operation

1. The formation leader issues this command to cause his formation to begin the landing procedure at the nearest friendly airfield.

2. The leader must be with 1500 metres (horizontally) of the airfield when the command is issued.

Prohibitions

1. The player must be formation leader to issue this command.

2. The formation cannot already be landing.

3. The formation cannot be taking off.

AI Pilot

This implementation does not correspond to that of the original game.

This command is a toggle. It switches control of the player's aircraft between the player and a full AI pilot.

If left in control, the AI pilot will fly the entire mission including takeoff, navigation, formation leadership, air-to-air fighting, ground attack and landing.

When the AI pilot is in control the aircraft control commands are not honoured with the exception of

weapons commands
NextWaypoint
Attach
Rejoin
RTB
Split

Unjam

Unjam is a new player command.

Operation

1. Each command looks for a jammed gun in the aircraft.

2. It attempts to unjam only the first one it finds.

3. Each attempt has only some probability of success.

4. Attempts must be separated by a few seconds.

5. This command will service guns belonging to both the pilot and the observer regardless of which 'seat' issued the command.

Instructor

Instructor is a new player command.

This command is a toggle. It switches the display of the player's AI Instructor on and off.

The Instructor display uses the Tactical display to provide heading instruction. Turning the TAC off also turns the Instructor off.

If left on, the Instructor will guide the player through most mission tasks including takeoff, navigation, formation flying, formation leadership and landing. It does not provide assistance with fighting.

The Instructor also displays response messages from other commands issued by the player. And it also displays urgent status messages like "Bullet strike" or "Stall warning".

The In-game Map

The in-game map has been revised. It now supports variable range settings in the same manner as the TAC via the CycleMapRange command.

Rotary engine 'blip'

This is a new player command.

This command turns off both of the magnetos on all of the aircraft's engines as long as the button or key is held down. This causes the engine to stop firing. The magnetos are re-energized when the button is released. The engine will usually start running again when the blip button is released if it is still turning with a good RPM.

Blip commands are only permitted on aircraft with rotary engines.

Please see RE MAP KEYS button in Workshop to launch the Key mapper tool in WOFF to see key assignments or change them, don't forget to save if you alter any you want to keep.

Some older commands are also no longer used in WOFF:

Warp (now use the new Time acceleration - Increase Time Compression - DecreaseCompression).
Prev Waypoint
Target Last Shooter
Console toggle
Text display toggle
Reply affirmative
Reply negative
Chat
Show Checklist
Show host settings
Suicide
Help Me