

Flashpoint Shoot commands

For wgl5.11



<http://homepage.eircom.net/~opflashpoint>

Move 1

Move, Squad Move
Return to formation (keep formation) 1
Advance 2
Stay back 3
Flank left (keep left) 4
Flank right (keep right) 5
Stop / hold your position 6
Wait for me 7
Find cover 8
Next waypoint 9
Mover Other 0

Target 2

Target 1
More Targets 0

Engage 3

Open fire / weapon free 1
Hold fire / weapons safe 2
Fire 3
Engage 4
Engage at will 5
Disengage / Break off 6
Scan Horizon 7
Watch direction 8

Engage Watch Direction (COVER) 3 8

Move Other (MOVE) 1 0

north 1 (cover 1)
north east 2
east 3
south east 4
south 5
south west 6
west 7
Eight north west 8

Mount / Get in 4

Exit the vehicle 1 (only if in)

Sample Commands

"Five"<pause>**"weapons safe."**

"Squad form echelon right."

"Three" <pause> **"Six"**<pause> **"Op One"** <pause> **"Op Five"**

"Squad hold your position"

"Everyone"<pause>**"menu one"**<pause>**"menu two"**

Watch direction uses the 'cover' command eg

"squad cover north west", watches north west

Move command uses 'Move' eg

"One" <pause> **"Move west"** ,<pause>, **Op 1.**

Status 5

call support (need a medic) 1
fuel low 2
ammo low 3
injured (need a medic) 4
Report status 5
Under fire 6
I got him (target down) 7
.....is down 8

Combat mode 7

Go stealth 1
Go danger (Contact imminent) 2
Be Alert (Contact possible) 3
At Ease/at speed (Contact Remote) 4
Stand up (on your feet) 5
Lie down (hit the deck) 6
Keep low (Stay low) 7

Formation 8

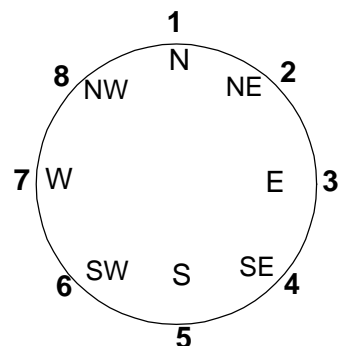
Form column 1
Form staggered column 2
Form wedge 3
Form echelon left 4
Form echelon right 5
Form vee 6
Form line 7

Squad and soldier commands

one.....eight
everyone, alpha, bravo, charlie, delta team,
black, green, blue, red team, squad

Menu commands

Menu one.....menu eight
Action
Cancel (works as backspace)



COMMANDS FOR DIRECTIONS