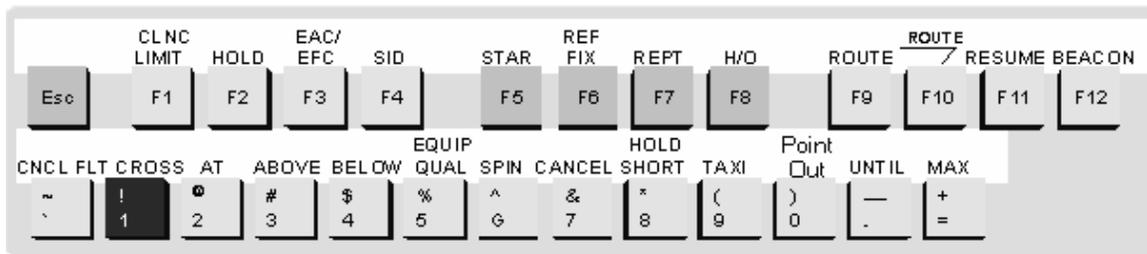
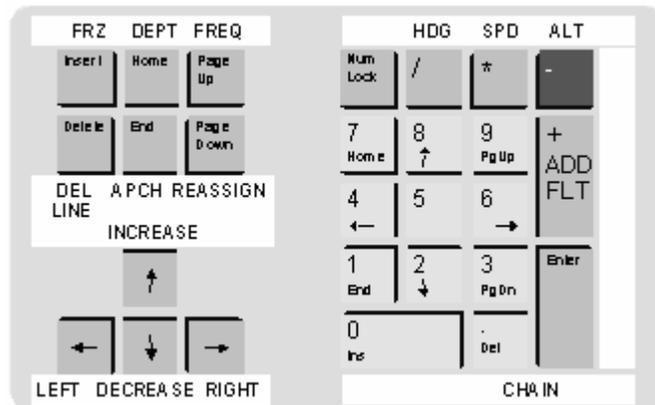


Events Command Set



The Pilot Commands have been assigned to the keyboard for ease of use. These images of the Pilot Keyboard Template show the locations of these assignments.

All Pilot Commands except Add_A_Flight require that an aircraft be selected first.



Altitude Commands

Altitude *altitude*

Replaces the Assigned Altitude for an aircraft.

Altitude MAX

The aircraft will use the **MAX** rate to reach the Assigned Altitude.

Altitude MAX *altitude*

The aircraft will use the **MAX** rate to reach the new Assigned Altitude.

Altitude *altitude* **Heading** *heading*

This is a do then do command. Once the Altitude is reached then the aircraft will turn to the new Heading.

Altitude *altitude* **Speed** *speed*

This is a do then do command. Once the altitude is reached then the aircraft will change to the new Speed.

Altitude *altitude* **Until** *fix* **Altitude** *altitude2*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set Altitude2 as the new Altitude for the aircraft.

Altitude *altitude* **Until** *fix* **Altitude MAX**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and then uses the **MAX** rate to reach the Altitude.

Altitude *altitude* **Until** *fix* **Altitude MAX** *altitude2*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set Altitude2 as the new Altitude for the aircraft and uses the **MAX** rate to reach Altitude2.

Altitude *altitude* **Until** *fix* **Speed** *speed*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set the new speed for the aircraft.

Altitude *altitude* **Until** *fix* **Speed H**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set the Holding speed for the aircraft.

Altitude *altitude* **Until** *fix* **Speed A**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set the Approach speed for the aircraft.

Altitude *altitude* **Until** *fix* **Heading** *heading*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set a new Heading for the aircraft.

Altitude *altitude* **Until** *fix* **Heading Left** *heading*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set a new Heading for the aircraft and turns Left to it.

Altitude *altitude* **Until** *fix* **Heading Right** *heading*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location to set a new Heading for the aircraft and turns Right to it.

Altitude *altitude* **Until** *fix* **Heading Left**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and then starts turning Left.

Altitude *altitude* **Until** *fix* **Heading Right**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and then starts turning Right.

Altitude *altitude* **Until** *fix* **Heading** *number of degrees* **Left**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and then turns Left the Number of Degrees.

Altitude *altitude* **Until** *fix* **Heading** *number of degrees* **Right**

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and turns Right the Number of Degrees.

Altitude *altitude* **Until** *fix* **Approach V** *runway*

Replaces the Assigned Altitude for an aircraft and waits until the aircraft reaches the Fix location and then attempts a visual approach.

Approach Commands

Approach *approach*

Press the Approach button and select from the list of valid approaches built for the destination airport.

Note: If a list is not displayed, then this aircraft is not routed to a valid airport. Reroute the aircraft to the desired valid airport and follow the approach instruction again.

Approach Cancel

If an aircraft is flying an approach, this causes the aircraft to execute a missed approach.

At Commands

At Commands are conditional events. Any **Condition** can be combined with any or all of the **Parameters**. Duplication of parameters is not allowed. Once the conditional part of the command is met, a Heading, Altitude and/or Speed event(s) will be performed on the aircraft.

CONDITIONS

At Altitude *altitude*

At Heading *heading*

At Speed *speed*

At flightslot or **At flightslot distance** (Distance is optional for FlightSlot.)

PARAMETERS

Heading *heading*

Speed *speed*

Altitude *altitude*

Beacon Commands

Beacon I

Causes an aircraft to Ident.

Beacon *beacon I*

Replaces the existing Beacon Code of an aircraft and causes the aircraft to Ident.

Beacon *beacon*

Replaces the existing Beacon Code of an aircraft.

Beacon S

Toggles the Beacon of an aircraft on or off.

Beacon A

Toggles the Mode C of an aircraft on or off.

Beacon Z

Toggles the Radar display of an aircraft on or off.

Cancel Flight Commands

Cancel_Flight

Removes an aircraft from the simulation.

Clearance Limit Entry Commands

Clearance_Limit *fix*

Changes the Clearance Limit fix on the pilot display.

Clearance_Limit *fix* **STAR** *star*

Changes the Clearance Limit on the pilot display and expands the route for the aircraft to include all the fixes contained in the STAR.

Clearance_Limit *fix* **Hold Left**

Changes the Clearance Limit on the pilot display, and when the aircraft reaches the Fix, the aircraft will enter a **Left** holding pattern.

Clearance_Limit *fix* **Hold Right**

Changes the Clearance Limit on the pilot display, and when the aircraft reaches the Fix, the aircraft will enter a **Right** holding pattern.

Clearance_Limit *fix* **Hold** *direction*

Changes the Clearance Limit on the pilot display, and when the aircraft reaches the Fix, the aircraft will enter a holding pattern for the direction specified.

Direction: N=North, S=South, E=East, W=West, NE=NorthEast, NW=NorthWest, SE=SouthEast, SW=SouthWest

Clearance_Limit *fix* **Hold** *direction* **Left**

Changes the Clearance Limit on the pilot display, and when the aircraft reaches the Fix, the aircraft will enter a **Left** holding pattern for the direction specified.

Direction: N=North, S=South, E=East, W=West, NE=NorthEast, NW=NorthWest, SE=SouthEast, SW=SouthWest

Clearance_Limit *fix* **Hold** *direction* **Right**

Changes the Clearance Limit on the pilot display, and when the aircraft reaches the Fix, the aircraft will enter a **Right** holding pattern for the direction specified.

Direction: N=North, S=South, E=East, W=West, NE=NorthEast, NW=NorthWest, SE=SouthEast, SW=SouthWest

Crossing Commands

Cross *fix* At Altitude *altitude* Speed *speed*

Causes aircraft to be AT the specified Altitude and Speed prior to crossing over the Fix.

Cross *fix* At Altitude *altitude*

Causes aircraft to be AT the specified Altitude prior to crossing over the Fix.

Cross *fix* At Speed *speed*

Causes aircraft to be AT the specified Speed prior to crossing over the Fix.

Cross *fix* Above Altitude *altitude* Speed *speed*

Causes aircraft to be Above the specified Altitude and Speed when crossing over the Fix.

Cross *fix* Below Altitude *altitude* Speed *speed*

Causes aircraft to be Below the specified Altitude and Speed when crossing over the Fix.

Cross *fix* Above Altitude *altitude*

Causes aircraft to be Above the specified Altitude when crossing over the Fix.

Cross *fix* Below Altitude *altitude*

Causes aircraft to be Below the specified Altitude when crossing over the Fix.

Cross *fix* Above Speed *speed*

Causes aircraft to be Above the specified Speed when crossing over the Fix.

Cross *fix* Below Speed *speed*

Causes aircraft to be Below the specified Speed when crossing over the Fix.

Departure Commands

Depart

Causes an aircraft waiting for departure to begin takeoff and ascent from airport.

Depart direction

Causes an aircraft waiting for departure to begin takeoff and ascent from airport in the direction specified.

Direction: N=North, S=South, E=East, W=West, NE=NorthEast, NW=NorthWest, SE=SouthEast, SW=SouthWest

Depart Cancel

Stops automatic departures of aircraft that have a D##### time.

Depart Resume

Resumes automatic departures of aircraft that have a D##### time.

EAC/EFC

EAC/EFC time

Set the EAC/EFC to the specified Time. At the time entered, the pilot will receive a prompt advising that the time has expired.

Equipment Qualifier Commands

Equipment Qualifier *code*

Causes the equipment qualifier of an aircraft to be changed to the new Code input. Code is single letter A-Z.

Airborne Equipment Qualifiers

<u>Navigational Equipment</u>	<u>No Transponder No Mode C</u>	<u>Transponder No Mode C</u>	<u>Transponder Mode C</u>
No DME	X	T	U
DME	D	B	A
TACAN Only	M	N	P
RNAV	Y	C	I
Dual FMS			E
Single FMS			F
GPS			G
RNP			R
RVSM			W
R + W			Q

Formation Flights

To break up a Formation Flight:

If an aircraft is selected that is a formation flight, a window will be displayed that lists all other aircraft in the formation. With NO command on the command line, select the flight in the list that you wish to break out and press enter. A new flight will automatically be generated.

Pilot entries prior to Flight Breakup:

Selecting a flight from the Formation window will force the command

Formation *aid*

to be displayed, and then enter:

Altitude *altitude*

This command does not break out a flight. It does set an Altitude change event on the aircraft to be processed when the flight is broken out.

Beacon *beacon*

This command does not break out a flight. It does set a Beacon change event on the aircraft to be processed when the flight is broken out.

Heading *heading*

This command does not break out a flight. It does set a Heading event on the aircraft to be processed when the flight is broken out.

Speed *speed*

This command does not break out a flight. It does set a Speed event on the aircraft to be processed when the flight is broken out.

Frequency

Frequency

This will transfer control of the aircraft to the other Pilot that is assigned to this sector.

Frequency P

This will transfer control of the aircraft from the Ghost to a Pilot station.

Frequency G

This will transfer control of the aircraft from the Pilot to the Ghost station.

Frequency At *fix*

This will transfer control of the aircraft to the other Pilot that is assigned to this sector upon reaching a fix.

Handoff Commands

Press the Handoff button and select from the list of valid sectors. You may not handoff to the sector that already owns the aircraft.

Heading Commands

Heading Left

Causes an aircraft to start turning left.

Heading Right

Causes an aircraft to start turning right.

Heading

A turning aircraft will stop turning and continue on its present heading.

Heading *heading*

Causes an aircraft to turn to the Assigned Heading.

Heading Range 0 to 360.

Heading Left *heading*

Causes an aircraft to turn left to the Assigned Heading.

Heading Range 0 to 360.

Heading Right *heading*

Causes an aircraft to turn right to the Assigned Heading.

Heading Range 0 to 360.

Heading *number of degrees* Left

Causes an aircraft to turn left Number of Degrees specified.

Heading *number of degrees* Right

Causes an aircraft to turn right Number of Degrees specified.

Heading MAX

Causes an aircraft to use its **MAX** turn rate during the turn.

Heading Until *time*

Causes an aircraft to maintain current heading until specified time, then prompts the pilot to request further instructions.

Time Range is 0 to 2359.

Heading heading Until time

Causes an aircraft to turn to the specified Heading and maintain that heading until specified Time, then prompts the pilot to request further instructions.

Time Range is 0 to 2359.

Heading Until fix

Causes an aircraft to maintain current heading until reaching specified Fix, then prompts the pilot to request further instructions.

Heading heading Until fix

Causes an aircraft to turn to the specified Heading and maintain that heading until reaching the specified Fix, then prompts the pilot to request further instructions.

Heading Range is 0 to 360.

Heading Until Altitude altitude

Causes an aircraft to maintain current Heading until reaching the specified Altitude, then prompts the pilot to request further instructions.

Altitude Range is 0 to upper legal altitude for this aircraft.

Heading heading Until Altitude altitude

Causes an aircraft to turn the specified Heading and maintain that heading until reaching the specified Altitude, then prompts the pilot to request further instructions.

Heading heading Altitude altitude

This is a do then do command. Once the aircraft has turned to the specified Heading it will change to the specified Altitude.

Heading heading Speed speed

This is a do then do command. Once the aircraft has turned to the specified Heading it will change to the specified Speed.

Note: The variables *Heading* and *Altitude* are 3 digit numbers. The variable *Time* is a 4-digit number. The variable *Fix* must be a valid name found in the database.

Point_Out

Press the Point_Out button and select from the list of valid sectors. This function is used to force a full data block on the controller display.

Radio

Radio T

Toggles the Radio transmitter between Failed and Okay.

Radio R

Toggles the Radio receiver between Failed and Okay.

Reassign Command

Reassign

Move an aircraft from one aircraft list to the other. See the Aircraft List Window section for additional information.

Reference Fix Commands

Reference_Fix *fix*

Establishes the specified Fix as the Reference Fix.

Reference_Fix L

Establishes the last Fix in the route of the aircraft as the Reference Fix.

Reference_Fix N

Establishes the next Fix in the route of the aircraft as the Reference Fix.

Reference_Fix C

Establishes the Clearance Limit Fix as the Reference Fix.

Report

Report L *altitude*

Generates a pilot prompt when the aircraft leaves the specified Altitude.

Report R *altitude*

Generates a pilot prompt when the aircraft reaches the specified Altitude.

Report L

Generates a pilot prompt when the aircraft leaves the current altitude.

Report H *heading*

Generates a pilot prompt when the aircraft reaches the specified Heading.

Report fix

Generates a pilot prompt when the aircraft reaches the Fix.

Report P *prompt*

This is not a prompt that can be entered by the Pilot, it is used in CREATE only.

This will generate a plain language prompt for the Pilot.

Reroute Commands

Route *new route of flight*

Establishes a new Route of Flight for the aircraft.

Note: The new route must be in FDEP format.

Route *(Mouse Clicks) remainder of route of flight*

Establishes a new Route of Flight based on the route described by the *Mouse Clicks* then the remaining route of flight for the aircraft.

Note: The Mouse Clicks are input using the left button.

Route_Intercept Commands

Route_Intercept *fix* **Clearance_Limit** *fix*

A New Clearance Limit is set by the second Fix. The aircraft will proceed directly to the first specified Fix and rejoin the route from that point. Both Fix entries must be in the Route of Flight and the Clearance Limit must follow the first Fix.

Route_Intercept

Causes an aircraft to attempt to rejoin its Route.

Route_Intercept *fix/airway*

Causes an aircraft to intercept an Airway or proceed to a Fix that is on its filed route of flight.

Route_Intercept R *runway number*

Causes an aircraft to change its route to intercept the localizer for an approach.

Route_Intercept *fixradial R*

Causes an aircraft to change its route to intercept a radial from a fix.

*Fix and Radial is in the form *fffrrrR* where *fff* is a three-letter fix name, *rrr* is a three-digit radial from the fix, and *R* is a literal character.

Set Ownership

Press the Set Ownership button and select from the list of valid sectors.

Speed Commands

Speed *speed*

Sets the Assigned Speed of an aircraft to the specified *speed*.

Speed: Must fall into the range valid for the aircraft.

Speed Increase *number of knots*

Increases the Assigned Speed of an aircraft by the specified Speed.

Speed: Must fall into the range valid for the aircraft.

Speed Decrease *number of knots*

Reduces the Assigned Speed of an aircraft by the specified Speed.

Speed: Must fall into the range valid for the aircraft.

Speed

Sets the current speed to be the Assigned Speed of an aircraft.

Speed Resume

Sets the Assigned Speed of an aircraft to the original assigned speed.

Speed OK *speed*

Allows for the Assigned Speed to be overridden in the descent and level flights at or below 10,000 feet from the maximum of 250 knots. The Speed can be increased to the maximum allowable for the aircraft.

Speed C

Sets the Assigned Speed of an aircraft to normal Cruising Speed.

Speed H

Sets the Assigned Speed of an aircraft to Holding Speed

Speed A

Sets the Assigned Speed of an aircraft to Approach Speed.

Speed *speed* **Until** *fix* **Speed** *speed2*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, and then sets the speed to Speed2.

Speed & Speed2: Must fall into the range valid for the aircraft.

Speed *speed* **Until** *fix* **Speed H**

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, and then sets the speed to Holding Speed.

Speed: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Speed A

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, and then sets the speed to Approach Speed.

Speed: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Altitude *altitude*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, and then sets the altitude to Altitude.

Speed: Must fall into the range valid for the aircraft.

Altitude: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Altitude MAX

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then sets the climb/descent rate to MAX for the aircraft.

Speed: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Altitude MAX *altitude*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then sets the altitude to Altitude and uses MAX rate to reach it.

Speed: Must fall into the range valid for this aircraft.

Altitude: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Heading *heading*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then turns to the new Heading.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed *speed* Until *fix* Heading Left *heading*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then turns Left to the new Heading.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed *speed* Until *fix* Heading Right *heading*

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then turns Right to the new Heading.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed *speed* Until *fix* Heading Left

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then starts turning Left.

Speed: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Heading Right

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then starts turning Right.

Speed: Must fall into the range valid for the aircraft.

Speed *speed* Until *fix* Heading MAX

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then sets the turn rate to MAX for the aircraft.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed *speed* Until *fix* Heading *number of degrees* Left

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then turns Left to the Number of Degrees specified.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed *speed* Until *fix* Heading *number of degrees* Right

Sets the Assigned Speed of an aircraft to the speed and waits until the specified Fix is reached, then turns Right the Number of Degrees specified.

Speed: Must fall into the range valid for the aircraft.

Heading: Range is 0 to 360.

Speed L

Sets the Assigned Speed of an aircraft to approach speed.

Speed *speed* Altitude *altitude*

This is a do then do command. Once the Speed change is accomplished then the Altitude change is executed.

Speed *speed* Heading *heading*

This is a do then do command. Once the Speed change is accomplished then the aircraft will turn to the new Heading.

Spin Commands

Spin Left

Used to place an aircraft in a left turn Spin status. The aircraft will continue this until Spin Cancel is input for this aircraft.

Spin Right

Used to place an aircraft in a right turn Spin status. The aircraft will continue this until Spin Cancel is input for this aircraft.

Spin Left *count*

Used to place an aircraft in a left turn Spin status for the number of spins as specified by *Count*. The value of *Count* may range from 1 to 10. After the aircraft has performed the number of spins requested, the aircraft will continue on the route of flight.

Spin Right *count*

Used to place an aircraft in a right turn Spin status for the number of spins as specified by *Count*. The value of *Count* may range from 1 to 10. After the aircraft has performed the number of spins requested, the aircraft will continue on the route of flight.

Spin Cancel

Used to cancel the Spin status for an aircraft.

Spin Handoff

Used to cause an aircraft to spin waiting for handoff acceptance.