

[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

[] – optional word

e.g. <Two>, this is <Flight Leader>, <Engage> <Artillery>
coming in <from the North with Mavericks>

- <recipient> [optional] Recipient class e.g. 'AWACS' or recipient callsign e.g. 'Magic'. Optionally, the plugin will figure this needs to go to the currently selected AWACS unit using AM radio etc.
- <sender> [optional] Player callsign, e.g. 'Springfield 11'. Use of player callsign is for general command interpretation and it is not required to use.
Note: During a mission you can use your flight callsign e.g. 'Springfield' as a recipient alias for Flight. So instead of "Flight, close formation" you can call it "Enfield, close formation". Unit numbers e.g. '14' etc. are all ignored.
- <cue> [optional in Preferences] A specific keyword to set the context. For example, for the **Engage command** you are **required** by default to use a cue word in your sentence such as 'Attack', 'Engage', or 'Strike'. Can be switched off in Preferences, in which case **Cue is optional**, and just mentioning a target in your sentence is enough to issue an Engage command without using a cue word.
- <command> Any valid command for the recipient class e.g. 'Request Picture' for AWACS, or "Engage Armor" for Flight. A message is not complete without reference to a command.
- <appendices> [optional in Preferences] For Engage commands additional info can optionally be provided. "Two, Engage Air Defenses" is valid, but in addition e.g. the appendix '**from the North with Mavericks**' can be added to make it more specific. To use, the option must be enabled in Preferences.

ATC CREW



VAICOM PRO
KNEEBOARD REFERENCE

[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

<ATC>

ATC

Tower

Traffic

Nearest ATC

Nearest Airfield

Proxy

<Airfield Name>

<FARP>

Platform/FARP

<FARP Name>

<Aircraft Carrier>

Carrier

Nearest Carrier

Admiral Kuznetsov

Carl Vinson

Tarawa

Perry

Normandy

Stennis

Request Engines Start/Request Startup

Request Hover

Request Taxi to Runway

Request Takeoff/Request Departure/Ready for Takeoff/Ready for Departure

Abort Takeoff/Cancel Departure

Directions to Final/Request Vector

Inbound

Abort Inbound/Cancel Approach

Request Landing

Request Taxi for Takeoff

Request Taxi to Parking

Tower Request Takeoff

Inbound Straight

Overhead Approach

Straight Approach

Instrument Approach

<Ground Crew>

Crew/Chief/Sarge

Request Refuel

Load Cannon

Request Rearming

Apply Air

Request Repair

Stow the Boarding Ladder

Run Inertial Starter

Request HMD

Request NVG

Turbo On

Turbo Off

Ground Power On

Ground Power Off

Place the Wheelchocks

Remove the Wheelchocks

Open the Canopy

Close the Canopy

Connect Air Supply

Disconnect Air Supply

FLIGHT ENG&TACT



VAICOM PRO
KNEEBOARD REFERENCE

[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

Flight
<Group Callsigns>
Boar
Chevy
Colt
Dodge
Enfield
Ford
Hawg
Pig
Springfield
Tusk
Uzi

Element/Section
One/Lead
Winger/Two/Gopher
Three/Pyro
Four/Bozo

*Engage/
Attack/
Strike*

*Weapons Free
Cleared Hot*

<Engage>

My Target/My Contact
Bandit/Bogey/Outlaw/Hostile
My Enemy/Clear my Six
Ground Target/Group
Armor/Tanks/Movers/Column
Artillery
Air Defense/AAA/SAM
Utility/Vehicles/Trucks
Infantry/Soldiers/Troops
Ship/Vessel/Skunk
D-link Target
D-link Targets
D-link Target by Type
D-link Targets by Type

<Tactical>

Radar
On, Off
ECM/Music
On, Off
Smoke
On, Off
Jettison Stores
Fence
In, Out
Out Cold

<Weapon>

Missile/Maverick
Pickle/Bomb/Stores
Guided/GBU/Paveway
Rocket/Dart
Marker/Paint/Smoke
Gun/Strafe/Bullet

<Direction>

from the
North
NorthEast
East
SouthEast
South
SouthWest
West
NorthWest



[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

<Maneuver>

Flight

<Group Callsigns>

Boar

Chevy

Colt

Dodge

Enfield

Ford

Hawg

Pig

Springfield

Tusk

Uzi

Element/Section

One/Lead

Winger/Two/Gopher

Three/Pyro

Four/Bozo

Radio Check/Heads Up

Pincer

Right, Left, High, Low

Break

Right, Left, High, Low

Clear

Right/Starboard, Left/Port

Pump

Anchor Here/Hold Position

Reference

My Steerpoint, My Spee, Point

Return To Base/Go Home/RTB

Go to Tanker

Join

Fly Route/Continue

Kick out to

1 mile

[2, 3, 5, 8, 10] miles

Check my Spee

Complete and Rejoin

Complete and RTB

Ray Target

Cover Me

<Formation>

Go

Line Abreast

Trail

Wedge

Echelon Right/Starboard

Echelon Left/Port

Finger Four

Spread Four

Close Formation/Close Up/Move Closer/Keep It Tight

Open Formation/Open Up/Go Wide/Spread Out

Close Group

<Helo Formation>

Helos go

Echelon, Spread, Trail

Go

Heavy

Overwatch

Helo

Left, Right, Tight

Cruise

Combat

AWACS TANKER MISC



VAICOM PRO
KNEEBOARD REFERENCE

[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

<AWACS>

Awacs

Darkstar/Focus/Magic/Overlord/Wizard

Nearest AWACS

Request Vector to Bullseye

Request Vector to Bandit/Bogey Dope

Request Vector to Base/Directions to Base

Request Vector to Tanker/Directions to Tanker

Declare

Request Picture

<Tanker>

Tanker/Texaco/Shell/Arco

Nearest Tanker

Approaching for Refuel

Abort Refuel/Breakaway

Ready Precontact

Stop Refueling

<F10 Menu>

Server/Mystery

Take [1..12]

<Reply Statements>

Roger

Copy

Affirm

Wilco

Negative

Repeat/Say Again

<Special Commands>

Select

Options

Switch

Interrogate/Status

<Radio Control>

Select (AM/FM) [x] [x] [x] decimal

Select Channel [1..20]

<Miscellaneous Recipients>

Crystal Palace

Cargo

Descent



[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

JTAC/Patrol/Operator

Nearest Patrol

<Group Callsigns>

Axeman

Darknight

Eyeball

Finger

Firefly

Moonbeam

Playboy

Pointer

Warrior

Whiplash

Boar

Chevy

Colt

Dodge

Enfield

Ford

Hawg

Pig

Pontiac

Springfield

Tusk

Uzi

Pinpoint

Ferret

Shaba

Hammer

Jaguar

Deathstar

Anvil

Mantis

Badger

Playtime

[5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60] minutes

Check Out/Checking Out/Game Over

Ready to Copy

Remarks

Reading Back/Copy Nine Line

Request Tasking/Ready for Tasking/New Target

Request BDA/Damage Report

What is my Target

Unable/Showstopper

IP Inbound/Copy Miss

One Minute

Exit Area

Attack Complete/Copy Kill

Advise Ready for BDA

Contact/Target Visual

No Joy

Contact the Mark/Tally Mark/Tally Smoke/Tracking Smoke

Sparkle

Snake

Pulse

Steady

Rope

Contact Sparkle/Tally Sparkle/Tracking Sparkle

Stop

Ten Seconds

Laser On

Shift Beam

Spot/Tally Ray/Tally Beam/Tracking Beam

Terminate

Guns Guns Guns

Bombs Away

Rifle

Rockets

Standby for BDA

Standby for Report

<Direction>

In Hot

In from the

North

NorthEast

East

SouthEast

South

SouthWest

West

NorthWest

JTAC ENGAGEMENT



VAICOM PRO
KNEEBOARD REFERENCE

<1. Stage Establish (check in)>

'JTAC, Enfield 11, Playtime 30 minutes.'

JTAC 'Enfield 11, this is Firefly. Welcome,
advise when ready for 9-line.'

<2. Stage Briefing>

'Enfield 11, Ready to Copy.'

JTAC (*reads 9-line*), advise when ready for
remarks.

'Any Remarks?'

JTAC (*reads remarks*)

'Copy Nine Line.'

JTAC Readback correct. Advise when IP
Inbound.

<3. Stage IP Inbound>

'Enfield 11, IP Inbound.'

JTAC Continue.

<4. Stage Setup (for IR type)>

'Sparkle.'

JTAC Sparkle.

'Snake.'

JTAC Snake...

'Steady.'

JTAC Steady....

'Contact Sparkle.'

<5. Stage Setup (for LASE type)>

'Ten Seconds.'

'Laser On.'

JTAC Lasing.

'Shift Beam.'

JTAC Shift...

'Tally Ray.'

<6. Stage Engage>

'Enfield 11, In from the West.'

JTAC Cleared Hot!

'Enfield 11, Exit Area.'

JTAC Target is not destroyed.

'Copy Miss.'

<7. Re-engaging after initial miss>

JTAC Enfield 11, continue.

JTAC Mark is on the deck.

'Copy Smoke.'

'Tally Smoke.'

JTAC (*reads target distance from marker*)

'What's my Target?'

JTAC Target is AAA.

'In from the East.'

JTAC Cleared Hot!

JTAC Target destroyed.

'Confirm Kill.'

'Request New Task.'

JTAC (*reads 9-line*), advise when ready for
remarks.

<8. Stage Establish (check out)>

'Firefly, Enfield 11, Checking Out.'

JTAC Thanks, bye.

SUPERCARRIER



[<recipient>], [<sender>], [<cue>] <command> [<appendices>]

<Aircraft Carrier>
Roosevelt/Rough Rider
Lincoln/Union
Washington/Warfighter
Stennis/Courage
Truman/Lone Warrior

Cats

Marshal

<Recovery CASE I/II/III>
Marking Moms/Inbound for Carrier
Expect on Time
See You at Ten
Low State/Confirm Remaining Fuel
Established
Commencing
Kiss Off

Approach

Overhead/Tower Overhead
Approach Check In/Checking In
Platform
Needles

LSO/Paddles

Hornet, Tomcat, Viking, Phantom, Greyhound, Intruder, Lightning, Prowler, Skyhawk
Ball
Meatball
Clara

Crew

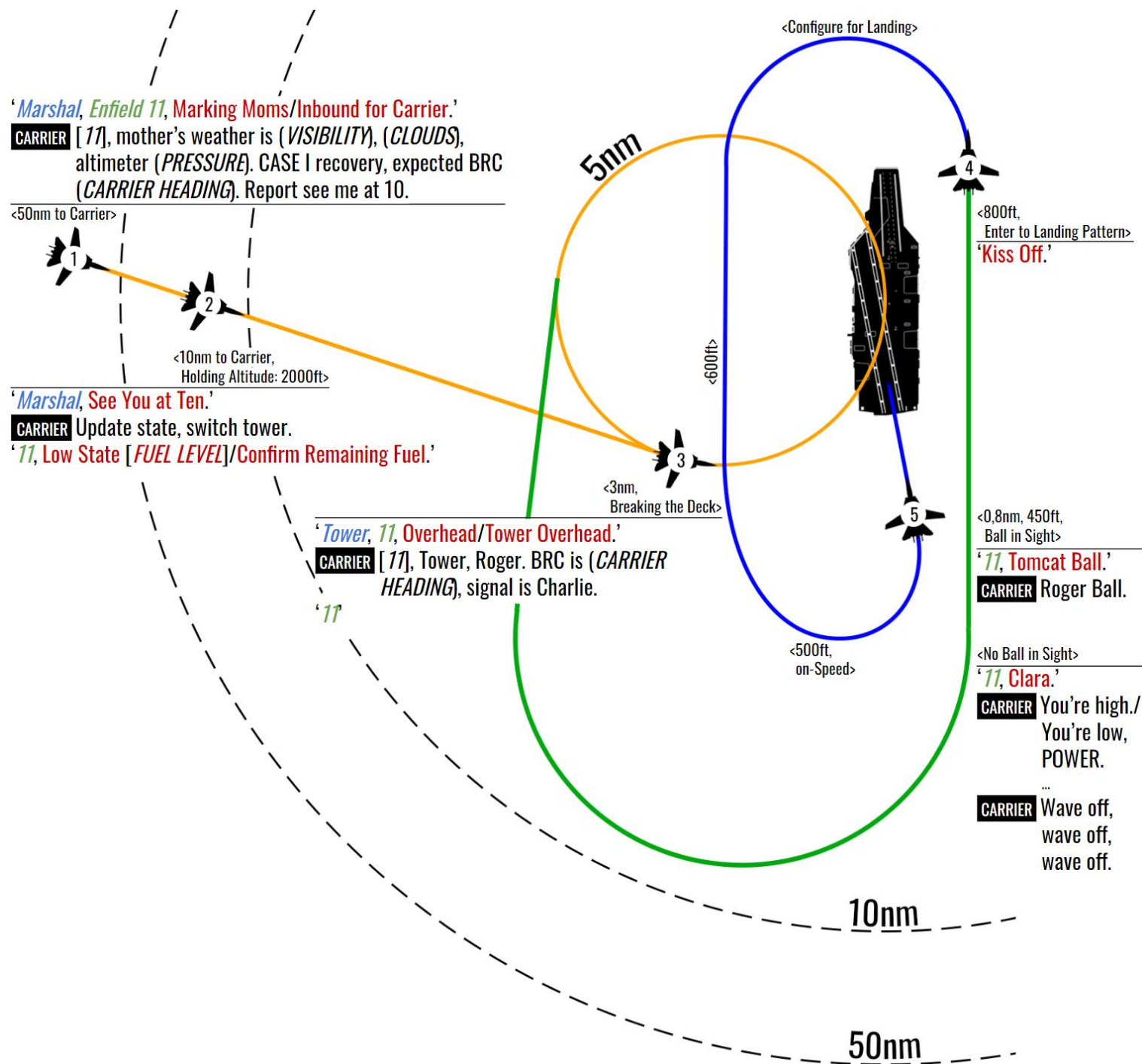
<Launch Operations>
Salute!
Request Launch

CASE I RECOVERY



VAICOM PRO
KNEEBOARD REFERENCE

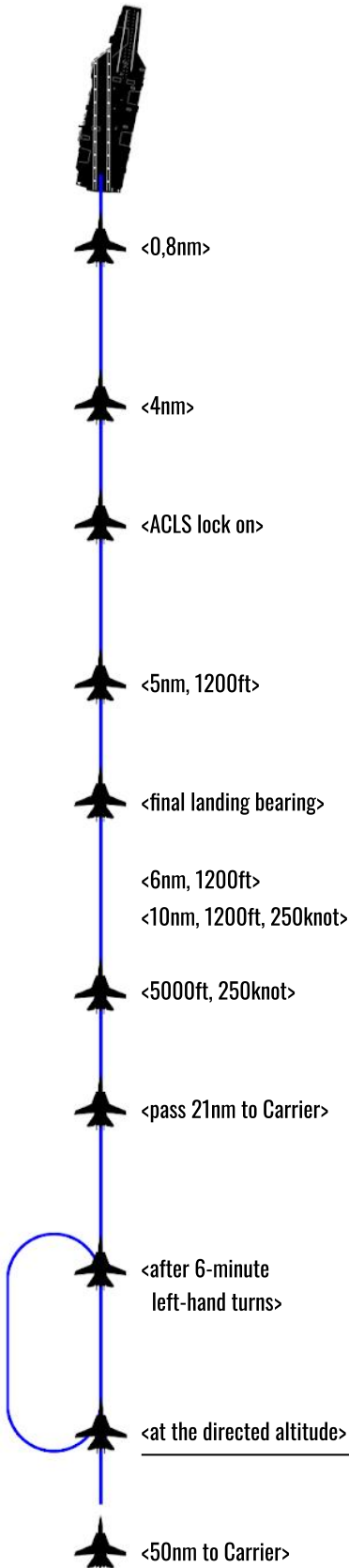
[<recipient>], [<sender>], [<cue>] <command> [<appendices>]



CASE III RECOVERY



VAICOM PRO
KNEEBOARD REFERENCE



CARRIER [11], [GLIDEPATH LOCATION], [COURSE LOCATION], ¾ mile, call the ball.
'Tomcat Ball.'

CARRIER Roger Ball, [WIND OVER DECK SPEED], [OPTIONAL DIRECTION].

CARRIER [11], approaching glidepath.
'11'

CARRIER [11], ACLS lock on [DISTANCE TO CARRIER] miles, say needles.
AUTO RESPONSE '[11], [GLIDEPATH] [LOCALIZER].'
CARRIER [11], Concur, Fly Mode 2.

CARRIER [11] final radar contact, [DISTANCE TO CARRIER] miles.
'11'

CARRIER [11] fly bullseye.

(ON-SPEED)
(CONFIGURE FOR LANDING: GEARS, FLAPS AND HOOK DOWN)

'Platform.'
CARRIER [11], roger.

CARRIER [11], switch approach.
'11, Checking In.'
CARRIER [11], final bearing [BEARING].

'Commencing.'
CARRIER [11], radar contact [DME] miles, expected final bearing [DEGREES].
'11'

'Established.'
CARRIER [11], roger, state [FUEL LEVEL].

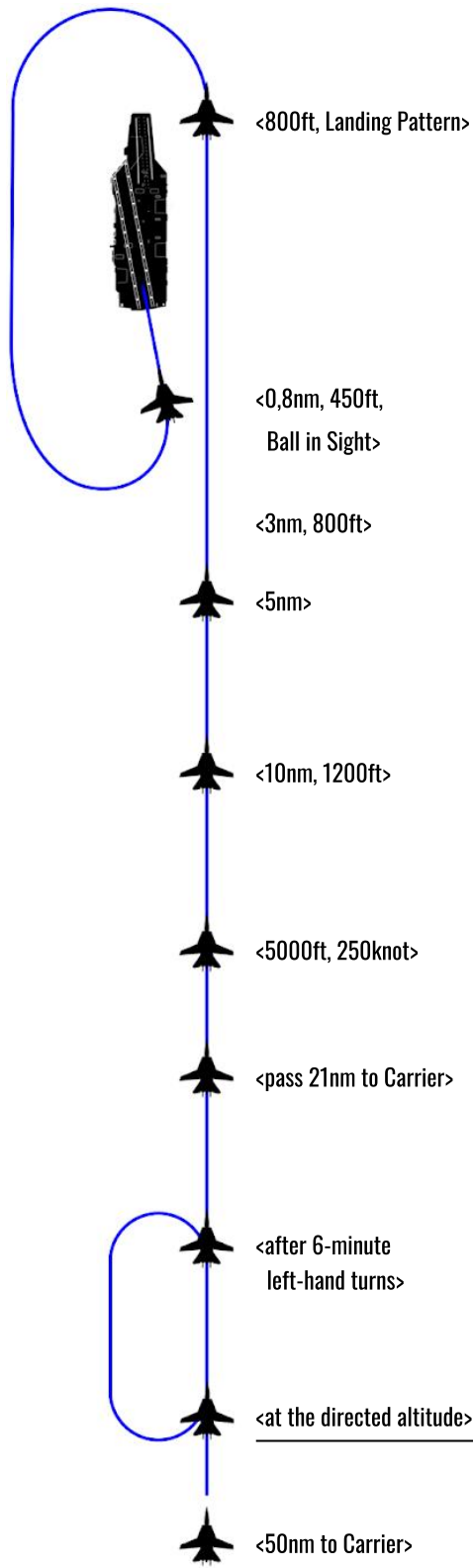
'Marshal, Enfield 11, Marking Moms/Inbound for Carrier.'
CARRIER [11], [SHIP CALLSIGN] marshal, CASE III recovery, CV-1 approach, expected BRC
[CARRIER HEADING], altimeter [PRESSURE]. [11], marshal mother's [MARSHAL RADIAL
BEARING] radial, [DISTANCE] DME, angels [ALTITUDE]. Expected approach time is [TIME].
AUTO RESPONSE '[11], marshal on the [RADIAL BEARING], for [RANGE] DME,
angels [ALTITUDE]. Expected approach time [TIME].'
CARRIER [11], readback correct.

Altitude [ft]	Distance [nm]
6000	21
7000	22
8000	23
9000	24
10000	25
11000	26
12000	27
13000	28
14000	29
15000	30
16000	31

CASE II RECOVERY



VAICOM PRO
KNEEBOARD REFERENCE



<800ft, Landing Pattern>

‘Kiss Off.’

<0,8nm, 450ft,
Ball in Sight>

‘11, Tomcat Ball.’
CARRIER Roger Ball.

<3nm, 800ft>

(LANDING INITIAL)

<5nm>

‘Tower, 11, Overhead/Tower Overhead.’
CARRIER [11], Tower, Roger. BRC is (CARRIER HEADING), signal is Charlie.
‘11’

<10nm, 1200ft>

‘Marshal, See You at Ten.’
CARRIER Update state, switch tower.
‘11, Low State [FUEL LEVEL]/Confirm Remaining Fuel.’

<5000ft, 250knot>

‘Platform.’
CARRIER [11], roger.

<pass 21nm to Carrier>

CARRIER [11], switch approach.
‘11, Checking In.’
CARRIER [11], final bearing [BEARING].

<after 6-minute
left-hand turns>

‘Commencing.’
CARRIER [11], radar contact [DME] miles, expected final bearing [DEGREES].
‘11’

<at the directed altitude>

‘Established.’
CARRIER [11], roger, state [FUEL LEVEL].

<50nm to Carrier>

‘Marshal, Enfield 11, Marking Moms/Inbound for Carrier.’
CARRIER [11], [SHIP CALLSIGN] marshal, CASE II recovery, CV-1 approach, expected BRC [CARRIER HEADING], altimeter [PRESSURE]. [11], marshal mother’s [MARSHAL RADIAL BEARING] radial, [DISTANCE] DME, angels [ALTITUDE]. Expected approach time is [TIME].
AUTO RESPONSE ‘[11], marshal on the [RADIAL BEARING], for [RANGE] DME, angels [ALTITUDE]. Expected approach time [TIME].’
CARRIER [11], readback correct.

Altitude [ft]	Distance [nm]
6000	21
7000	22
8000	23
9000	24
10000	25
11000	26
12000	27
13000	28
14000	29
15000	30
16000	31



[<*recipient*>], [<*sender*>], [<*cue*>] <command> [<*appendices*>]

Kneeboard

Start Dictate

End Dictate

Correction

Clear Notes

LOG, AWACS, JTAC, ATC, AAR, AOCs, FLIGHT, NOTES,
REF

Page

Show Notes

Show Log

Show Tasking Order

Browse tab

*Previous, Next, LOG, AWACS, JTAC, ATC, AAR,
AOCs, FLIGHT, NOTES, REF*