

Space them approximately 2mm apart and tape them together at the bottom edge with duct tape or heavy packing tape to form a hinge. Put tape on both sides of the hinge to completely cover the adhesive of the tape.

Separate the overlays with sheets of paper. Index tabs are a nice touch.

Use a heavy binder clip to keep the folder closed.



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Wheel **Brakes Outside View** (Off-line only; Available to B-17 on-line)

HQ & Tower Commands		.fields	Provides status of all airfields	.jsquad XXX	Accept an invitation to join a squad	.roster	Provides a roster of players curre
.clear	Resets your score	.fly	Moves you from HQ to your plane	.jwing	Accept an invitation to be a wingman	.salvo ##	Selects number of bombs / rocket
.conv ###	Sets the convergence of your guns	.fly b	Places you at the opposite end of runway	.move [f,b,g]##	Move to field, briefing room, or general room ##	.score XXX	Displays score for player XXX
.country #	Sets your country	.fuel ###	Loads fuel. ### equals % of tank capacity	.name XXX	Names a squadron XXX. (Squad leaders only)	.slogan XXX	Selects XXX as squad motto. (Squ
.delay ###	Sets bombs delay for ### milliseconds	.handle XXX	Sets your WarBirds handle	.plane #	Selects the plane you will fly	.smoke ##	Smoke trail with ## interval between
.disband	Disbands a squadron. (Squad leaders only)	.help	Provides a list of the dot commands	.ord #	Load ordnance set 0-3. w/o # lists avail. loadouts	.squad XXX	Displays roster and scores for squ
.dwing	Decline a wingman invitation	.invite XXX	Invites XXX to join a squadron. (Squad leaders only)	.rank	Displays the top 100 pilots (Updated daily)	.wwing	Invites XXX to be your wingman
.exit	Logs out of WarBirds to opening menu	.login	Logs a player back into WarBirds	.remove XXX	Removes XXX from a squadron. (Squad leaders only)	.withdraw	Withdraw from a squadron

