

## .dt Downtime Commands

### Airfields, Vehicle Bases and Fleet Task Groups:

.dt fbase#objectcode \* (note the space between .dt and f)

*(if the base# is 1 – 9, then place a zero in front of the base#)*

Example for radar(rdr) at airfield# A8: .dt f08rdr

### Object Codes:

Auto ack gun (GNG)

Fuel tank (FUB)

Auto hard ack gun (GNH)

Radar (RDR)

Auto flak gun (GNA)

Ship (CV 000, Cruiser 005) (SHP)

Ammo bunker (AMB)

Shore battery (BAH)

Barracks (BAB)

Soft man gun (BAS)

Bomber hanger (BMH)

Town buildings (TWN)

Fighter hanger (FTH)

Vehicle hanger (VHH)

Flag (living=not white) (FLG)

### Headquarters, City and Factories:

.dt c0country#1,2or3objectcode \* (space between .dt and c)

*(country# will be the zone# of a base near that country's HQ)*

Anti-Aircraft Factory AAA (AAF)

Ordnance Factory AMMO (AMF)

Industrial Center CITY (CIT)

Radar Factory RADAR (RDF)

Fuel Refinery FUEL (FUF)

Troop Training BARRACKS (BAF)

Headquarters HQ (HQT)

Auto ack guns (GNG), Flak Towers (GNH),(GNA)