

DISPATCH COMMANDS PROTOCOL (PC)

This table should help Dispatchers at their first cases to coordinate a smooth and most of all relaxed rescue. just copy/paste this into your IRC client to prod Mecha squeaking detailed the instructions. Note that some lines depend on the situation, so you still have to be familiar with the individual commands and their meaning, of course.

We recommend that you do a SpatchDrill in #DrillRats and read through the [Rescue Procedure](#).



Some basic suggestions:

Call Client and Rats by their Nicks whenever possible. Rats may have set their IRC sound alarm to their nicks and may not see your question if they don't get notified, since they have to focus on flying. It can get crowded in IRC at times.

Always keep in mind to **make the client relax**. A panicking client is the first step to explosion. Don't clutter the channel but be positive, friendly, welcoming. Brace in the mischief, poor soul, and you will be saved soon.

C=Please replace by client's nick.

Rat1, Rat2= Please replace by Rat's nick.

Replace »pc« with »x« for XBOX commands.

Hello C , need fuel?
C , PC or XBOX?
C , are you on emergency oxygen ? (blue countdown timer top right)
C , which system?
!grab C
!prep C
!pcquit C
C , stay in main-menu until i explicitly tel lyou to log in
Go Rat
Stand by/down
!assign Rat1 Rat2 to C
!pcfr C
Please log back to open play

Now please add the rat to your wing and drop your beacon
!pcwing C
!pcbeacon C
Did you add the rat to your wing ?
Rat2 please chain the wing with Rat1 to avoid any further complication.
<i>((In case of No option to wing with Rat:))</i>
C , are you in Open Play? Press ESC to check.
Rat1 , please check if client is in Open: Comms -> Friend tab, Player in solo and main menu are tagged as [Solo Play] or [Main Menu]
<i>((In case of INSTANCING))</i>
C can you please power your trusters, your FSD and try to jump to SC to get away from the sun
<i>((Debrief and sy))</i>
Rat1 , great job! db+pw.
C , you are welcome. Recommend the Fuel Rats! Type /join #ratchat