

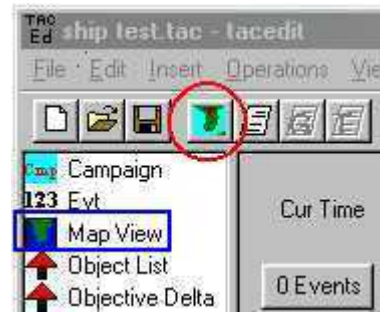
# Adding Naval Units to TE's with TacEdit

Start TacEdit and open the TE you want to add Naval Units too

Load a background map into TacEdit, click on the **MAP** icon highlighted and browse to the saved map position

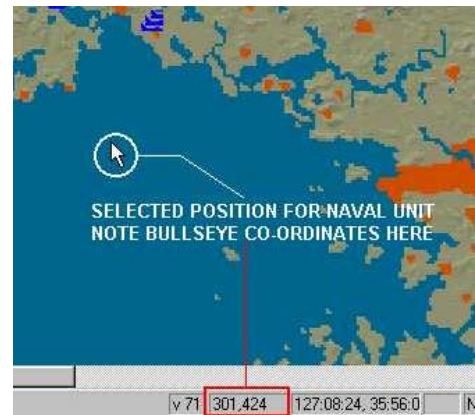
Click the **Map View** icon to switch to Map View. The main window in TacEdit will now show a map of Korea with all units placed in the TE shown.

To declutter the display and only show units of interest go to the View menu, select View Units and select None. Go back to view Units and selectively select which units you want visible.

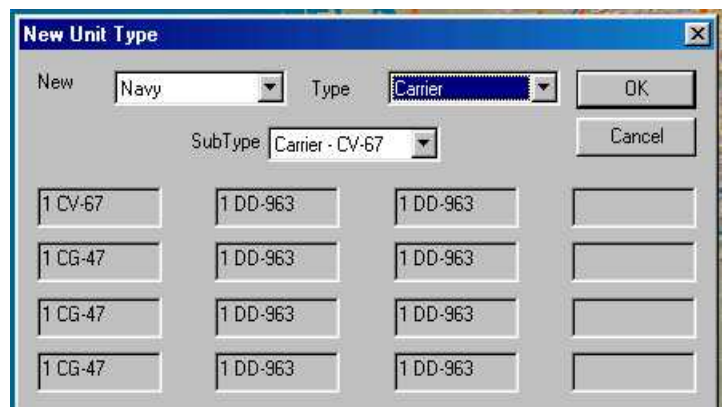
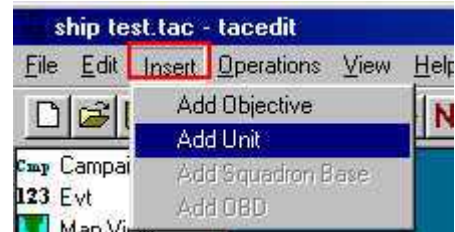


## Now to placing some ships.

- If the Map View of TacEdit is not open, open it. Move the cursor to the position you want to initially place the Naval Unit and note its bullseye co-ordinates. In the picture opposite I have moved the cursor to bullseye X=301/Y=424. These co-ordinates will be used to initially place the Naval Unit.

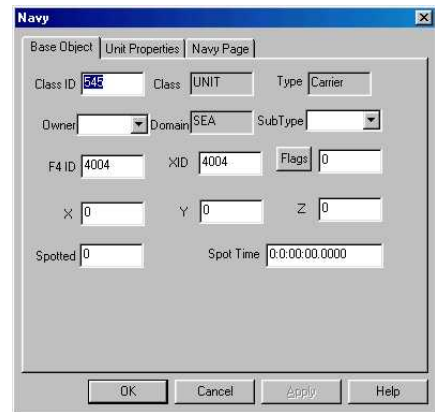


- Click on the INSERT heading and select ADD UNIT. This will open up the NEW UNIT TYPE dialog box.
- Select the first drop down box titled NEW, from the list of units that appear select NAVY.
- Next, select the TYPE box and pick the type of naval unit you want to place. Two things can happen next, either the SUBTYPE box is filled in automatically with the unit name and the grey boxes at the bottom of the NEW UNIT TYPE dialog window lists the vehicles that comprise the selected unit or, nothing happens. If nothing happens, it means that the selected unit has unit subtypes examples of these units are the *frigate* and *amphibious* TYPES. If this is the case, select the sub unit via the drop down list in the SUBTYPE box. Once selected the grey boxes are filled as indicated above with the selected units vehicle composition listed. Click OK to continue to placing the unit and giving it a name. The NAVY dialog box opens.

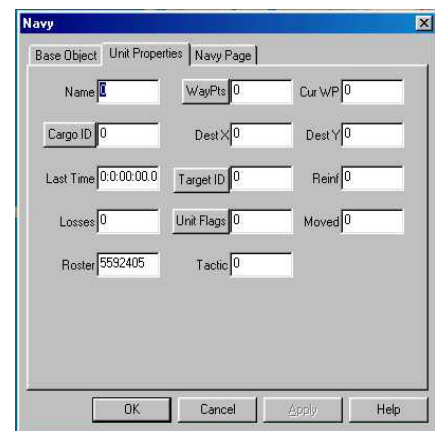


- On the BASE OBJECT page fill in the X and Y boxes with the bullseye co-ordinates you noted earlier.( X=301/Y=424 in my example)
- Select the owner of the unit with the drop down list in the OWNER area. NOTE: with RP5 no text is displayed in this area. For TE's the list is
  - Top (1<sup>st</sup>) entry = null
  - 2<sup>nd</sup> entry = Team 1
  - 3<sup>rd</sup> entry = Team 2
  - 4<sup>th</sup> entry = Team 3; and so on.

Do not worry if you get this entry wrong, you can change the ownership of the unit from the Falcon TE Builder as normal.



- Select the UNIT PROPERTIES tab
  - In the NAME section enter the name (numerical only) that the unit will display in the TE. Entering 185 with a Carrier Group unit results in the name being displayed as the 185<sup>th</sup> Carrier Task Force.
  - Click the UNIT FLAGS button and select the PARENT entry, click OK to return to UNIT PROPERTIES page.
  - Click OK and the unit will appear on the MAP display at the co-ordinates you entered.



If the unit does not show up where you expected don't worry. If you can see it on the map you can either drag it with your mouse cursor to where you want it positioned or double click on it to get the NAVY dialog box open and repeat the process above to enter bullseye location into the X and Y positions on the BASE OBJECT page.

If you can not see the unit icon on the map, do the following,

Click on the UNITS icon on the left of the TacEdit display, the main display window will now list all

Cam	Name	No	Type	Unit	Id	OCD Id	Xid	X	Y	Owner	UFlags	DestX	Dest
123	HQ (BMP-CMD)	0	Batall...	681	4012	681	3687	244	501	2	1048...	245	502
	Air Defense (SA-2)	2	Batall...	831	4010	831	3685	265	479	2	1048...	266	480
	AAA (KS-19)	3	Batall...	834	4009	834	110	282	475	2	1048...	283	476
	Carrier (CV-67)	6	Navy	545	4004	545	4004	301	424	2	0	0	0
	Fighter (MiG-29A)	1	Squa...	460	4011	460	3686	316	467	2	32	0	0
	Fighter (F-14B)	5	Squa...	455	4008	455	97	577	767	2	32	0	0

the units/flights/packages placed and tasked in the TE. Use the headings at the top of the columns (click on them) to sort the entries by their NAME or TYPE to find what you are looking for. Double clicking on the name of the unit under the NAME column (in the example 'Carrier CV67') opens up the NAVY dialog box accessing the BASE UNIT and UNIT PROPERTIES pages allowing the position of the unit etc. to be altered as described above.

Save the tac file, it might be a good idea to save it with a different name to your base TE incase of problems. Close TacEdit, and open the tac file with Falcon4's mission builder to check it.

## [Adding Squadrons of Aircraft to a Carrier](#)

Now that you have a Carrier group sitting in the ocean, why not add some aircraft to it.

Before you can add the squadrons to the carrier, you need to place them at an airbase. Do this in the Falcon4 TE builder. **Do not add any flights or packages to the TE from this squadron yet.**

Once the squadrons are added in Falcon4 save the TE and exit Falcon4, start TacEdit and load the tac (Remember to load a background map image for reference).

- Select the UNITS display from the left window. (picture at bottom of page 2)
- Click on TYPE heading in the main UNITS display window to sort units by type. (This is not essential but makes finding the required units easier)
- Find the Navy entries in the TYPE column and identify the Carrier group you want to add the aircraft squadron to. Note its X & Y bullseye co-ordinates and also its ID no. In my example the Carrier group is at bullseye 301/424 and its ID no. is 4004. See the picture at the bottom of page 2.
- Browse to the squadron entries and find the squadron you want to locate on the Carrier. In the example its the F14B squadron.

Name	No	Type	Unit
AAA (KS-19)	3	Batallion	834
Air Defense (SA-2)	2	Batallion	831
HQ (BMP-CMD)	0	Batallion	681
Carrier (CV-67)	5	Navy	545
Fighter (F-14B)	4	Squadron	455
Fighter (MiG-29A)	1	Squadron	460

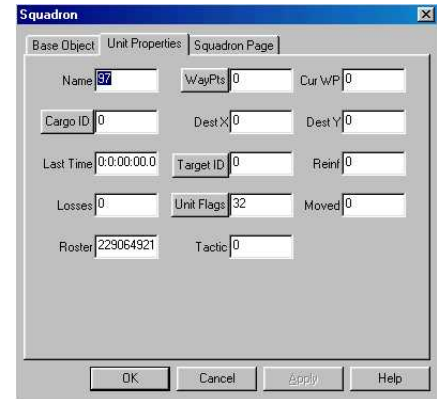
- Double click on the squadron name under the NAME column and the SQUADRON dialog box will open.
- Change the entry in the airbase Id box to the Id number of the carrier (4004 in my example). You can also change the units SPECIALITY (select an option from the drop down dialog box) and SQUAD PATCH on this page if you want.
- Click on the BASE OBJECT tab to switch to that page.

Squadron dialog box, Squadron Page tab. Fields include: AA Kills (0), AG Kills (0), AN Kills (0), AS Kills (0), Mission Score (0), Fuel (6220800), Mission Flow (0), Rating (0.0,0.0,0.0), Speciality (None), Airbase Id (1824), Hot Spot (0), Squad Patch (0), Pilot Lost (0), Pilots, Stores, Schedule buttons, and OK, Cancel, Apply, Help buttons at the bottom.

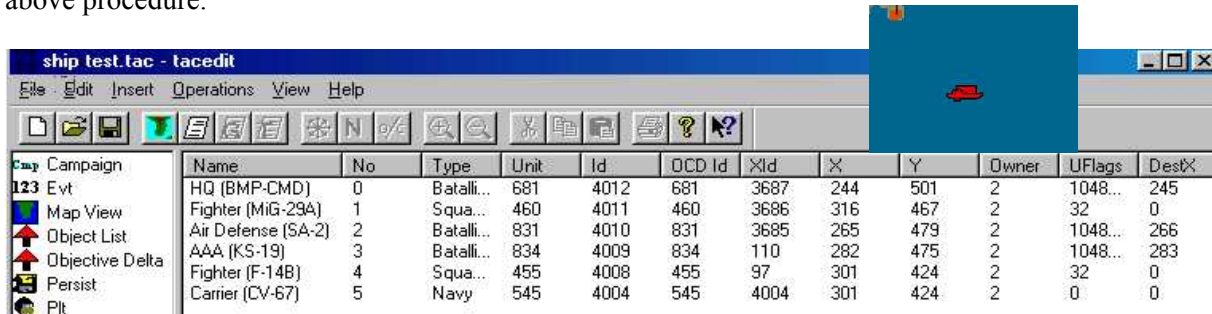
Squadron dialog box, Base Object Page tab. Fields include: Class ID (455), Class (UNIT), Type (Fighter), Owner, Domain (AIR), SubType, F4 ID (4008), XID (97), Flags (0), X (577), Y (767), Z (0), Spotted (0), Spot Time (0:0:00.00.0000), and OK, Cancel, Apply, Help buttons at the bottom.

- Base Object Page. Enter the X & Y bullseye co-ordinates of the Carrier into the X and Y box. (X=301 & Y=424 in my example)
- If required, alter the squadrons team with the Owner drop down dialog box.
- Click the APPLY button

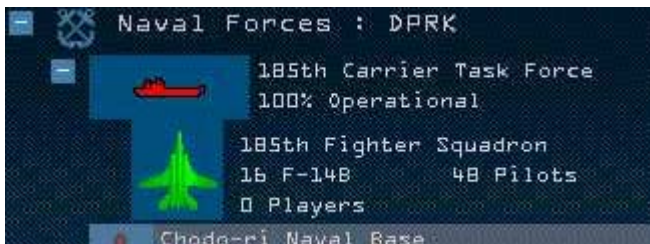
- Click on the UNIT PROPERTIES tab to switch to that page
- In the NAME box enter the name of the squadron (numerical) ie. if you enter 185 in the box, the squadron is shown as the 185<sup>th</sup> Fighter Squadron in Falcon4.
- Click OK and your done.



As a final check before you save the tac file, switch back to map view. The squadron symbol should have positioned itself over your Carrier group symbol. Use the zoom functions on the menu bar to zoom in to check. You can also go to UNITS view and you should see the changes made to the squadron reflected in the display. Compare the picture of the UNITS display below to the one on page 2 and note the entries against the F14B squadron have changed to match the figures entered in the above procedure.



If all is well save the tac (It is a good idea to save it with a different name to the original, that way if something has gone wrong you can delete it and load the original back up and reenter the information). Once you have saved the tac, exit TacEdit and open up the tac file in the Falcon4 mission builder. The aircraft squadron should now be located on the Carrier Group icon and the OOB (order of battle display) should show the Carrier Group with a '+' sign, the expanded display should indicate the squadron(s) you have assigned to the Carrier Group. ADD FLIGHTS/PACKAGES FROM THE CARRIER BASED SQUADRON LIKE ANY OTHER LAND BASED SQUADRON.



Ktel  
185<sup>th</sup> Reservoir Dogs VFS  
<http://185th.co.uk>

**TIP:** If you want to see objects (airbases/bridges etc.) in the MAP view follow the following procedure.  
**NOTE:** This is NOT required to add Naval units.

Save the currently open tac file in TacEdit. Open the te\_new.tac file in the campaign/save folder of your Falcon4 install with TacEdit's Open command.

Select the OPERATIONS menu. From the drop down list select EXPORT OBJECTIVES. The standard Windows 'save as' dialog box will open. Save the created CSV file somewhere handy.

Open the TE you are working on again, select OPERATIONS again and this time select IMPORT OBJECTIVES from the drop down menu. The standard windows 'file open' dialog box will pop up. Browse to where you saved the file created above and open it.

If you now switch to MAP VIEW in TacEdit, there should be a, for the want of a better phrase, a load of dots visible representing the buildings/bridges etc dotted around Korea. Use the View menu/Objectives option to show and hide items of interest.