

## 185<sup>th</sup> guidelines for Saturday TE:s

by John "Triton" Waller

This document is for stating exactly what guidelines must be followed when constructing a TE for the 185<sup>th</sup>:s Saturday evening missions.

There shall be a briefing for the mission available that can be sent out to the pilots so they can plan their mission beforehand so that minimum time needs to be spent in the Mission Schedule prior to flight.

### The briefing is to inform on:

- What threats the pilots can expect during the mission. However **ALL** info given in the briefing must be possible to gather in the Mission Schedule! If you must enter the Mission **Editor** to find a piece of info it has absolutely **NO** place in the briefing!
- What loadouts the aircraft have, and if the loadouts are fixed or not.
- What aircraft/packages that are allowed for human use in case there are several packages available.
- If steerpoints are fixed or not.
- What the target/targets are. Make sure that the brief assigns the same targets as the mission. It has occurred that the brief has not matched the mission on that, which can confuse pilots into striking the wrong target.

You may see fit to add info about enemy loadouts and CAP areas, **BUT** that info must be **very vague!!**

### **Example:**

You state that the enemy SU-27s are now reported to have access to the new AA-12 Adder. That is OK, but you mustn't say that the SU-27s ARE LOADED with the Adder.

Enemy CAP areas may be displayed in the briefing, but the areas must be large and unprecise like a big circle, not the exact area or flightpath.

Please use only .JPG or .GIF images in the brief, to keep the size down. The briefing shouldn't exceed 150Kb at the most, this so modem users can easily receive them.

Keep the language at a reasonable level, avoid using overly bad language.

These briefs and TE:s will eventually wind up in the TE archive available to the public, wouldn't want them to get the wrong idea about the 185<sup>th</sup>! ☺

### **The briefing is to be sent in to the CO/XO on Thursday at the latest!**

It will be sent out to all pilots on Friday evening at the latest.

### **Now to the mission tac file:**

Many things need to be considered when constructing a TE for online use, the Internet can play havoc with online gaming so we must strive to not give it any chance to mess things up!

### **The absolutely first thing you must do:**

Go to the TEAMS tab and set ADA and pilot skills to the desired level. If you add a unit to the TE **before** setting skill rate the unit will be ROOKIE skill no matter what you set the skill to later.

### **There are several things we can do to minimize the chance of technical problems:**

#### **Length of mission:**

Keep the total time in flight to 1 hour maximum, many of our pilots are on 2-hour connections and may get kicked out if the flighttime is too long.

#### **Takeoff timing:**

There are certain limits to how close flights can take off without risking an ATC cockup. These limits are written in the code, so violating them may work once or twice, but in the long run violating this rule WILL drive the ATC crazy! You will then see AI colliding on taxiway and driving off into the fields, you will also hear the ATC repeating the same message over and over again. (Falcon 1-1, you are cleared for takeoff, runway 27... or something like that.)

The limits are **1 min 40 seconds** between takeoffs from the same airbase and **35 seconds** between takeoffs at separate airbases. This goes for **ALL** takeoffs regardless if they are DPRK or US since there is only one ATC that controls BOTH sides aircraft.

**So, to make it simple to remember the rule is 2 minutes between ALL takeoffs.**

#### **Spacing and numbers of ground units:**

The spacing and numbers of ground units has a BIG impact on FPS, thanks to the shared bubbles in multiplayer. With player bubble of **3** (which we use currently) ground units will be deagged at **approx 6-8 nm**.

**The rule for spacing between ground units is 10nm (again to be easy to remember).**

The number of ground units is one other aspect of FPS conservation. Try and keep the number of ground units to a minimum, no more than **6-8** ground units in any TE.

Try to keep them well spaced out from each other so that they don't all get deagged at the same time! No more than **4** ground units should be deagged at any one time during the mission to save the FPS. If you can keep that figure lower than 4, all for the better. You can place TWO units closely together at the **target** provided that the total number of deagged units doesn't exceed 4. It's a compromise between FPS and gameplay in that case.

#### **Other pointers about ground units:**

**Don't deploy a friendly ground unit next to a target!**

It may happen that the friendly unit moves forward and captures the target during the mission, which would lead to you bombing a friendly target.... with adverse effects on your score of course!

**Don't deploy an enemy ground unit directly on the flightpath of the US packages!**

This is in case the steerpoints are FIXED. If Steerpoints are NOT fixed you can place units on flightpath.

Deploying a AAA/SA unit at the target is of course OK.

You can be sneaky and place a ground unit off the flightpath but with orders to move to the flightpath during the mission. ☺

The unit will appear to be out of harms way in Mission Schedule but will actually move after takeoff. This reflects the inaccuracy of Intel well, what the pilots will know is how things looked at the time of takeoff. That may change during the flight.

#### **Aircraft, types and numbers:**

**There should ALWAYS be 4 F-16 seats available in the TE.**

This simply because although we may fly other types of aircraft during a TE, no one should be forced to fly non-Viper aircraft.

Having said that, it is OK to have flights of non-Viper aircraft as well for human use. This can add a nice touch to the mission and is an option that has been underused so far.

**A flight must be comprised of at least 2 planes for human use, and the TE must contain 4 seats for humans!**

This since we are flying online because we want to fly with other humans, using teamwork.

Allowed exceptions for having a 1-ship is if the plane type is a defenceless bomber, transport or AWACS. B1b, B-52, C-130, KC-10, E-3 are examples of this.

When you choose to use a 1-ship, make sure it is the same package as other human flights so the debrief shows both flights.

**Do not put 2 Strike/Deep Strike/SEAD Strike in the same package!**

For some reason Falcon always gives porked debriefs when having several strike flights in the same package. If you want to use two strike flights, put them in different packages.

**Avoid having excessive numbers of aircraft in a TE.**

Large numbers of aircraft in a TE puts a larger strain on the CPU, which can hamper the PC:s performance on low-end systems. It can also cause severe problems in multiplayer due to the Position Update not being able to keep up pace. Typical things that happen when Position Update freaks out is radar contacts fading away, ghost planes, massive warps, ballistic missiles (You shoot at a plane that isn't where you think it is) and so on.

The TE shouldn't look like a Campaign mission, that is a sure way to disaster online!

The maximum number of aircraft is 30 in total including DPRK aircraft.

**Avoid using redundant units!**

Adding units (ground or air) that have no effect whatsoever on the mission is pointless and will only add to the CPU loading, hence adding to the risks mentioned above regarding excessive numbers of aircraft.

**Do not use Air-to-Air refuelling in a TE!**

That feature does not work properly in Falcon4.

**Loadouts and Steerpoints:**

Loadouts are at the discretion of the TE builder, but **the loadout must be able to kill the target.**

Not much point in striking an Underground factory with MK-20:s if you catch my drift....

Generally speaking the loadouts should be reasonably suited for the task, sending out a SEAD Escort into a ADA-crammed area without HARMs and CBU:s for example isn't the best thing to do.

The TE builder **MAY** simulate a shortage of stores so that for example the above mentioned SEAD flight has no HARMs, only CBU:s. **If so that should be stated in the briefing.**

When you build a TE, keep in mind what types of missions we've had during the last month or so. What I would like to see is that we get different types of mission in a reasonable mix, CAS, Sweep, Deep Strike and so on. Also consider if steerpoints and loadout have been fixed or not so we can get some diversity there as well.

All to enhance the experience of Falcon4 online! ☺

Steerpoints should be placed so that Ingress and Egress are optimum if the steerpoints are **fixed**. If they are **NOT** fixed the TE builder doesn't need to optimise the flightpath, this can be done by the pilots themselves.

**Delivery of TE and Briefing:**

**Briefing must be sent in by Thursday evening!**

If you can send it in sooner, all for the better.

**Mission tac file must be sent in by Thursday evening if not tested online.**

**If it has been tested it must be in by Saturday 12.00.**

Again, if you can send it in sooner all for the better.

**Send the files to the CO/XO!**

**TE:s that do not follow these guidelines will not be used.**

Failure to deliver the briefing and/or tac file in time will result in me replacing the TE with one "from the shelf".

Please make sure you deliver in time, the entire Squadron will suffer from the chaos that arises if I suddenly must replace the TE with a different one! I can't risk that we stand there without a TE to fly and 50+ pilots online just waiting.

Thank you all,

Triton

This document is subject to changes.