CAMPAIGN CONTROL

1 Introduction

The original Falcon 4 campaign has been designed with the following main concept in mind: "when you play a campaign, you are just a pilot amongst many others and you fly the missions Head Quarters (HQ) has planned."

However, after several years of campaign practice, it was clear that this philosophy was kind of limiting. Additionally during multiplayer (MP) games, it was clearly a nightmare to find the correct mission to fly (number of players & take off time).

BMS now offers to you the possibility to completely control the ATO to create your own missions and to plan your air war. All actions described in this document can be safely performed during MP games.

2 Controlling a squadron

BMS has implemented a very powerful feature for campaigns. You are now able to disconnect the squadrons from the ATO automatic generation in order to have 100% control of them. Every squadron can be individually controlled; however you can only take control of a squadron from your own side.

It has to be noted then for campaign creators, that the flag B1 in the squadron tab allows you to create a squadron with default configurations (0 is HQ control, 1 is Human control).
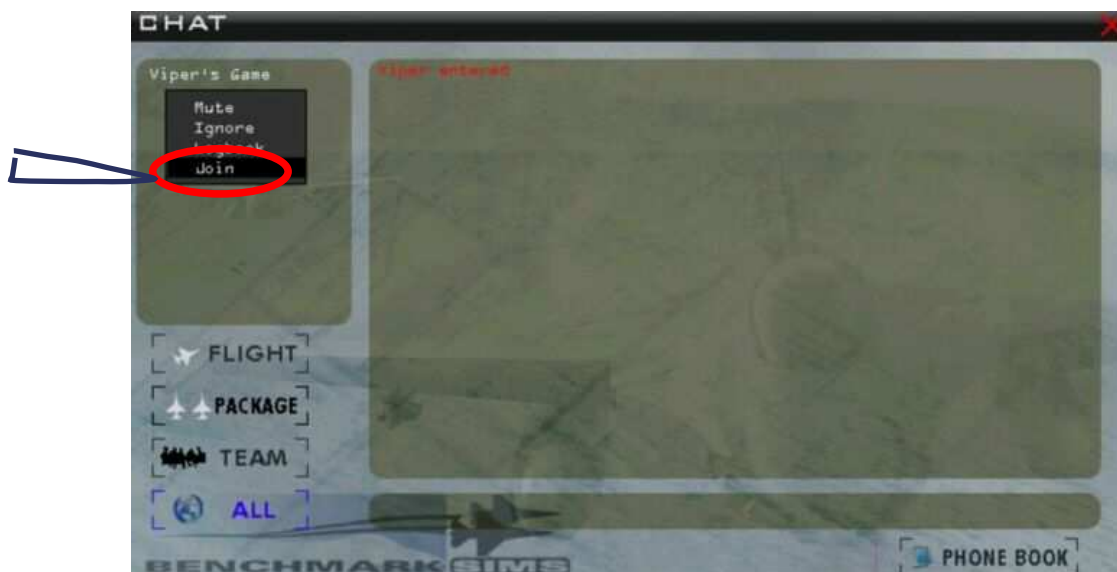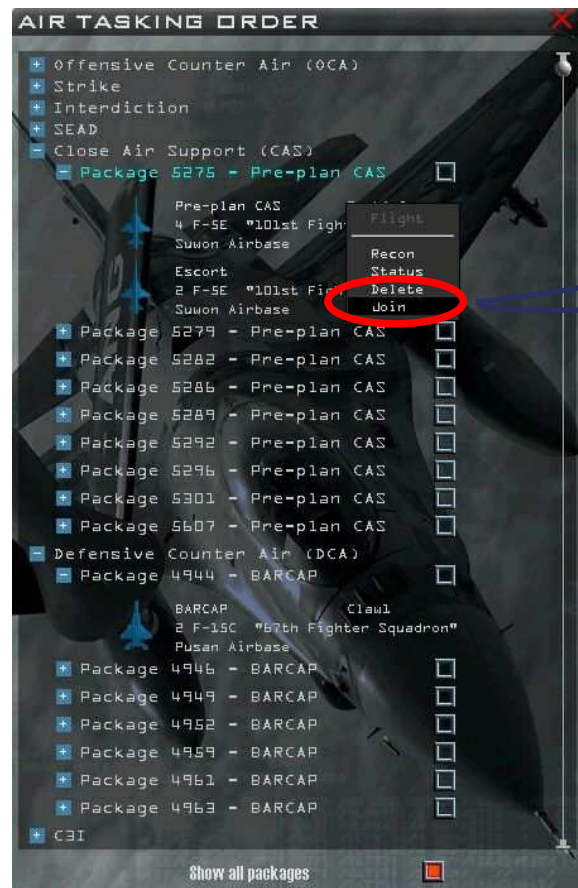
In order to take control over a squadron, there is a new "Set by HQ" box in the squadron page:

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3   Joining a flight or a squadron

In many places in the UI you will now find a 'Join' button or a 'Join' option in the pop up menus. This allows you to join a flight, a squadron or another player without having to exit and reload the campaign.
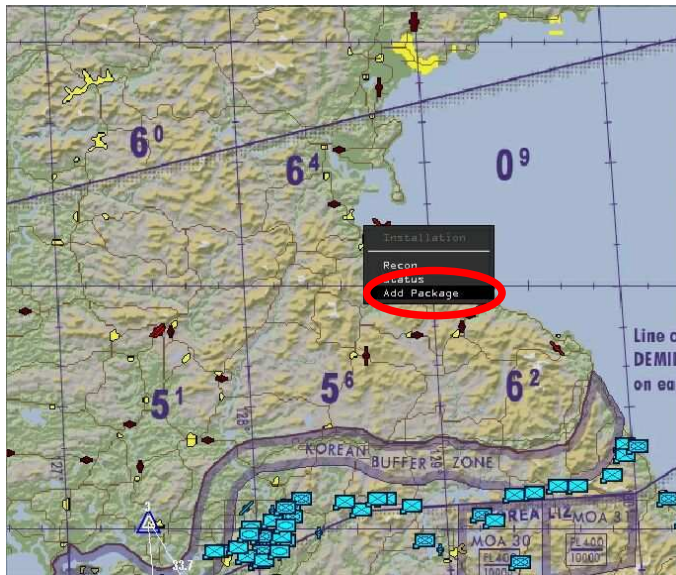
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4 Managing a package

4.1 Creating a package

To create a package, click anywhere on the map or on an objective or a ground unit.

The "object" you clicked upon will be the one selected first in the package window.

Note that the package will be created only if you click the "OK" button. No package will be created if you click "CANCEL" button.

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4.2 Setting up the clocks

The clock that plays a role when creating a package is the one with the green lock. You can choose to set up your package time by Take Off time or Time on Target. Please note that once a flight has been created, the two clocks are synchronized in order to keep correct flight waypoint times.

When creating a new package, the most efficient way to do it is to set up the Time on Target clock. Indeed, this will automatically organize your flights' take off time so that they have a coordinated Time on Target.

However, if you try to add a flight with a time on target that would force the flight to take off at a time in the past compared to the current campaign time; you will get the following error window.


In that case, you need to increase your TOT or choose aircraft from squadrons closer to your target.

If you set up the package with Take off Time, all your flights will be created with the same Take off Time. You will get a Bad Timing error window if you try to create a flight with a take of time in the past.
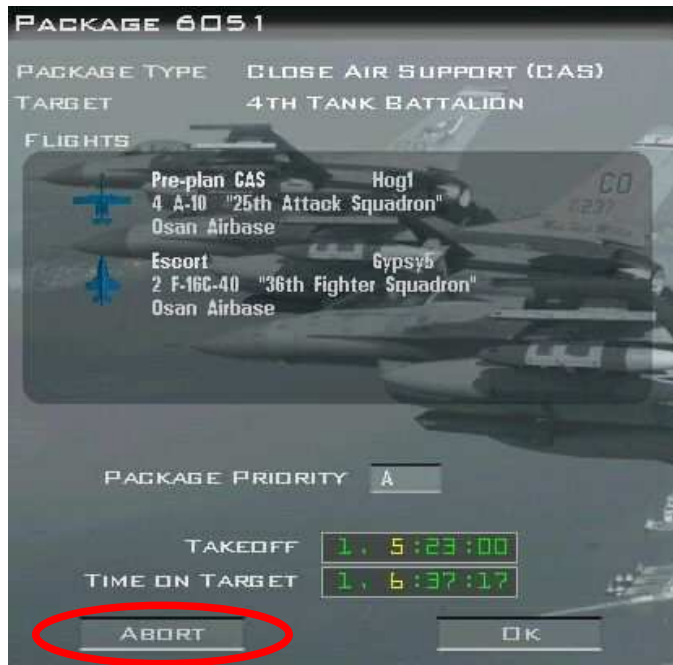
4.3 Adding / deleting Flights

You can add or delete flights by clicking on the proper button in the package creation window.
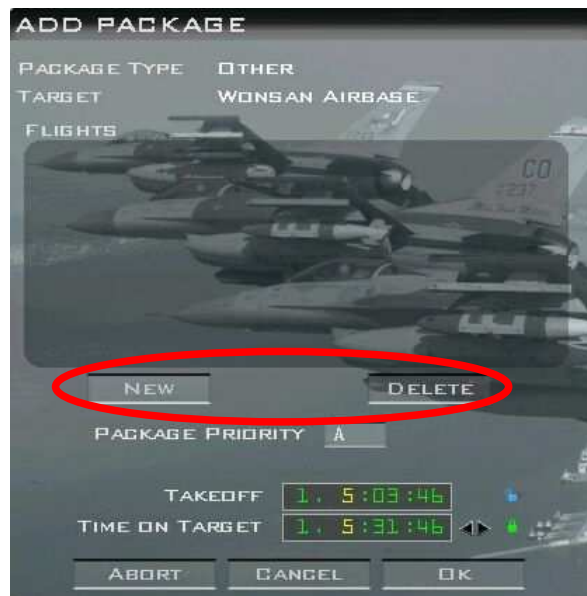
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4.4 Modifying flights / package

You can modify a package up to -2 minutes before the earliest take off time of the package. Once the first flight is gone, buttons new/delete and clock buttons become unavailable.

However, by clicking on the "Abort" button, you order the package to RTB immediately. This can allow you to free some squadron slots quicker (see §5).

If you try to modify a package or a flight plan after take off time of the flight, you will get the following error message:

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5 Managing squadrons

5.1 Squadron schedule manager

Each squadron has its own schedule manager. The squadron schedule is divided in "slots" of 15 minutes each.

Each aircraft of the squadron has its own schedule and a flight can be created only if the campaign engine can find the correct required number of aircraft with continuous free slots for the requested mission.

It has to be noted that 1 hour of reconditioning is taking into account by the squadron schedule manager.

The schedule manager was busted in Falcon 4 and this was the root cause that many more aircraft than physically available were flying. BMS has fixed it, resulting in a much "lighter" and realistic air war in campaign (given the number of aircraft in theater). To give you an example, hereunder the same campaign same time, same settings OF vs BMS, pay attention to the number of flights on the map.

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5.2   Managing Slots

When modifying the time of a flight or a package, by altering the clock in package window or the clock in the flight plans, if the new time requests a slot that is not free, you will get the following error message:

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If you create a flight and no aircraft are fully available for your flight mission time (+1 Reconditioning) you will get the following error message:

The automatic ATO maximizes the usage of the aircraft in a squadron; therefore it is very rare to find free slots to create a mission near the current campaign time. To create a mission, you need to delete flights so that slots are freed. Then you will be able to create your own flight.

It is strongly advised to take into account 15 minutes of margin at the start and end of your mission (don't forget the +1 hr reconditioning time) as the squadron schedule manager will not allow to use partially a slot.

We strongly advise to take the full control of your squadron (see §2) when deleting flights and adding flights. The computer will always be faster than you to fill free slots.

The best way is to create packages far in the future, then moving back the clock until the correct time you need is reached.