Standard Operation Procedures

This page explains the Standard Operating Procedures (SOP), which detail the requirements you must fulfil in order to fly with the Falcon Online community! Reading and understanding this document is mandatory! This is also the easiest and fastest way to get flying online with the Falcon Online community!

The SOP covers the basic guidelines such as how to join, how to participate and how to "behave" on the server and is mandatory knowledge for everyone to know and respect.
Each Falcon Online theatre has its own ROEs (Rules of Engagement) which serve as theatre-specific "battle-descriptions", explain the individual scenarios of the current theatres running and any specific rules they use.

Each Falcon Online theatre "Rules of Engagement" can be found on our website (www.falcon-online.net) in the relevant theatre section.

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1) REGISTRATION AND WHERE TO START:

In order to fly with the Falcon Online community, you must:
1. Read and understand the entirety of this document.
2. Be active on our Discord channel.
3. Choose a side (RED/BLUE) during the subscription phase which is located on our Discord in the "registration" section.
Once you have completed the above step an Administrator will approve you to fly. If you register during a TvT, then this can take up to 24 hours. If you have not been approved in 24 hours please contact a moderator on Falcon Online's discord.

2) FORCE V FORCE

Falcon Online runs Force Versus Force Campaigns. These campaigns are designed to be difficult and challenging considerably more so than a standard campaign.
The Falcon-Online server runs 24/7 during a Force V Force Event, with humans flying on their selected side (Red or Blue) in a real-time campaign against each other! These events typically last 3-4 weeks and are not to be missed!
Falcon-Online organize these events as often as possible, depending on demand and background administration.

3) <u>APPROVED TO FLY</u>

Once you have been approved to fly by an Administrator you will be assigned to the team colour you chose. You will notice that on our Discord more rooms have been made available to you (Blue forces or Red Forces channels). Please use these to communicate everything relevant to the campaign and also communicate with others in your team using those voice channels.
A Breakdown of each channels use:
Server IP: Here you will find the IP address and IVC IP address for connecting to the server. It will also contain the passwords to gain access to the server. This is private and not to be shared publicly.
General: Here you can discuss openly a range of topics relating to the campaign.
Flight-Planning: Put information about the flight you are about to commence, or organise for others to join your flight here.
Flight-Debriefing: Discuss results directly related to your flight for others to see.
Intel-Only: Put relevant information from the campaign in here. e.g. "New Patriot Sam Launchers (Bullseye 120/74) Active. Suggest South Route for all ingress flights."
GCI-Schedule: For people who wish to use GCI. Please post your available times and call-sign and frequencies here. 2D or F4Radar are allowed to be used at Falcon-Online.
The rest are voice channels: Please go into a voice channel when you fly so others can contact you if needed.

4) <u>SERVER RULES AND REGULATIONS</u>

- Respect the theatre ROE always. Read and follow this document in its entirety.
- Your **Logbook Name** MUST be the same as your **DISCORD Name** when you fly on the server. (You may add you squadron name after a "-" (e.g unleashedcode-fo).
- AI PACKAGES AND FLIGHTS: You may **NOT DELETE** or **ABORT** packages created by AI!
- Do NOT create any AI Wingmen!
- All A.I. Steer-points, timings and loadouts **MUST NOT** be modified. Organise you flights around what is already planned by the Air Tasking Order.
- If you create a flight in error or wish to cancel a flight you MUST do so using the ATO page in 2D ((Please refer to 7) HOW TO DELETE A PACKAGE).
- Ground Units cannot and should not be moved manually. Ground units are to be controlled by A.I ONLY.
- Sharing server IPs and passwords outside of Falcon-Online teams or pilots is NOT permitted
- You may NOT setup or use the Falcon-Online server for your personal dogfights or hosting purposes.
- Do NOT use the Falcon-Online IP for ping tests or for anything other than a connection to join the TvT. If you wish to speed test use www.speedtest.net and put the server to Beloit in Kansas. Our server is based here so you will get accurate ping results.

5) <u>THEATRES</u>

All Falcon Online theatres can be downloaded from here and the latest are usually released **just before the campaign start date**: http://falcon-online.net/

6) DELETE A PACKAGE (IMPORTANT):

If you have accidentally added a package which you do not wish to fly, please "delete" - or if already airborne - "abort" this package using the ATO in 2D.
Note: To do this, you CANNOT be in the 'seat' or in the package your trying to remove. Please join a 'support' aircraft flight first (e.g tanker/awacs/airmobile) and then you will be able to delete your package from the ATO. Human occupied packages cannot be deleted so be sure to join a different package temporarily!

7) IMPORTANT RULES and THINGS to REMEMBER:

- Always use the recommended bandwidth settings given by Server-hosts, Minimum bandwidth required to fly is **2048kb/s DOWN and 2048kb/s UP**. There are no MAX UP/DOWN restrictions. Connections slower than this will create massive problems in 3D. Please reference section 8) to find more information on this.
- Understand how to ADD or CREATE PACKAGES properly.
- Understand that when your flight is complete, please exit Falcon BMS. Otherwise when someone else makes a package you will take their seat making it impossible for them to join their fragged flight!
- Understand how to read and use the ATO (Air Tasking Order)
- Understand how to PRESET and ROLLBACK take-off times properly.
- Use a clean installation of your Sim (no crucial mods or F4browse modifications, etc.. we are not responsible for client-side caused issues.)
- DO NOT MODIFY your FalconBMS install or attempt to modify a Falcon-Online campaign. You will be removed from the Campaign and possibly banned.
- Cheating will result in your removal from the campaign and a BAN at Falcon-Online!!! You have been warned.
- Once you take to the skies in your jet you MUST do everything to return that jet back to your airbase or at least a friendly airbase. You MUST NOT quit during a flight and re-frag a new mission unless you have been shot down. Violation of this rule is considered cheating and you will be banned!

8) CONNECTION SETTINGS:

Each individual download and upload rate should be roughly 70% of your measured internet connection speed. Why 70%? You may need spare bandwidth for IVC or TeamSpeak, or someone else using up bandwidth watching IP TV or whatever; only *YOU* know how much spare bandwidth you can reserve. Falcon-Online Admins will monitor and remove players who produce excessive ping results or have connection stability issues. If your ping to the server (Beloit, Kansas) is too high, Falcon-Online moderators/admin have the right to remove you from the campaign.

9) <u>FINAL NOTES:</u>

Falcon-Online is Team Versus Team. From the second you enter 3D in a jet you are now a target to the enemy. We expect all players to be respectful to others and we have a zero tolerance policy for racism or anti-social behaviour. We are a global community and welcome all Falcon BMS players. If you get shot down in this competitive environment, take it like a man, learn from the experience and try to improve. Everyone has been shot down at some point. You will be against a range of pilots from beginners to experienced veterans. It is your duty to help newcomers improve and feel welcome here. Encourage people to fly and help them when they are frustrated or not understanding. Be kind and respectful. This is a friendly community which has competitive flying. Do your talking in the sky and be there to help and benefit others! Peace out!

N.B We also have a rough guide on how to frag or delete flights and how to fly on Falcon-Online on YouTube here: https://youtu.be/3NzSXb1QKrc

WWW.FALCON-ONLINE.NET