

Falcon BMS New Player Entry Brief

1) REQUIRED STEPS

Installing Falcon 4.0

The base game, Falcon 4.0, is required. It is available here - https://store.steampowered.com/app/429530/Falcon_40/
https://www.gog.com/game/falcon_collection
You **MUST** launch Falcon 4.0 once before installing BMS.

Installing Falcon BMS

Next, we install the Falcon BMS mod itself from the link below.
<https://www.falcon-bms.com/downloads/>
The full installation guide is available here - <https://wiki.falcon-bms.com/start-with-falcon-bms/install-update>

2) RECOMMENDED STEPS

These are steps that are used by the BMS playerbase for significant quality of life improvements to Falcon BMS. For practical reasons, you should really treat these steps the same as in the "Required" category.

Inside the Falcon BMS Launcher

Enable all the buttons in the "command line" category (White = Enabled, Gray = Disabled), and launch the game once.

Use the "KEYMAPPING" and "AXISASSIGN" windows in the launcher, **NOT** in the game, to setup your controls.

Some of the controls, (keyboard inputs highlighted in green) cannot be unbound or bound to a joystick key. You can use the programs below to convert a joystick button input or voice command to a keypress instead.

JoyToKey - Converts joystick buttons to keypresses

<https://joytokey.net/en/>

VoiceAttack - Converts voice commands to keypresses

<https://voiceattack.com/>

VR USERS - Some settings work better/worse for different systems. See this link for performance tweaks that you should try for optimal performance -

<https://forum.falcon-bms.com/topic/23871/couple-notes-to-vr-users>

Essential Third-Party Programs to Install

OpenKneeBoard (OKB)

Allows for the easier display of reference information - such as manuals or checklists, in-game than would be possible by default or with other tools. Also supports taking notes.

STRONGLY RECOMMENDED FOR VR

<https://github.com/OpenKneeboard/OpenKneeboard>

Weapon Delivery Planner (WDP)

A comprehensive mission/flight planning tool that allows you to easily export custom kneeboards, plan waypoints, manage your data cartridge, and more.

<https://www.weapondeliveryplanner.nl/download/index.html>

Mission Commander (MC)

A comprehensive mission editing tool that allows for detailed modification of missions for BMS.

<https://www.weapondeliveryplanner.nl/download/index.html>

3) FLIGHT TRAINING

BMS does not have narrated training missions. Instead, there is a highly comprehensive series of manuals, videos, and supportive communities which allows you to learn to fly the F16 and other jets.

The Manuals

Like "Chuck's Guide" for DCS, Falcon BMS has a series of manuals that cover everything from modding to in-depth flight system information. These are found in your Falcon BMS install - "*Falcon BMS 4.XX\Docs*"

In order to understand how the manuals and checklists are arranged, and which manuals contain what information, read the pdf titled "README_FIRST".

In-game, in the "Tactical Engagement" category, you will find a series of training missions that correspond to the "BMS-Training" manual found in the manuals folder. Each chapter of the training manual is designed to be read alongside playing a specific training mission. Especially in VR, it can be very helpful to have the manual and checklists opened in OpenKneeBoard while flying to avoid having to switch windows.

Video Tutorials and Walkthroughs

For those who prefer video tutorials, there are also community-made video tutorials that correspond with the training missions. Although outdated in certain details, the training mission video series by "Stevie" on Youtube follows along with each mission with narration and explanation.

https://www.youtube.com/watch?v=Y5nVFzzacEg&list=PLjIHzet_-E_e1xWixhgS5NfUpc pR-QJE

In addition to this series, there are many more guides available on youtube if you search with the name of the topic you're interested in and "Falcon BMS".

Communities and Forums

Falcon Lounge

A discord server that has channels for everything from getting help in any topic of BMS, to system-specific discussion of various airframes, to modeling and texturing. This server serves as the main communication hub for BMS players, and you will generally receive a response to any learning-related question within a minute or two.

<https://discord.gg/KQNHQBz>

Falcon BMS Forums

The forums serve as a repository for further knowledge, as well as threads on any community developed resources such as maps (Called "Theaters"), aircraft textures, learning resources, and more.

<https://forum.falcon-bms.com/>