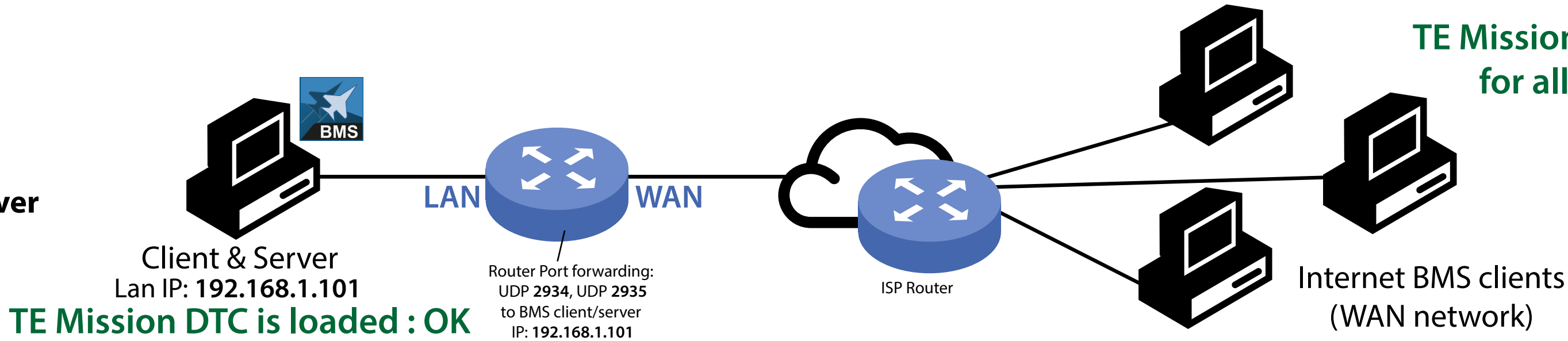


**Situation 1:
Solo gaming**



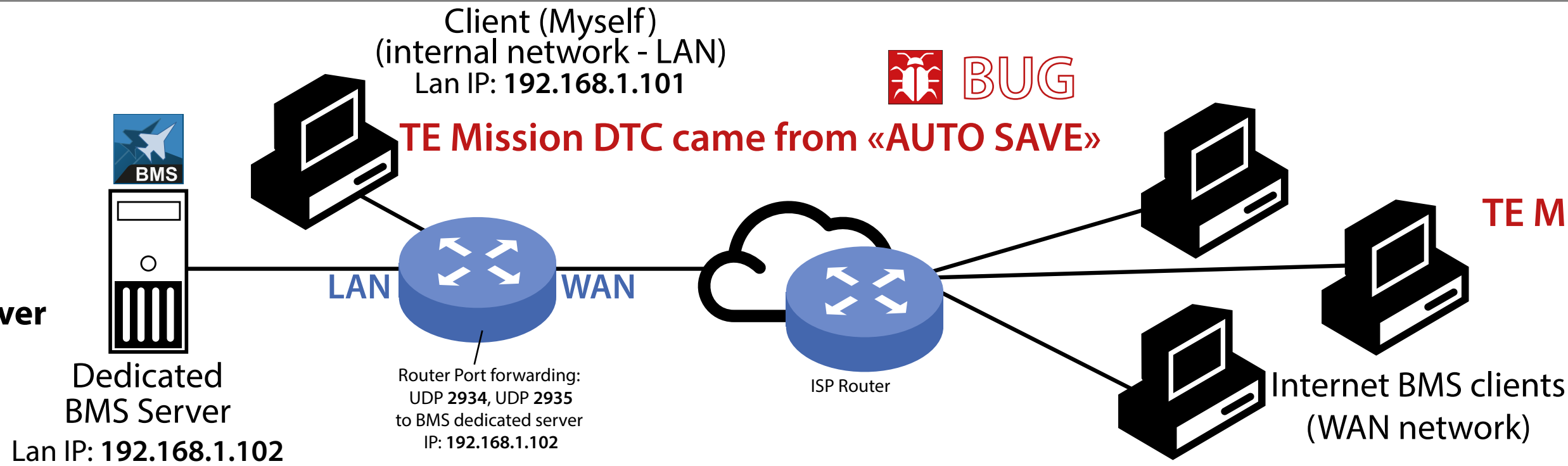
TE Mission DTC is loaded : OK
✓

**Situation 2:
Client-Server**



TE Mission DTC is loaded
for all clients: OK
✓

**Situation 3:
Dedicated BMS server**



BUG
TE Mission DTC came from «AUTO SAVE»

BUG
TE Mission DTC came from
«AUTO SAVE»
for all clients.

Situations #1 and #2: DTE is loaded correctly and our HSD is correctly displaying Pre-Planned Steerrpoints, Line STPT and Target Waypoint #99 are available to everybody:

```
target_96=0.000000, 0.000000, 0.000000, -1, Not set
target_97=0.000000, 0.000000, 0.000000, -1, Not set
target_98=1689766.375000, 1833308.625000, -1752.780762, -1, 1st Artillery Brigade Army Base Radio Tower Tall
ppt_0=1700946.000000, 1826912.000000, 0.000000, 0.100000, EGF → A
ppt_1=2042979.500000, 1611849.125000, 0.000000, 164055.125000, SA2 → B
ppt_2=0.000000, 0.000000, 0.000000, 0.000000,
ppt_3=0.000000, 0.000000, 0.000000, 0.000000,
ppt_4=0.000000, 0.000000, 0.000000, 0.000000,
ppt_5=0.000000, 0.000000, 0.000000, 0.000000,
ppt_6=0.000000, 0.000000, 0.000000, 0.000000,
ppt_7=0.000000, 0.000000, 0.000000, 0.000000,
ppt_8=0.000000, 0.000000, 0.000000, 0.000000,
ppt_9=0.000000, 0.000000, 0.000000, 0.000000,
ppt_10=0.000000, 0.000000, 0.000000, 0.000000,
ppt_11=0.000000, 0.000000, 0.000000, 0.000000,
ppt_12=0.000000, 0.000000, 0.000000, 0.000000,
ppt_13=0.000000, 0.000000, 0.000000, 0.000000,
ppt_14=0.000000, 0.000000, 0.000000, 0.000000,
lineSTPT_0=1605259.750000, 1574022.500000, 0.000000
lineSTPT_1=1609624.000000, 1847027.625000, 0.000000 → C
lineSTPT_2=1669268.000000, 1910066.125000, 0.000000
lineSTPT_3=1755582.250000, 1941100.500000, 0.000000
lineSTPT_4=0.000000, 0.000000, 0.000000
```

File: C:\Falcon BMS 4.38\User\Config\Callsign.ini





Situation #3: All clients connected to my dedicated BMS Server are having wrong DTE. The mission name is always «AUTO-SAVE». So, all BMS clients are having their previous mission *PPT*, Old *LineSTPT* and their previous mission *Target Waypoints*. Nothing in our DTE is related to the current loaded TE mission. What I'm doing wrong on my dedicated server?



Situation #3:

The preparation steps to launch the multiplayer mission on the dedicated server:

- ① Adding a C-130H Hercule package in a far away airbase (ex: Gimhae Airbase) in the KTO Tactical Engagement or campaign mission.
This C-130 Hercule is assigned to a TRAINING mission with one pilot. This is the seat my server is taking place.
This Training package mission Take-Off time is planned 3 minutes before the first take-off time of any human flight.
- ② All missions files (My_Mission.tac, My_Mission.ini, My_Mission.iff, My_Mission.tws and My_Mission.l16.txtpb) are located in the C:\Falcon BMS 4.38\data\Campaign folder on the Dedicated BMS Server.
All participating members submit the mission files in their respective folders (C:\Falcon BMS 4.38\data\Campaign).
- ③ Just before the multiplayer meeting, I start the tactical mission (My_Mission.tac) on the dedicated server and take place in the Hercules C-130 (Dummy flight) in "RAMP Start" mode.
The Hercule is located in an airbase far from the other human packages. The Hercule plane has not started yet (Cold) and will never take off.
- ④ I use my personal computer located on the same local network as the server to take my place in my F-16 package and I connect the multiplayer game using the dedicated server local network IP address while the other players connect to my dedicated server via my domain name (My_Squadron DNS).
- ⑤ The dedicated Falcon BMS Server include the «set g_nServerCompressionMode 2». This allows the mission server to be paused as long as there are no humans connected to the server.
Each of us must perform a STOP on the main clock to allow time for the pre-flight briefing.
- ⑥ The file "Falcon BMS Server.cfg" which contains specific options for the dedicated server is provided here as an attachment. This file is placed only on the dedicated server in the folder C:\Falcon BMS 4.38\User\Config.
The content of this file is also presented on the next page of this article.
- BUG 🐛 ⑦ Unfortunately, all clients connected to the server will not see various essential elements on the mission map (steerpoint lines, Pre Plan Point, etc.) and their DTC points to the "AUTO SAVE" file, which always refers to the data that was present in their [Callsign].ini file, that is, the DTC of their last mission and not the DTC of their current mission.
- ✅ ⑧ In situations #1 and #2, everything works perfectly. We have all the correct information in our DTC and on the mission map. Only the dedicated server situation does not work well in my case.
The ID label always indicates the name of the mission («My_Mission» as agreed).
- ⑨ If someone could kindly guide me in order to correct a mistake I made in the procedure, it would be greatly appreciated.
I have done a lot of reading in the Falcon BMS manuals and have also tried several alternatives, but always without success.

Spyder

Falcon BMS Server.cfg

```
////////////////////////////////////
// QUEBECAIRFORCE (SERVER101). This config superseed all the main .cfg located in the Falcon BMS X.XX User Config directory //
////////////////////////////////////
```

```
// GENERAL SERVER SETTINGS
// -----
```

```
set g_bNoDTCforRampStart 1
set g_bPreventScreensaver 1
set g_bRequireSameAcdataMP 1
set g_nForceMinClientBwSetting 2048
set g_bFogOfWarSave 0
set g_nTacPeriodicSaveMinutes 0
set g_nCampPeriodicSaveMinutes 0
set g_nminimum_available_aircraft 4
set g_bAllowMPRejoin 1
set g_bAllowMP_Freeze 0
set g_bHostDisableP2pForDubiousConnections 0
set g_sstrSteerPointLinesColor_Active "0xFF0000"
set g_sstrSteerPointLinesColor_Other "0x00FF00"
set g_sstrSteerPointLinesColor_Invalid "0x0000FF"
set g_sCampMap_OrgaColor "0x000000"
set g_sCampMap_LabelColor "0x000000"
set g_sCampMap_DebugColor "0x0000FF"
```

```
// SERVER TIME COMPRESSION
// -----
```

```
set g_nServerCompressionMode 2
set g_nServerModeMaxCompression 64.0
set g_fTimeCompressionRatio 1.0
set g_nDeagTimerTE 2
set g_nReagTimerTE 2
set g_nDeagTimerCamp 10
set g_nReagTimerCamp 10
set g_nTaxiLaunchTime 6
set g_nRampMinutes 20
```

```
// SERVER SOUND SETTINGS
// -----
```

```
set g_bPlaySound 0
set g_bMuteAudioWhenMinimized 1
set g_bPlayIntroMovie 0
```

```
// SERVER PERFORMANCE SETTINGS
// -----
```

```
set g_sCpuPerfOptimizations "all-CPUPERF_NORENDER_NO_TEXTURES" // CPU Performance Optimizations settings.
```

```
// SERVER LOGS
// -----
```

```
set g_bEnableCpuUsageLog 0
set g_bLogToFile 1
set g_bEnableCrashLog 1
```

```
// SERVER GRAPHIC SETTINGS - SERVER (if no render deactivated)
// -----
```

```
set g_bNoRender 1
set g_bExportRTTTextures 0
set g_nAnisotropicValue 0
set g_bHiResTextures 0
set g_bUsePBR 0
set g_bUseRayMarching 0
set g_nPostAAMode 0
set g_bEnvironmentMapping 0
set g_bWaterEnvironmentMapping 0
set g_bEnvMapRenderClouds 0
set g_bEnvMapRenderFocusObject 0
set g_bShadowOnSmoke 0
set g_bReducePSFires 0
set g_bHdrLighting 0
set g_bHdrLightingStar 0
set g_bUseHeatHazeShader 0
set g_bShowFarRain 0
set g_bShowRainDrops 0
set g_bShowRainRings 0
```

```
// With this option enabled the DTC will not be loaded during Ramp starts. Default = 1 not loaded at ramp.
// Prevent activation of screensaver/powersave mode.
// Allows the MP host to ensure tweaks to aircraft or weapons are not permitted.
// Allows the MP host to specify a minimum client bandwidth setting.
// If set, a client can save only the units of his team or allied team and the enemy spotted units.
// TE time in minutes between automatic cyclic game saves, 0 = disabled.
// Campaign time in minutes between automatic cyclic game saves, 0 = disabled
// Setting allows you to limit the effect of a low 'percentage' setting (lower-limit of available aircraft).
// Allows a player to reconnect to a mission in case of disconnection.
// Allows the MP host to specify whether "freeze" pause can be used
// If activated, dubious connections will automatically be forced to CS although they would work as P2P.
// blue : Sets the colour of the UI map SteerPoint Lines Color Active, set as hex, "0xBBGGRR"
// green: Sets the colour of the UI map SteerPoint Lines Color Other, set as hex, "0xBBGGRR"
// red : Sets the colour of the UI map Invalid SteerPoint Lines Color, set as hex, "0xBBGGRR"
// black: Sets the colour of the UI map Orga Color, set as hex, "0xBBGGRR"
// black: Sets the colour of the UI map Orga Color, set as hex, "0xBBGGRR"
// red : Sets the colour of the UI map Label Color, set as hex, "0xBBGGRR"
```

```
// Sets the server mode where server stays paused without players and players can control time compression. MP transfered - host controlled.
// Compression temporelle maximale autorisée.
// Set the time compression ratio the MP host will allow.
// AB A/C spawn in Tactical Engagement-> lead time before taxiing (in minutes).
// AB A/C despawn in Tactical Engagement-> lead time before disappearing (in minutes).
// AB A/C spawn in Campaign-> lead time before taxiing (in minutes).
// AB A/C despawn in Campaign-> delay before disappearing (in minutes).
// Time before TOT to launch to TAXI (in minutes).
// Sets the time in minutes before Takeoff time players will join 3D.
```

```
// Disable all sounds. (usefull for a standalone server).
// Mute the sound when the window is minimized. (usefull for a standalone server).
// Plays intro movie if enabled. Go straight to UI if disabled.
```

```
// Keep a regular log of CPU usage.
// Enable logging in a text file.
// Enable crash log.
```

```
// Add a NoRender mode (Dedicated Server).
// If set, it enables the shared texture memory area for HUD/MFDs/HMS/RWR/DED/PFL.
// The max anisotropic filter value to use if anisotropic filtering is ON in the setup UI.
// This option enables higher resolutions DDS for object skins and miscellaneous textures.
// Enable (1) or Disable (0) Disable physical rendering (PBR).
// Enable (1) or Disable (0) Raytracing Marching.
// Enable (1) or Disable (0) anti-aliasing post-processing mode.
// Enable (1) or disable (0) Environment Mapping for glass.
// Enable (1) or disable (0) environment mapping for water.
// Enable (1) or disable (0) rendering of the clouds into the water environment map.
// Enable (1) or disable (0) the rendering of the focused object into the water environment map.
// Enable (1) or disable (0) shadows on particle system effects. This option has a huge FPS impact.
// Reduces by 50% (average) the number of some main Particle System effects.
// Enable (1) or disable (0) High Dynamic Range (post-processing) lighting effects. (Not recommended to disable). No bloom effects from Sun or other glows, No tone mapping.
// This option is relevant only when HDR lighting is enabled. When Enabled (1) this option renders bright lights with a ‘star’ effect, i.e. light rays originating from the light source.
// Enable (1) or disable (0) Jet Heat Exhaust effects.
// Enable (1) or disable (0) rendering of additional rain.
// Enable (1) or disable (0) rain drops on camera (outside view) and canopy (internal view).
// Enable (1) or disable (0) rain rings on the ground.
```