



FALCON BMS

WELCOME TO FALCON BMS



Ver.: BMS 4.37.3

Date: 02 October 2023

Welcome to the exhilarating world of Falcon BMS!

Falcon BMS stands as a testament to the boundless possibilities of modern technology, offering an immersive experience that replicates the complexities of real-world F-16 flight operations. As you embark on this journey, you'll learn to navigate the intricacies of flight controls, engage in pulse-pounding dogfights, and execute precision airstrikes in a variety of dynamic environments.

Within this document, we're thrilled to offer a guideline, especially tailored for newcomers and those embarking on their inaugural encounter with Falcon BMS. Our aim at the beginning is to equip you with a fundamental **roadmap** that will empower you to embark on your very own BMS journey with confidence and excitement.

Whether your goal is to hone your flying skills, challenge your strategic thinking in mission planning, or simply experience the sheer joy of high-speed flight, Falcon BMS offers an unparalleled platform. So, strap in, adjust your headset, and prepare for an adventure that will ignite your imagination and elevate your virtual piloting skills to new heights. The skies await – let's soar into the world of Falcon BMS!



Where we come from

The origins of Falcon 4 can be traced back to the year 1984, marked by the debut of F-16 Fight Falcon, developed by Spectrum Holobyte. The evolution of Falcon continued over the subsequent decade, witnessing the introduction of Falcon AT in 1988 and Falcon 3.0 in 1991.

The turning point arrived in 1994 when Falcon 4.0's development was unveiled, culminating in its official launch in 1998 under the banner of MicroProse. The developmental journey persisted, yet in the summer of 1999, the Falcon 4 development team faced disbandment by Hasbro. Undeterred, the team persevered through the year's end, and by the spring of 2000, the source code found its way into the public domain.

Falcon 4.0 was meticulously crafted to stand as the pinnacle of air combat simulations during its era, and the creators remained resolute in their commitment to preserving the legacy of Falcon.

If you want to learn everything about the Falcon 4 history, [click here](#).

Benchmark Sims & Falcon BMS

Emerging as a modification for Falcon 4.0, the first version Falcon BMS 4.32 was introduced in 2011 to the public through the dedicated efforts of Benchmark Sims. This collective is composed of enthusiastic and skilled developers hailing from various corners of the globe, united by their unrelenting passion for the simulator and the community it fosters.

Getting started!

"Learn to walk before you attempt to run".

Learning to fly Falcon BMS is a steep curve, but a rewarding one. The flow will be different depending on what you want to achieve. Therefore, there is not one solution that fits everyone. Nevertheless, here is a recommended flow for new users willing to invest time in this sim.

Step 1: Learn about the Documentation of BMS

We get that the sheer amount of information coming your way can feel pretty intense initially, prompting questions like: where do I even begin, and what's the deal with all these manual documents?

To give you a hand, here's a brief rundown of what each manual aims to tackle, along with a suggested path to follow. All the documents (excluding the *"BMS Device Setup Guide"*) can be found in the `\Docs` folder within your Falcon BMS installation. You can easily get to this folder using Windows Explorer, or simply by hitting the "Open Docs Folder" button in the BMS Launcher.

<ul style="list-style-type: none"> • BMS User Manual: (\Docs\00 BMS Manuals) • BMS Device Setup Guide: (\Hotas) • TO 1F-16CM/AM-1 BMS (aka Dash-1): (\Docs\02 Aircraft Manuals & Checklists\01 F-16) • TO 1F-16CM/AM-34-1-1 BMS (aka Dash-34): (\Docs\02 Aircraft Manuals & Checklists\01 F-16) • BMS Checklists: (\Docs\02 Aircraft Manuals & Checklists\01 F-16) • BMS-Comms-Nav-book: (\Docs\00 BMS Manuals) • Airport Charts + AIP: (\Docs\03 KTO Charts) • BMS Training Manual (\Docs\00 BMS Manuals) • BMS Technical Manual: (\Docs\00 BMS Manuals) • BMS Threat Guide: (\Docs\00 BMS Manuals) • BMS Naval Ops: (\Docs\00 BMS Manuals) • VR/TRACK IR/VOICE PROGRAMS: (\Docs\01 Input Devices\04 VR) (\Docs\01 Input Devices\05 Track IR) (\Docs\01 Input Devices\06 Voice Programs) • BMS Key File Editor Manual: (\Docs\01 Input Devices\02 Key File Editor) • BMS Cockpit Guide: (\Docs\01 Input Devices\00 Cockpit Guide) 	<p>BMS Installation, Configuration, User Interface, Tactical Engagement, Campaigns, Views, Multiplayer, etc.</p> <p>A introduction guide to setup all the HOTAS files provided in the BMS installation.</p> <p>How to fly the F-16. Aircraft systems, Normal procedures, Abnormal procedures, etc.</p> <p>How to fight with the F-16. Avionics, Air-to-Air and Air-to-Ground systems, Non-Nuclear Weapons, etc.</p> <p>F-16 checklists for all major F-16 block versions in BMS.</p> <p>How to Communicate and Navigate in the Falcon world; how to use BMS charts.</p> <p>All charts + AIP (Aeronautical Information Publication) for KTO.</p> <p>How to train in the 32 BMS training missions. From basic ramp & navigation to aircraft systems to A-G and A-A combat.</p> <p>Describes how to config all aspects of the sim and provides 3rd party dev information.</p> <p>Compressed information about all A-G and A-A threats in BMS as well as all weapons.</p> <p>How to use Carrier Ops with the F/A-18, AV-8B and other aircraft as well as managing operations around the carrier with the ATC.</p> <p>To help you to setup VR, Track-IR and give you an overview about possible voice platforms for BMS.</p> <p>A document on how to use the Keyfile Editor spreadsheet to create or edit custom key files.</p> <p>A document for cockpit builders.</p>
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Step 2: Update and configure BMS

To update and configure BMS, refer to the *“BMS-User-Manual”*, chapters 2.2.2 and 3.

Step 3: Evaluate your equipment

In terms of basic equipment for BMS, we recommend to use a joystick and throttle to get the best flying results in BMS. Your hardware doesn't have to be the most modern or expensive product. Cheaper products can do the job as well.

In addition, a head tracking system or VR (Virtual Reality) headset can increase the BMS experience to another level.

Flying with mouse/ keyboard or gamepad is possible of course. As long as you feel comfortable and you can succeed the given task, use the piece of hardware available to you.

Step 4: Setup your input devices (HOTAS, Head tracking systems, VR, etc.)

If you are new to BMS and want to setup your input devices quick and dirty, please refer to the *“BMS-Device-Setup-Guide”*.

If you are more experienced and want to learn about all setup possibilities, setup your HOTAS with the *“BMS-Technical-Manual”*.

For VR or head tracking solutions, refer to the folder */Docs/01 Input Devices*.

There's no need to read those manuals completely. Just read the relevant chapters for your immediate task.

Step 5: Learn about the BMS UI (User Interface)

You find all important information about the BMS User Interface in *“BMS-User-Manual”*.

Chapters 4-6 and 9 will cover everything you need to know about how to create missions, use different BMS modes (Campaign, Tactical Engagement, etc.) and how to setup multiplayer environments.

Step 6: Learn the basics how to fly the F-16 in single player

Okay, finally we are on the way to the ultimate goal: your first flight in the F-16!

As you can imagine, Falcon BMS isn't an arcade game nor does it have any “cheat modes” available. We simulate one of the most capable fighter jets in the world. As real as it gets! Your journey as the next F-16 ace will start like it does for all real life pilots: Reading, Learning, Training.

Of course, we are aware of the massive flood of information, especially at the beginning. Newcomers in the past often installed BMS, started instantly a dogfight session and were surprised why they haven't succeeded. After discovering just how close to real life BMS is simulated and how much knowledge needs to be nailed, they often quit after 24 hours.

And that's totally fine! BMS isn't for everyone. It's a hardcore sim which needs time, dedication, constant learning and evolving. But once you have nailed the basics, the learning curve goes rapidly steep.

To begin your journey, we recommend to you to use the 32 training missions which come with the Falcon BMS installation. Those trainings and their purpose are explained in detail in the “*BMS-Training-Manual*”. The given training sequence will guide you from your first takeoff to complex tactical scenarios.

The Dash -1 and Dash -34 are the butter and bread when it comes to the ultimate knowledge of the F-16. The BMS training manual will mention certain sections if you have to cross reference to those documents to learn more in depth. Go between manuals as needed to learn about specific aspects and the minute details implemented in BMS. You can't digest all the information in one quick read. Some manuals refer to other included manuals to dive deeper into certain topics.

Next is the “*BMS-Comms-Nav-book*”. This document will teach you how to use the BMS ATC (Air Traffic Control). As you want to start using “KTO Charts” in Korea, the “*BMS-Comms-Nav-book*” will teach you how to fly in the weather and navigate in the Falcon BMS world as well.

Step 7: Learn further basics through flying in multi player

To get the most out of Falcon BMS, we recommend you to fly with other humans in a multiplayer environment after you made your first experiences in single player with the BMS training missions to get a feeling for the simulator. The 32 training missions are a great way to start your BMS journey and learn F-16 avionics, weapons and basic tactics.

Where Falcon BMS shines is the multiplayer experience and the BMS community itself which is always helpful and interested to on board new users and bring them in shape.

Besides hundreds of BMS online squadrons ([click here for a squadron overview](#)) there are also other non-squadron communities like [Falcon Lounge](#), [Falcon Online](#), [Veterans Gaming](#) or [Falcon Events](#) where you will find people you can learn from and fly with.

Step 8: Need help? Get connected!

In case of technical issues or general questions, use our public forum: <https://forum.falcon-bms.com>

Step 9: Stay up to date

Check the forum or the news section of the BMS launcher for major BMS updates. If an update is available, follow the already known update process. Once installed, check the changelog available on our website. Remember that those changelogs just mention the new function, but not explain it.

If you are familiar with the documentation of the installed BMS version you use, you should keep in mind to check the docs again in case of any new release (future updates or new major versions). Those updates will deliver information about new features or fix existing documentation.

Step 10: Create your own content

Once you are able to fly the F-16, it is time to discover the possibilities to create your own missions and campaigns. Scenarios are unlimited. Be creative and have fun.

BMS comes with a lot of tools to modify campaigns or missions. Dive deeper into the documentation to find out information about tools such as “Mission Commander” or “Weapon Delivery Planner”.

Summary

Okay, here's the summary of all steps mentioned to start your BMS journey:

- | | Check |
|------------------------------------|--------------------------|
| - Install & Update BMS | <input type="checkbox"/> |
| - Initial Configuration of BMS | <input type="checkbox"/> |
| - Check your hardware | <input type="checkbox"/> |
| - Navigate in the UI | <input type="checkbox"/> |
| • The Interface Basics | <input type="checkbox"/> |
| • Setup your interface | <input type="checkbox"/> |
| • Get your controls setup | <input type="checkbox"/> |
| - Get to know your plane | |
| • Essential Panels & Location | <input type="checkbox"/> |
| • Essentials Systems | <input type="checkbox"/> |
| - Get in your first flight / fight | |
| • Training missions | <input type="checkbox"/> |
| • Tactical Engagement | <input type="checkbox"/> |
| • Dogfight | <input type="checkbox"/> |
| • Campaign | <input type="checkbox"/> |
| - Training recommendations | |
| • Build your flying skills | <input type="checkbox"/> |
| • Build your System knowledge | <input type="checkbox"/> |
| • Build your weapon skills | <input type="checkbox"/> |
| • Fly Multiplayer | <input type="checkbox"/> |
| - Get to the next level | |
| • Create your own missions | <input type="checkbox"/> |
| • Customize your campaign | <input type="checkbox"/> |
| • Learn about the Tools in BMS | <input type="checkbox"/> |

No matter how deep you want to dive into BMS, we hope you enjoy your Falcon experience and time you invest in this simulator.

The BMS Dev Team

