

FALCON 4: ALLIED FORCE SETTING Up A TACTICAL ENGAGEMENT

The following procedures are strongly recommended when setting up F4:AF multiplayer Tactical Engagement:

STEP 1: *Determine your actual connection speed. It is important to know your download and upload speed, which can be done using that link:*

<http://www.speedtest.net/>

STEP 2: *Elect the connection host for the game. It must be the player with best speed. Make an agreement for MP joining, in example after 5 min and never join the host IP before that time. The connection host must be first by all means!*

STEP 3: *During the MP setting up, the host must enter the lower participants download and upload speeds into MP setup screen field. He/her must never enter there higher values than the participant with slower connection have. The both participants must enter the same values for download/upload speed.*

STEP 4: *When both participants are joined you need a mission host. The Mission Host must not be the Connection Host! If you host the Connection the other must host the mission. The Mission Host goes to the Saved tab, picks up the mission to be flown and starts it. The other participants (including the Connection Host) go to Online tab and select to join the mission already picked up by the Mission Host.*

STEP 5: *When both participants enter the TE user interface it is mandatory to have the clocks stopped immediate! Wait about 5 seconds after stopping the clocks which will give them enough time to be synchronized. Allowing the clocks to synchronize in Stop Mode is critical!*

STEP 6: *Pull your throttle back.*

STEP 7: *Do not start your clock again! Simply press the FLY button when you are ready.*

STEP 8: *Make sure you are starting the flight in TAXI mode.*



