

# Setting up the 56th OF4.5 Install

First, decide where you want the 56th OF4.5 install to be. You will need at least 6 GB of free disk space.

If you want it to be in the default folder, (c:\microprose), then copy the 56th-installer-of45.exe to the c:\microprose\ folder, and run the installer.

When you click EXTRACT in the installer, it will create a Falcon4 folder at the target directory you choose. So if the target directory in the installer is c:\microprose\, it will create a c:\microprose\falcon4\ folder.

Once the installer finishes extracting, the first thing you should do is copy over your logbook file (if you wish) from the \config\ folder of an existing install into your newly created \Falcon4\config\ folder. Your logbook file will look like <callsign>.lbk, where "callsign" is your pilot callsign.

Next thing to do, is make this install your active install, either by using Pro-Utilities, or the folder swap method.

Now, launch the f4-bms.exe, click on the LOGBOOK menu item, and choose (or setup) your pilot logbook file, and we'll walk through the remaining setup options.

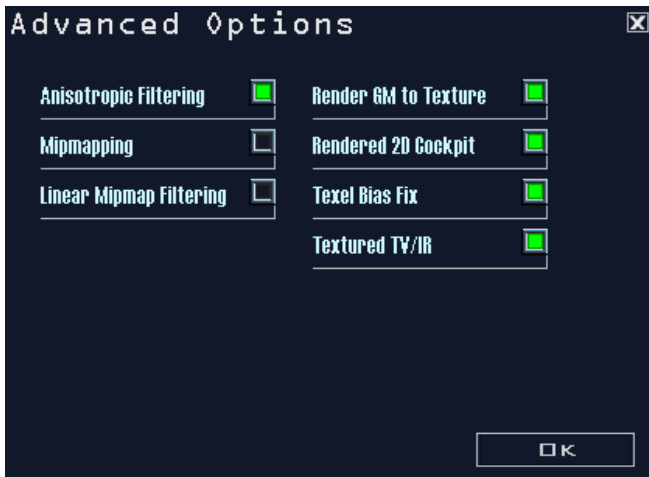
## Setup : Simulation



Air Refueling should be set to simplified, for multiplayer flights.

I recommend that you enable radio subtitles and the InfoBar, but that is a personal preference.

# Setup : Graphics



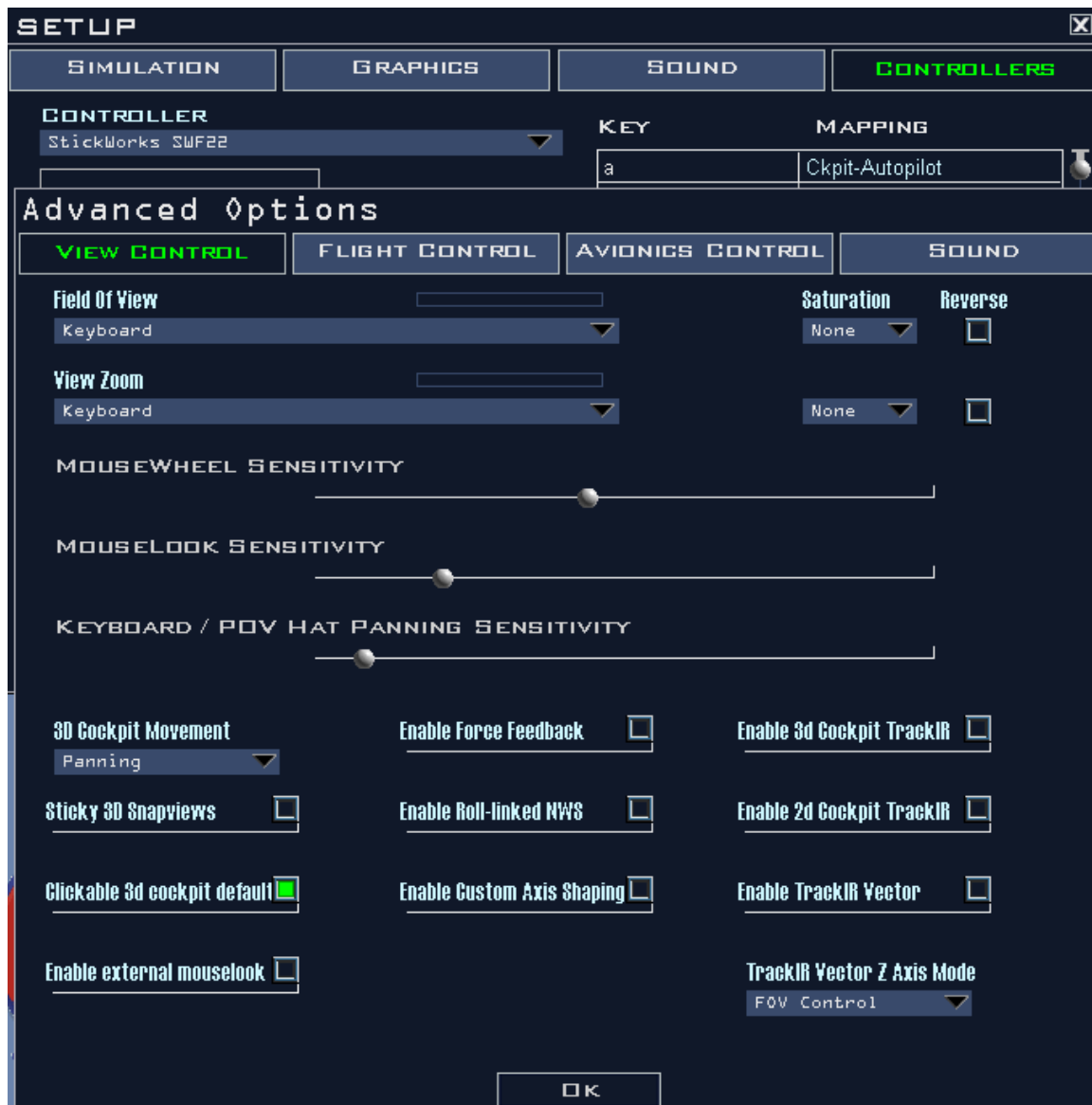
All options should be enabled exactly as you see them in the above screens, with the exception that your video driver will be your own, your resolution and your canopy cues may be your preference.

# Setup : Sound



You may choose anything on here that you wish. Everything is local to your machine. Some people prefer to use the option "New Engine Sounds", and some people don't.

# Setup : Controllers : Advanced



The important setting here is to enable the "Clickable 3d cockpit default".

If you have TrackIR, you will probably want to enable

- Enable 3d cockpit trackir
- Enable TrackIR Vector
- TrackIR Vector Z Axis Mode : FOV Control

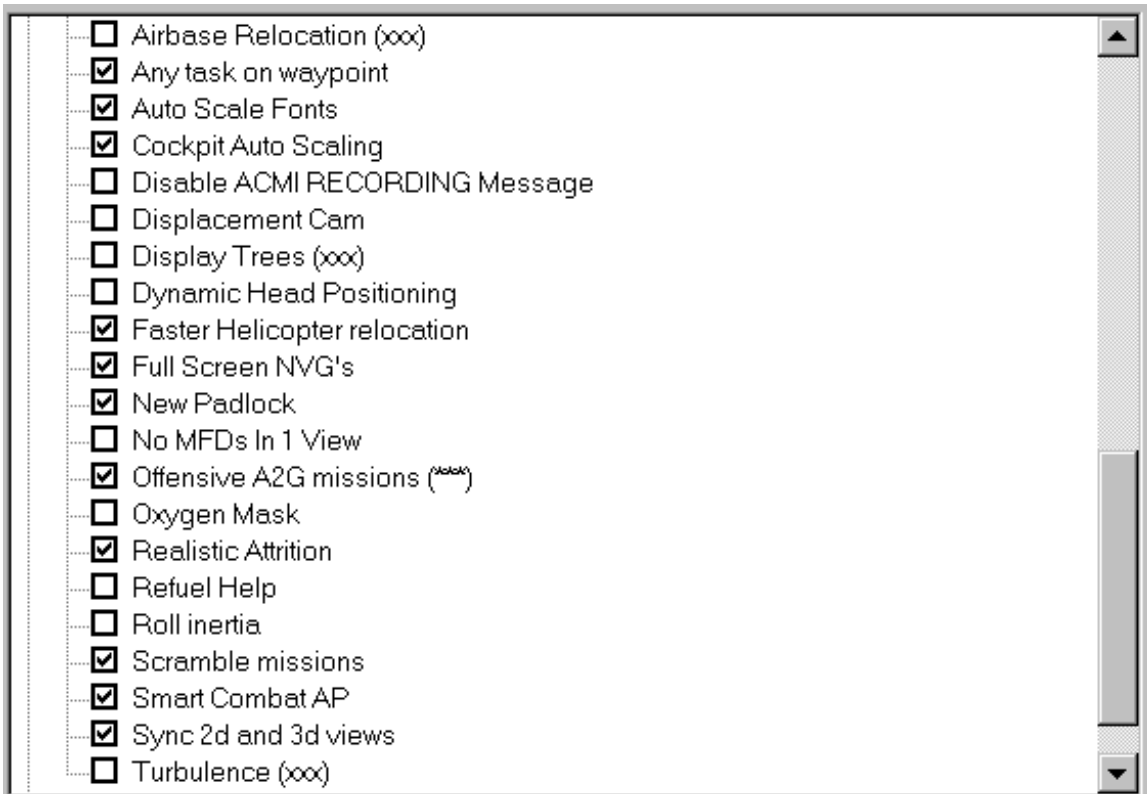
# Final Setup Notes

Once this setup is finished, I suggest you copy over your <pilotname>.ini file from the OF Beta 4.3 install into this install. This is in the /Falcon4/config/ folder.

Next, run the F4-BMS Config Editor.exe, and point to the F4-BMS.exe in this Falcon4 install.

There are a few MP specific changes to the config editor.

- patches with (\*\*\*) should always be enabled for 56th MP flights
- patches with (xxx) should always be disabled for 56th MP flights.
- patches without either of these can be set to your personal preference



## Working the weather

If you create (or save) a TE in OF Beta 4.5, a weather "tag" will be attached to the TE with the current weather you have selected, (sunny / fair / poor / inclement).

If you host this TE in multiplayer, everyone will have this same weather, presuming they have "cloud shadows" and "3d clouds" selected in the Setup : Graphics area.

After you fly a mission with a weather type, all future missions will be flown with this weather type unless you select a different type of weather, or fly a TE with a different weather tag.

[You need to remember to reset the weather setting every time you fly, or create a TE.](#)