



229th AHB - Voice Comms:

Team Speak & Simple Radio Setup

For co-ordinated, co-operative mission execution – Effective Communication is essential

Comms between command elements, comms between flights, comms internal to each flight. The larger the mission, the more moving parts, the more participants, the busier it gets, therefore communication network separation/segregation is required.

Simple Radio is a software utility program that allows the use of in cockpit radios within the DCS simulation with your headset with no other communications software requirements

The aim of this document is to assist newcomers to DCS or at least Multiplay DCS how to setup this relatively simple but amazing piece of software – essential to co-ordinated mission participation. Dont panic – compared to flying a helicopter, this is literally childs play.

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Team Speak

General

Team Speak is still the primary voice communications method for initial contact.

Advantages:

Its great for a single flight comms network or low number of participants:
ie, 2 slicks, 1 gunship, 1 CAS flight

Disadvantages:

but when you get too many players...
4+ slicks, 2+ gunships, 2+ recce, 2+ CAS, 2+ CAP
one channel just wont cut it, you could seperate these into individual flights , but in order to communicate between flights would mean changing flight channels in teamspeak whilst in flight (not really viable in VR) hence the reason why Simple Radio is such a godsend.

Etiquette

You MUST configure a push-to-talk button (PTT), 229th teamspeak does not allow voice activated microphones, this is to reduce “Not-Mike” instances where people either

- talk incessantly,
- eat something unimaginable or
- heavy breath enough to give anyone nightmares

TeamSpeak + Simple Radio

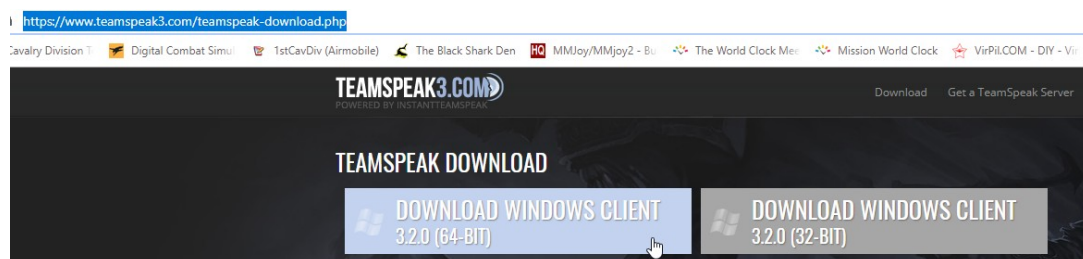
Note: once we have joined the server and either started the aircraft or partial power up with radios activated for radio checks prior to startup, you MUST turn off your microphone in Teamspeak – otherwise your PTT (if configured to the same on Teamspeak as it is in DCS) will be broadcasting all your communications, whether internal to your flight or external to the command net and frustrate everyone involved immensely. (Please - don't be THAT guy)

Download

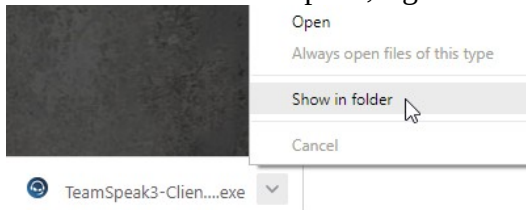
TeamSpeak client is available from

<https://www.teamspeak3.com/teamspeak-download.php>

download the suitable client to your hard drive, to either your downloads directory or a temp area (<C:/temp/>)



once download is complete, right click and select show in folder,

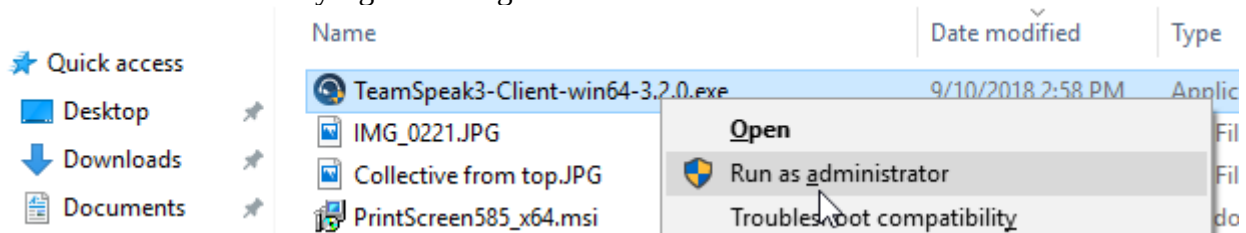


from here you can now perform an installation of the TeamSpeak client

Installation

Run as Admin

Open the downloaded file by right-clicking and select Run as Administrator



(or double -click and select yes when prompted)

Location

install the TeamSpeak client to a location of your choice (or accept all defaults)

follow the prompts to complete the installation.

Launch

Open TeamSpeak by double-clicking on the newly created desktop icon

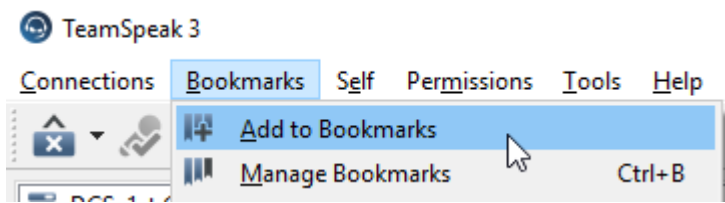


Configuration

Configure the server bookmark

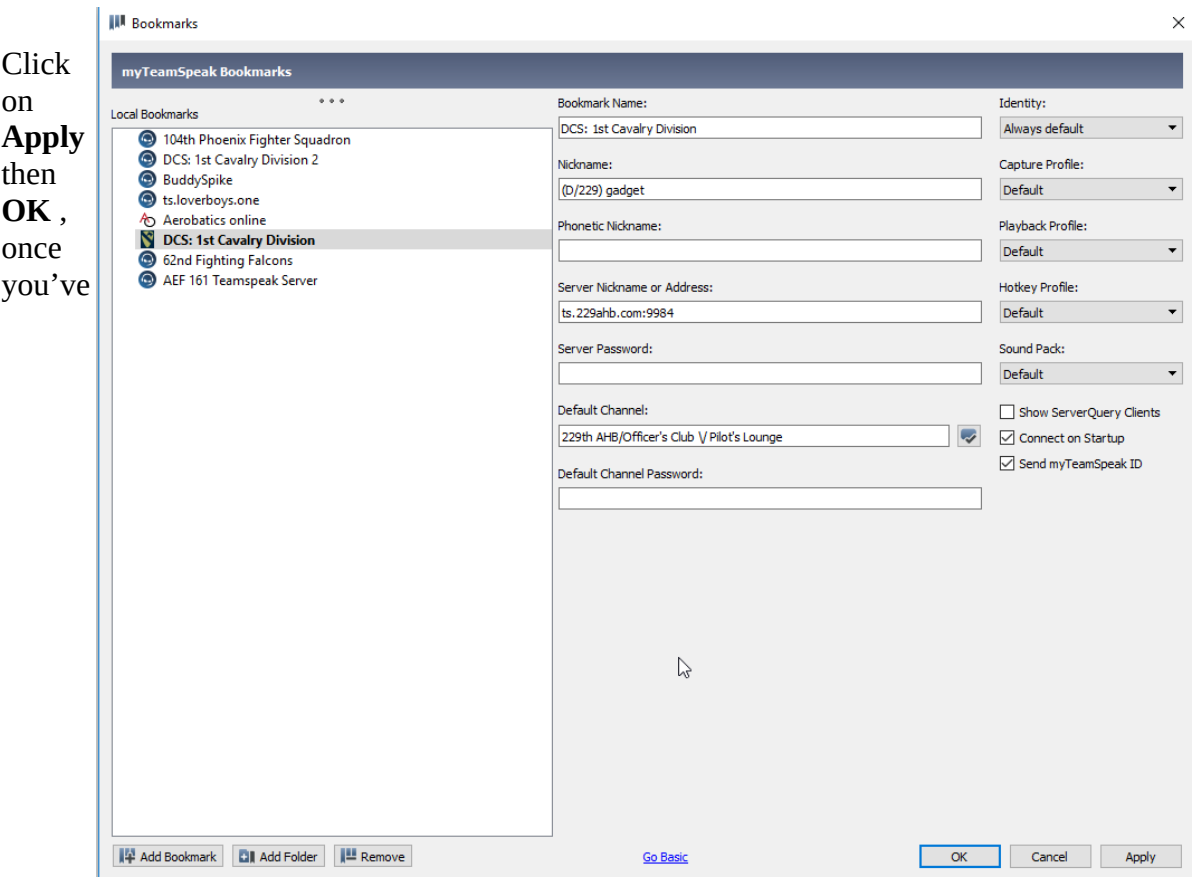
To connect to the server via the TeamSpeak 3 client, you will need to configure the server bookmark for the 229th

from the file menu; select Bookmarks > Add to Bookmarks



enter the server details as followscreate a bookmark to the 229th Teamspeak server

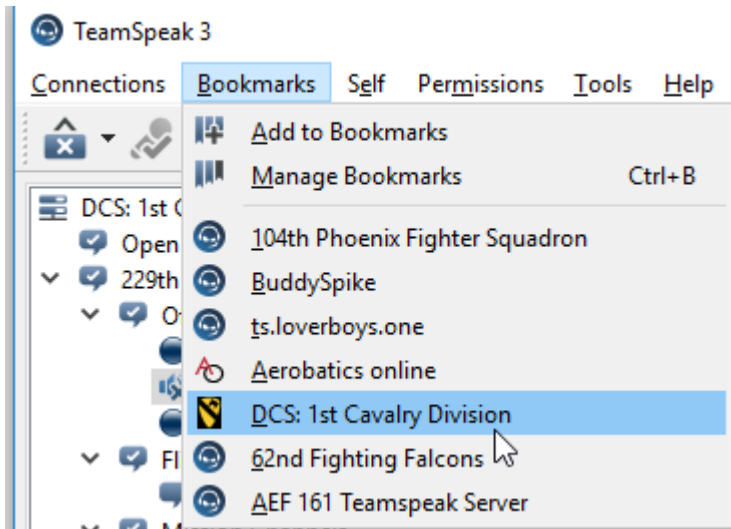
Bookmark Name:	<i>DCS: 1st Cavalry Division</i>
Nickname:	<i>username of your choice [format is (coy/229)username]</i>
Server Nickname or address:	<i>ts.229ahb.com:9984</i>
Default Channel:	<i>Disregard for the time being - you can set this later</i>



completed the bookmark

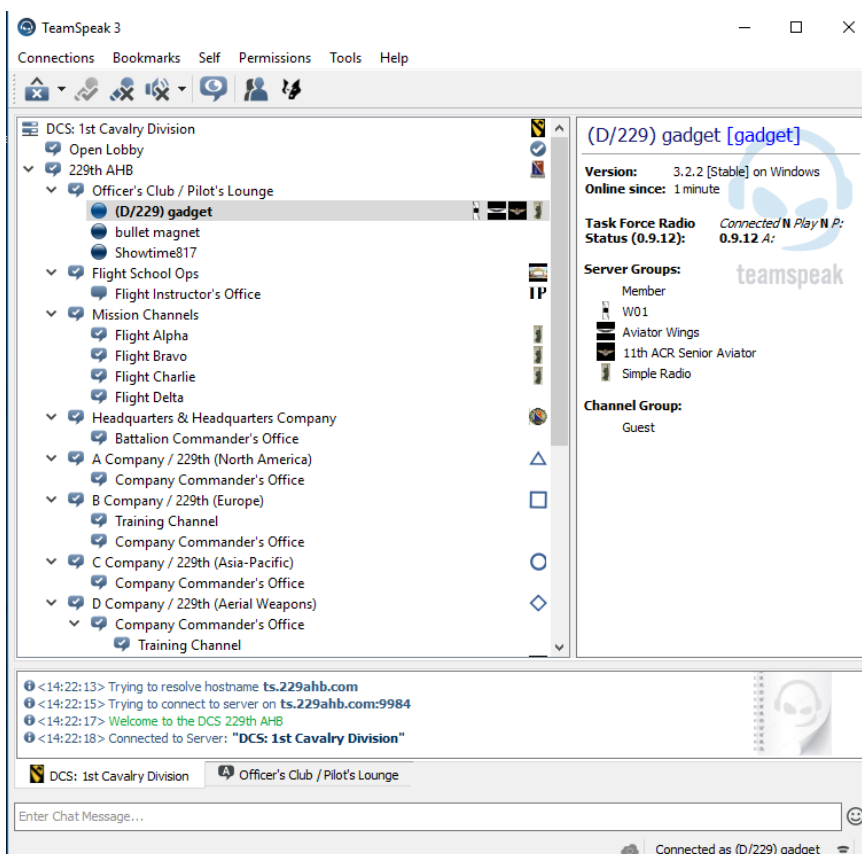
Create a connection to 229th

From the file menu, select Bookmarks > DCS: 1st Cavalry Division



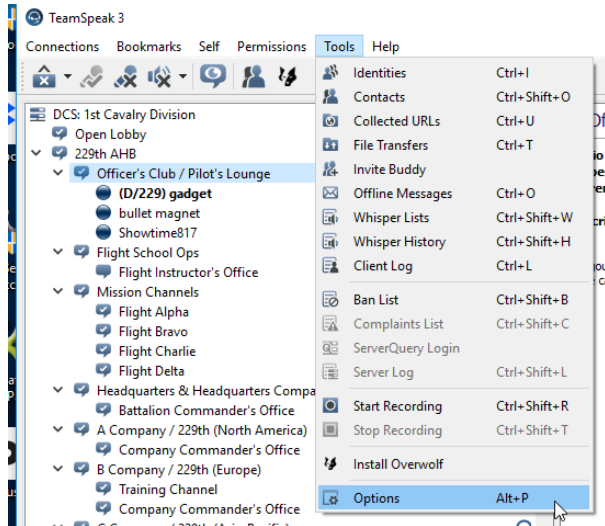
once connected you will arrive in the Open Lobby

you can move into any channel as required

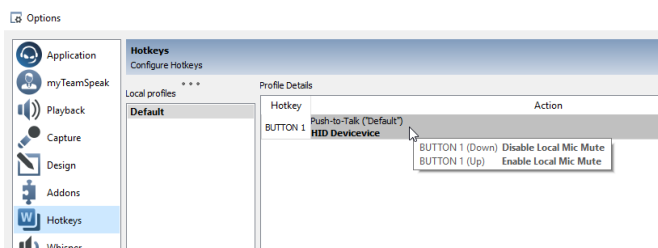


Configure your PTT button

From the file menu, select **Tools > Options**



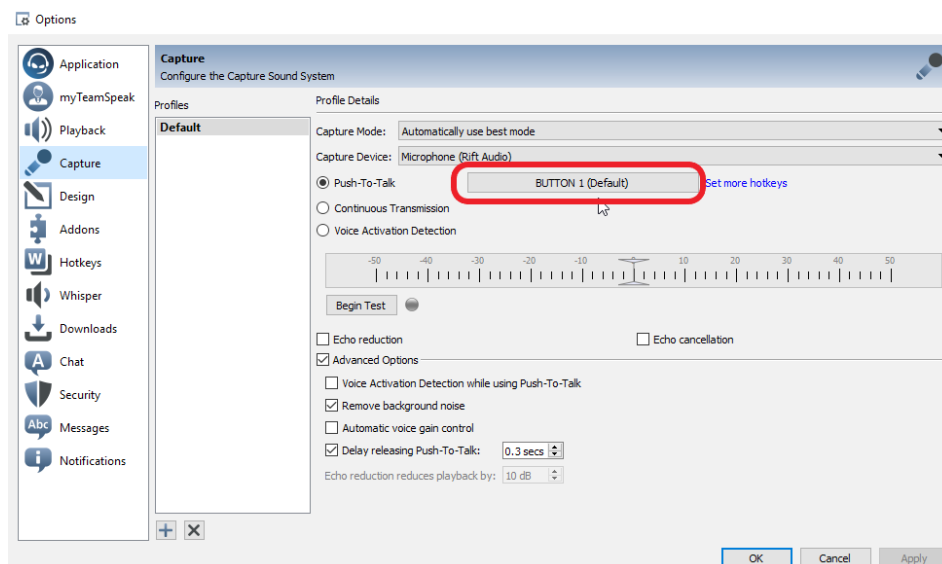
from the left frame options select **Hotkeys**



alternatively you can also set it from the **Capture** option

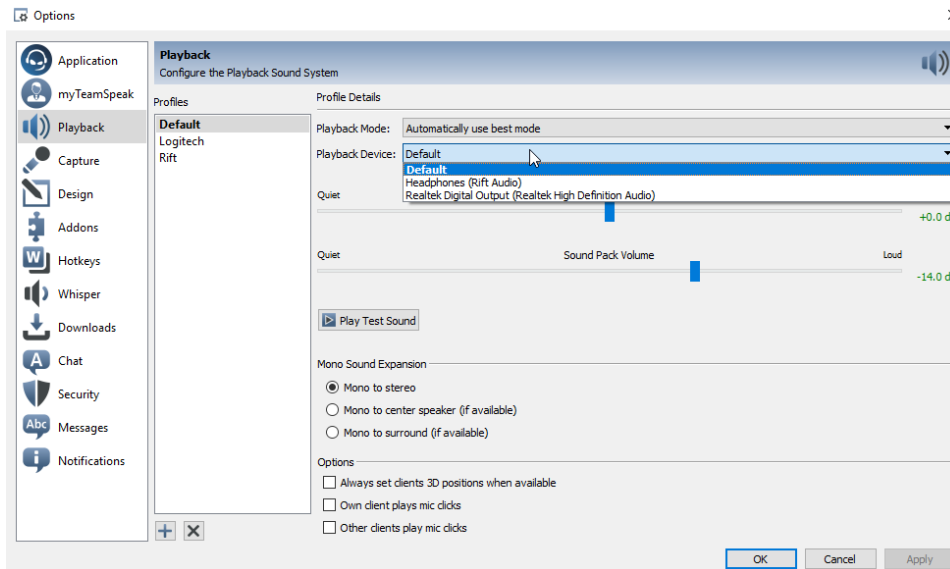
Configure your sound output device

from the left frame options select **Capture**



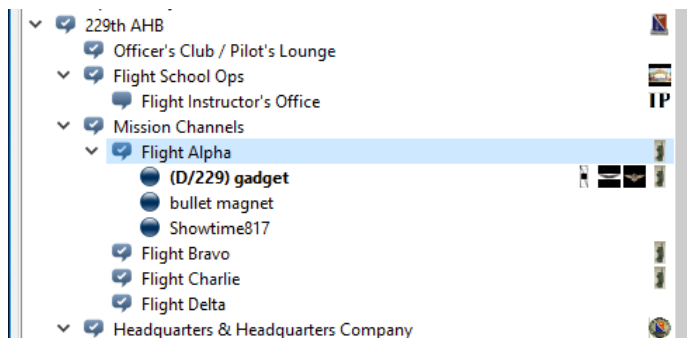
Configure your sound output device

from the left frame options select **Playback**



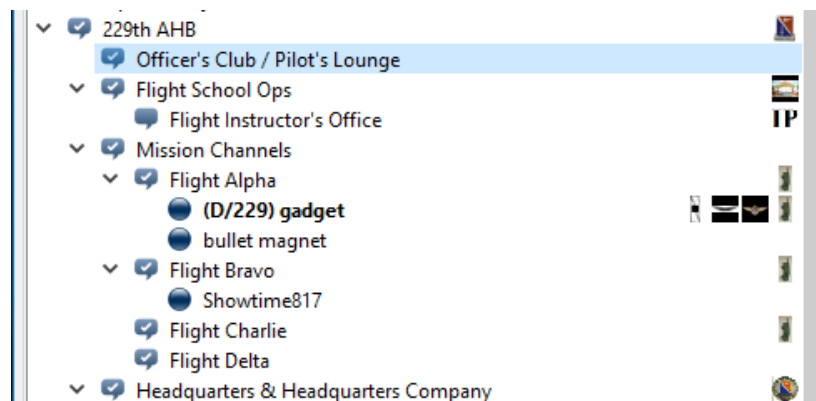
Move to separate flight Channels

all users on a single channel, simple comms (flooded network)



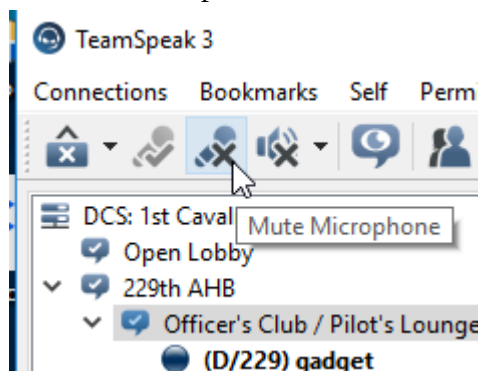
seperation of channels, multiple networks,

Flight A can talk amongst themselves , however Flight A cannot talk to Flight B

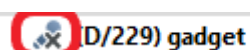


Disable Microphone when using Simple Radio

Select Mute Microphone icon when actively using Simple Radio

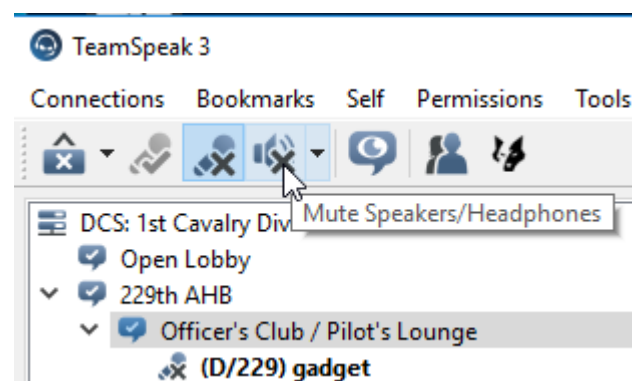


Note: your user will now have a disabled microphone icon placed next to it this alerts other TeamSpeak users that you are NOT transmitting on TeamSpeak.

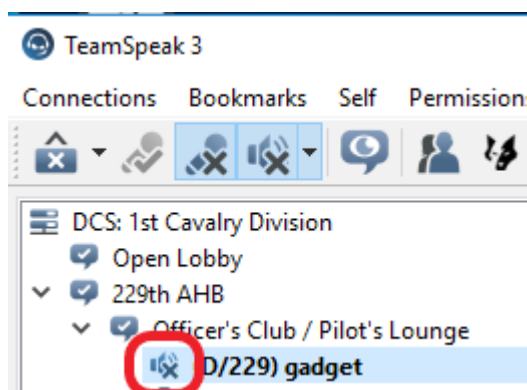


Disable Speaker when using Simple Radio

You may also wish to disable the TeamSpeak speaker output when using Simple Radio



Note: your user will now have a disabled microphone icon placed next to it this alerts other TeamSpeak users that you are NOT transmitting on TeamSpeak.



Simple Radio

Please Note: until you are (in the simulator, on a MP server,)

- in an aircraft
- with your radios powered ON and
- tuned to the correct frequencies (just like a real life aircraft radio) –

you will NOT have comms!

Hence we still utilise TeamSpeak as our communal rally point, establish voice chat and co-ordinate which server to join, which frequencies are assigned to each flight etc.

download

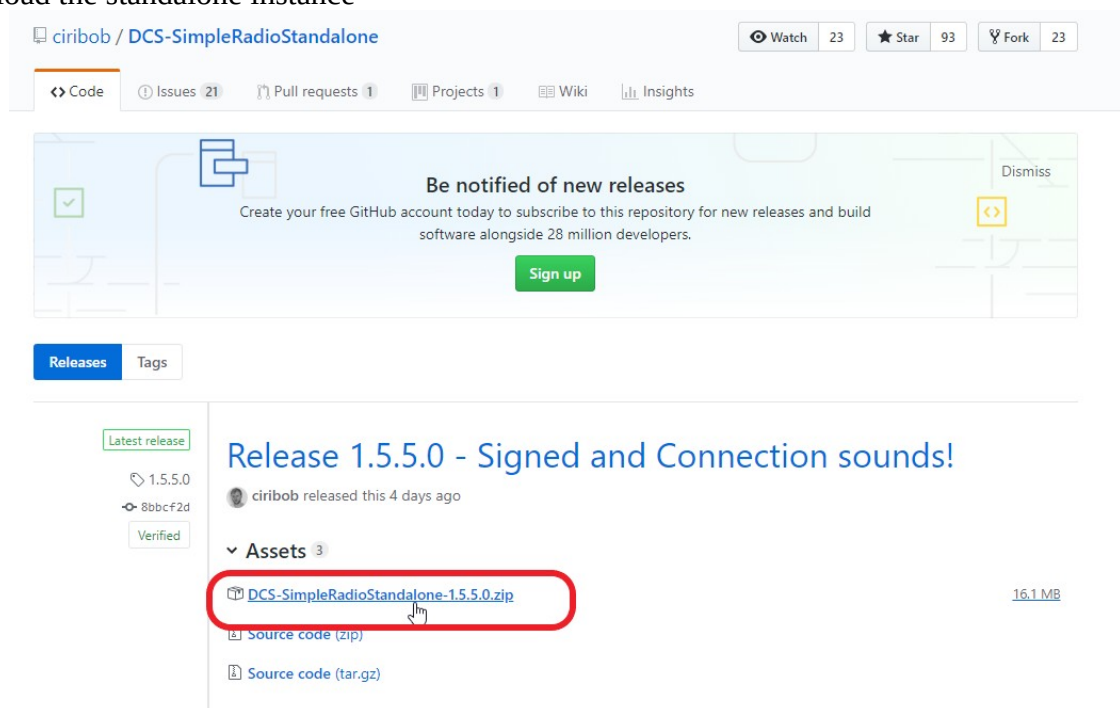
Follow the links from ED forums

<https://forums.eagle.ru/showthread.php?t=169387>

or directly from GitHub

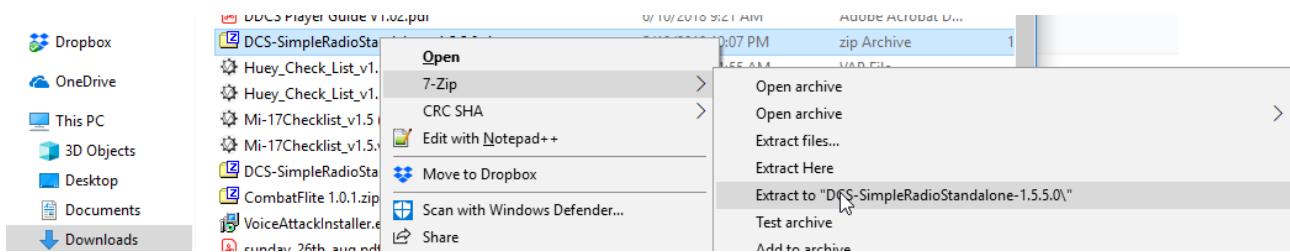
<https://github.com/ciribob/DCS-SimpleRadioStandalone/releases/latest>

download the standalone instance



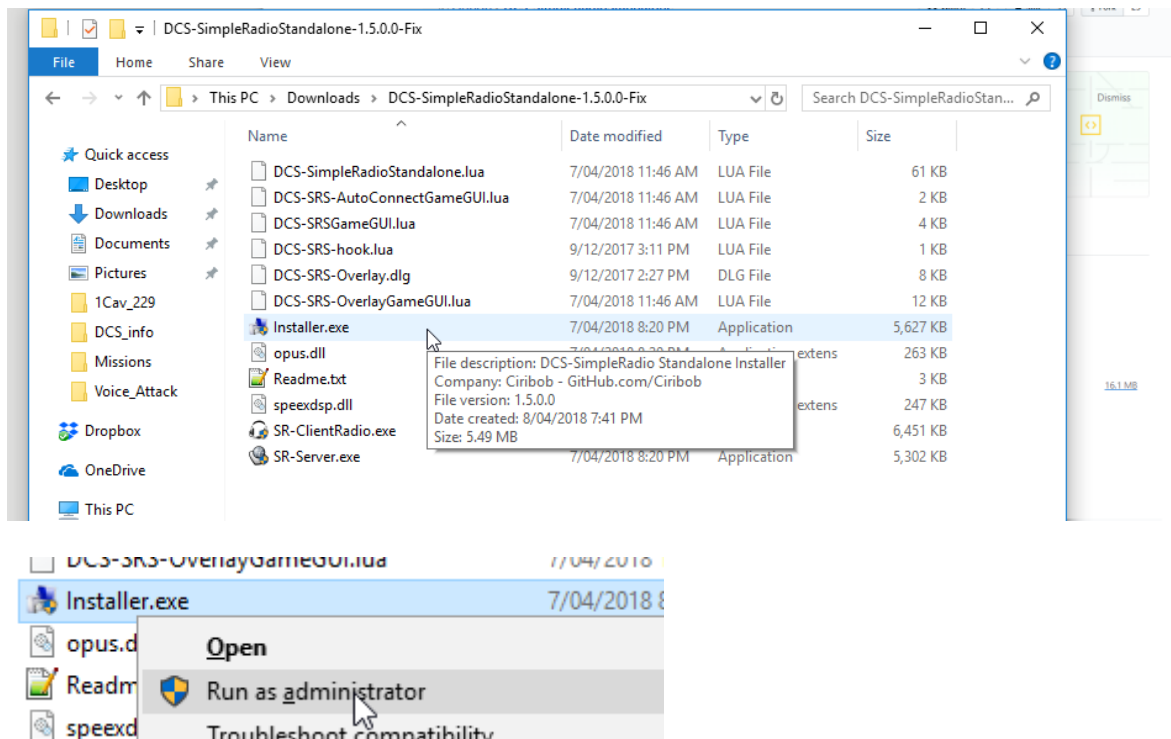
Location

locate the downloaded zip file and extract the contents to a directory



installation

open the directory and locate the installer.exe



right-click and select **Run as administrator**, or
double click to kick off the installation and click yes when prompted for elevated permissions

Select your desired installation location
or accept all defaults to continue with the installation

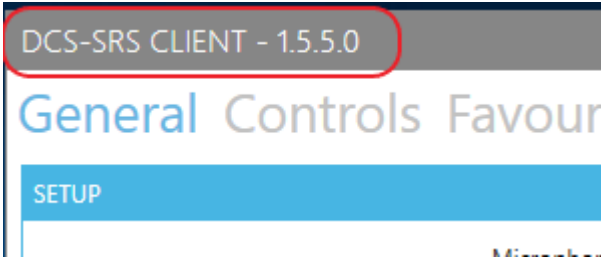
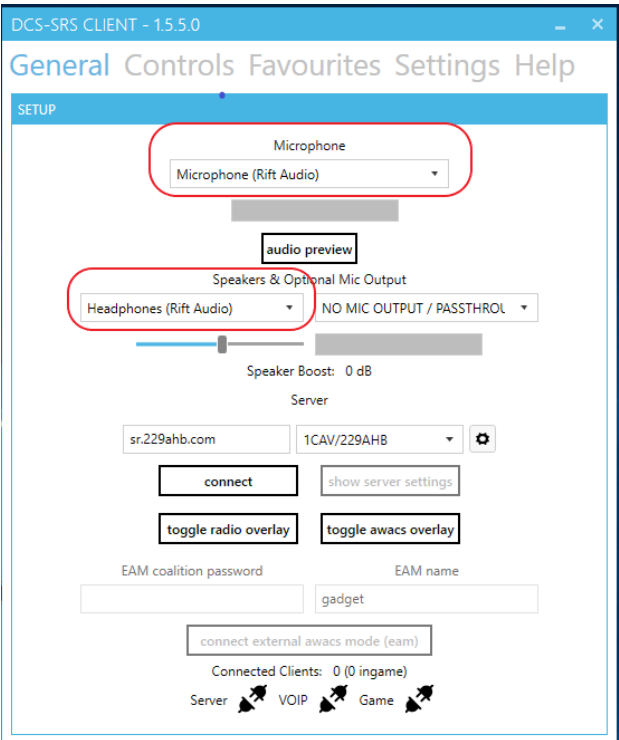
Launch

Once the installation is completed, double click on the newly created desktop icon



configuration

how to configure

Ensure you are using the latest client	 A screenshot of the DCS-SRS CLIENT - 1.5.5.0 window. The title bar says "DCS-SRS CLIENT - 1.5.5.0". The main menu has "General", "Controls", "Favour", and "Help". The "SETUP" tab is selected. The window content is mostly obscured by a large, semi-transparent watermark that reads "General Controls Favour".
Confirm your microphone and speakers are set to the correct devices	 A screenshot of the DCS-SRS CLIENT - 1.5.5.0 window with the "SETTINGS" tab selected. The title bar says "DCS-SRS CLIENT - 1.5.5.0". The main menu has "General", "Controls", "Favourites", "Settings", and "Help". The "SETTINGS" tab is selected. The window content shows various settings. A red circle highlights the "Microphone" dropdown menu, which is set to "Microphone (Rift Audio)". Another red circle highlights the "Speakers & Optional Mic Output" dropdown menu, which is set to "Headphones (Rift Audio)". Other settings include "audio preview", "Speaker Boost: 0 dB", "Server" (set to "sr.229ahb.com" and "1CAV/229AH8"), "connect", "show server settings", "toggle radio overlay", "toggle awacs overlay", "EAM coalition password", "EAM name", "gadget", "connect external awacs mode (eam)", and "Connected Clients: 0 (0 ingame)". At the bottom, there are icons for "Server", "VOIP", and "Game".

Push-To-Talk

Select **Controls** from the menu list

Ensure the Push-To-Talk (PTT) button is mapped correctly

DCS-SRS CLIENT - 1.5.5.0

General Controls Favourites Settings Help

CONTROLS

	Device	Button		
Radio 1	None	None	set	clear
Radio 1 Modifier	None	None	set	clear
Radio 2	None	None	set	clear
Radio 2 Modifier	None	None	set	clear
Radio 3	None	None	set	clear
Radio 3 Modifier	None	None	set	clear
Push To Talk - PTT	Flight Link Helicopter Controls	2	set	clear
Push To Talk - PTT Modifier	None	None	set	clear
Intercom Select	None	None	set	clear

Add server favourite

Select **Favourites** from the menu list

add the 1CAV/229AHB SRS node to the list of server favourites

Don forget to click on the + button to add it into the list of SRS servers

DCS-SRS CLIENT - 1.5.5.0

General Controls Favourites Settings Help

FAVOURITES

Add new configuration

Name ServerAddress

EAM coalition password



The 1CAV/229AHB server should now be populated in the server list

REMOVE SELECTED

NAME	SERVERADDRESS/PORT	EAM COAL. PASS	IS DEFAULT
127.0.0.1	127.0.0.1		<input type="checkbox"/>
AEF 161 SQN DCS2	dcs.erelis.com.au:16133		<input type="checkbox"/>
107th	srs.throughtheinferno.com		<input type="checkbox"/>
1CAV/229AHB	sr.229ahb.com		<input checked="" type="checkbox"/>
anztac	anztac-servers.com:5002		<input type="checkbox"/>
BlackSharkDen	100.11.79.152		<input type="checkbox"/>
Gorgas (906th)	70.188.31.170:5002		<input type="checkbox"/>
AEF 161 srv 2	lab.fertle.com:16112		<input type="checkbox"/>
Dynamic DCS	srs.dynamicdcs.com		<input type="checkbox"/>
104th Pho0enix	208.94.240.34:5002		<input type="checkbox"/>

Connect to server

Returning to the **General** page, the 1CAV/229AHB SRS server, should now also appear in the server drop-down

Select the 1CAV/229AHB SRS server from the list

Note: Server and connection icons will be black and disconnected

Click on Connect to test the server link configuration

When connected, Server and connection icons will be green and connected *

Note: when you are connected and there may or may not be other clients connected, depending on time of day

(* in this instance I do not have DCS open, hence the game connection is still black)

Server	
<input type="text" value="srs.dynamicdcs.com"/>	<div>Dynamic DCS </div>
<div>connect</div>	<div>show server settings</div>
<div>toggle radio overlay</div>	<div>toggle awacs overlay</div>
<div>EAM coalition password</div>	<div>EAM name</div>
<input type="text"/>	<input type="text" value="gadget"/>
<div>connect external awacs mode (eam)</div>	
<div>Connected Clients: 0 (0 ingame)</div>	
Server	VOIP Game

Connected Clients	Dynamic DCS
Server	VOIP 104th Phoenix

connect external awacs mode (eam)

Connected Clients: 10 (7 ingame)

Server VOIP Game

Server Settings

Click on Server Settings and verify all items

SERVER SETTINGS

Coalition Security

OFF

Spectator Audio

ENABLED

Line Of Sight

ON

Distance Limitations

ON

IRL Radio Tx Behaviour

ON

IRL Radio Rx Interference

ON

Radio Expansion

OFF

External AWACS Mode

OFF

Server Version

1.5.5.0

Mic Output

MIC OUTPUT / PASSTHRU

15 dB

229AHB

show server settings

toggle awacs overlay

EAM name

get

CLOSE

Toggle radio overlay

if using VR, when in DCS utilise the following keyboard combination:

L Ctrl + L Shift + Esc

this will enable the radio overlay inside your VR headset

Note: in this instance DCS is not running and I am not in an aircraft, no radios turned on

No Radio

Enc

Ch.

Unknown

No Radio

Enc

Ch.

Unknown

No Radio

Enc

Ch.

Unknown

INTERCOM

srs.dynamicdcs.com

disconnect

toggle radio overlay

EAM coalition password

connect external

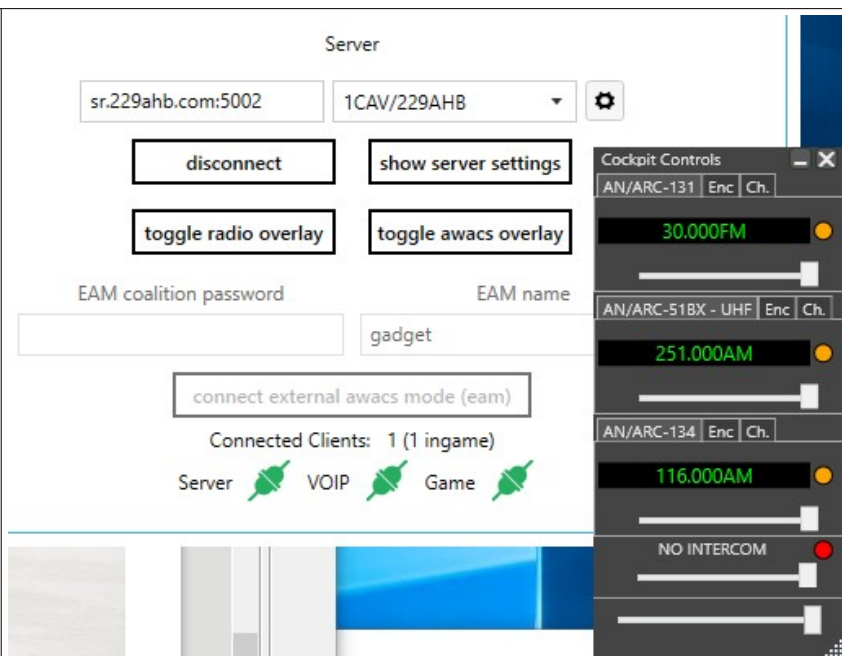
Connected Client

Server VOIP

Once you start an aircraft in DCS and have all the radios turned ON and tuned to the appropriate frequencies you can no longer use them for all voice communications in multiplayer missions

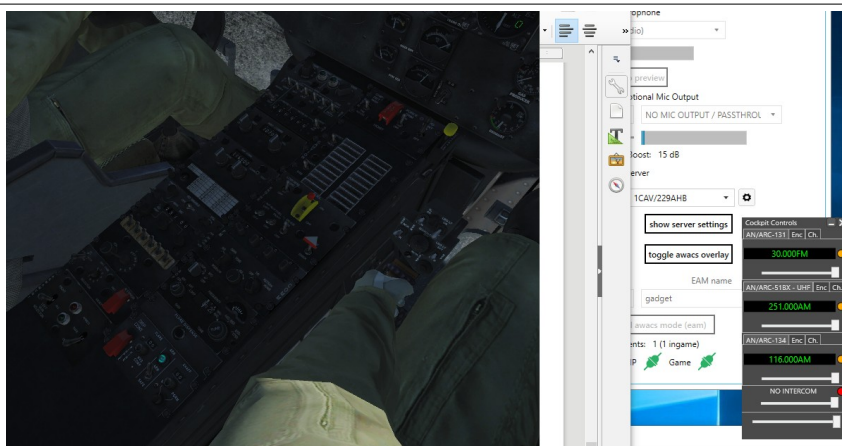
Here the overlay is displaying all active radios and the frequencies tuned

Note: DCS is now running and 3rd connection icon is now green



The in cockpit shot displays the radio pedestal panel of the UH-1H with all tuned frequencies, and the SRS client overlay matches all.

Note: Radios must be turned ON in the aircraft and tuned to the correct frequencies in order to speak to your team mates.

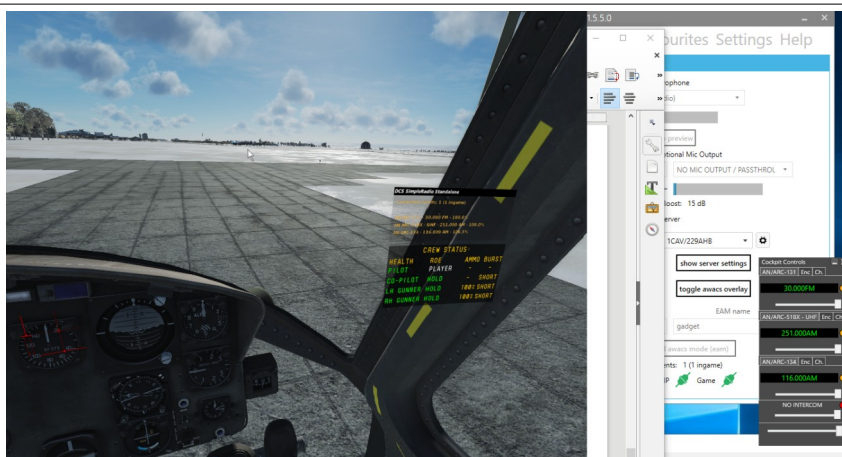


VR radio overlay

If you are using a VR headset, such as Rift or Vive, the radio overlay toggle is achieved by utilising the following keystroke combination

L Ctrl + L Shift + Esc

and can be seen here



Select Disconnect to sever the connection to the simple radio server

Server

srs.dynamicdcs.com

Dynamic DCS

disconnect

show server settings

toggle radio overlay

toggle awacs overlay

EAM coalition password

EAM name

gadget

connect external awacs mode (eam)

Connected Clients: 10 (10 ingame)

Server

VOIP

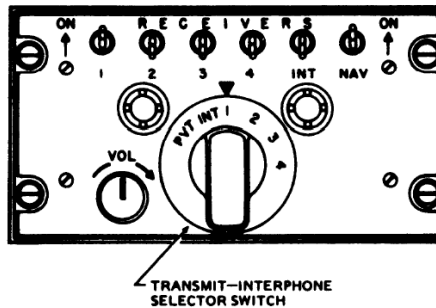
Game

It really is that easy

Communication Networks

When working with numerous and multiple aircraft types and roles, it is more conducive to segregate communications into flights, to reduce radio chatter and maintain effective command and control

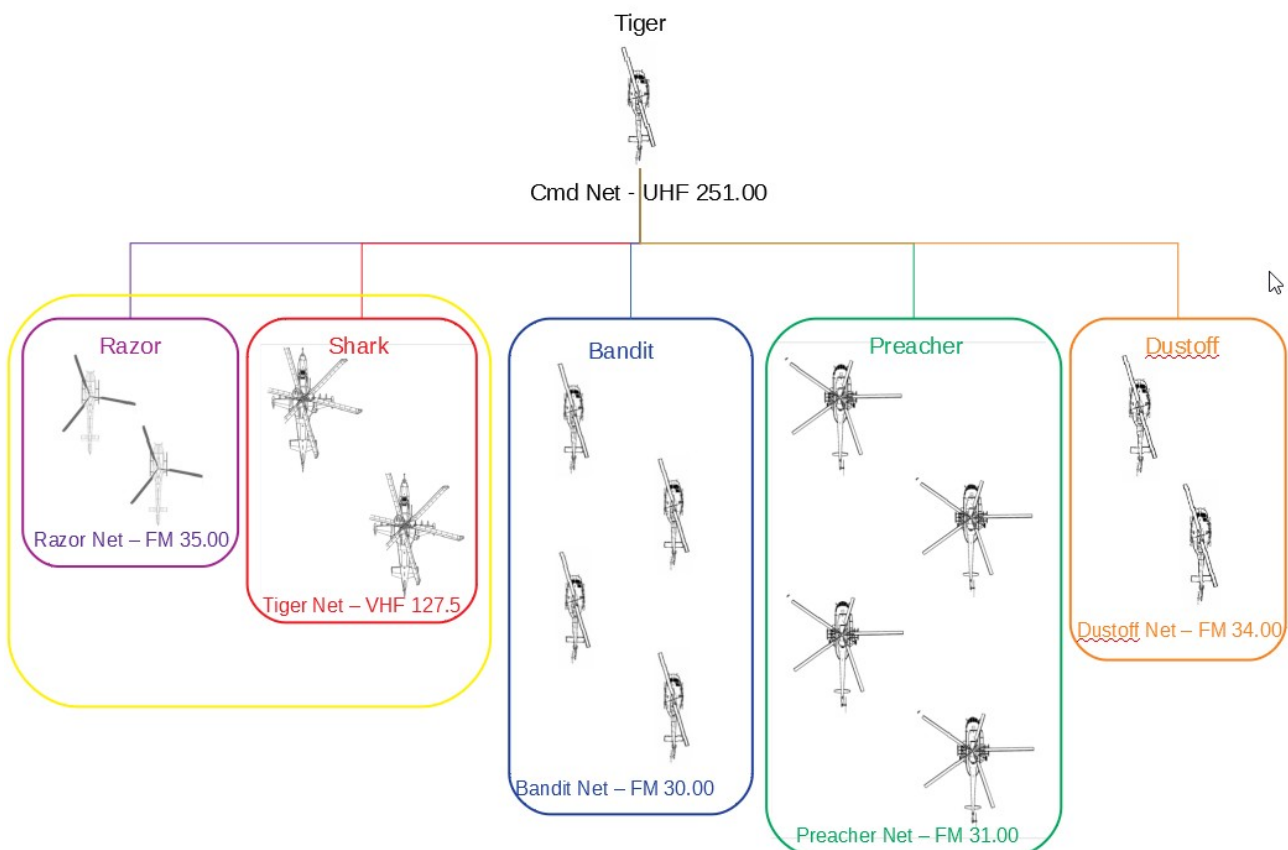
This is achieved by utilising multiple radios, in the UH-1H it is achieved using the **Signal Distribution Panel C-1611/AIC**



This instrument allows pilots to monitor all radios, but only allows transmission on 1 radio at a time, therefore you must know which radio you are currently configured to transmit on, otherwise your response will go unheard on the incorrect radio....

For instance, in the diagram below, each flight would have their own internal radio network on a specific radio and frequency, in the case of the Bandit flight all aircraft would be monitoring all radios but would only be transmitting on the internal flight FM radio network on frequency 30.00.

However the Bandit Flight Lead would also be swapping between the Command Net (UHF 251.00) and internal flight net (FM30.00) as required to communicate with the AMC (Tiger) to report on progress, respond to situational status and to request additional taskings, as well as controlling and co-ordinating with the flight to ensure smooth operational flow.



Other References

229th AHB SOP

Insert reference here

Communication Brevity

Insert reference here

229th AHB Formation

Insert reference here