

# SyncNix

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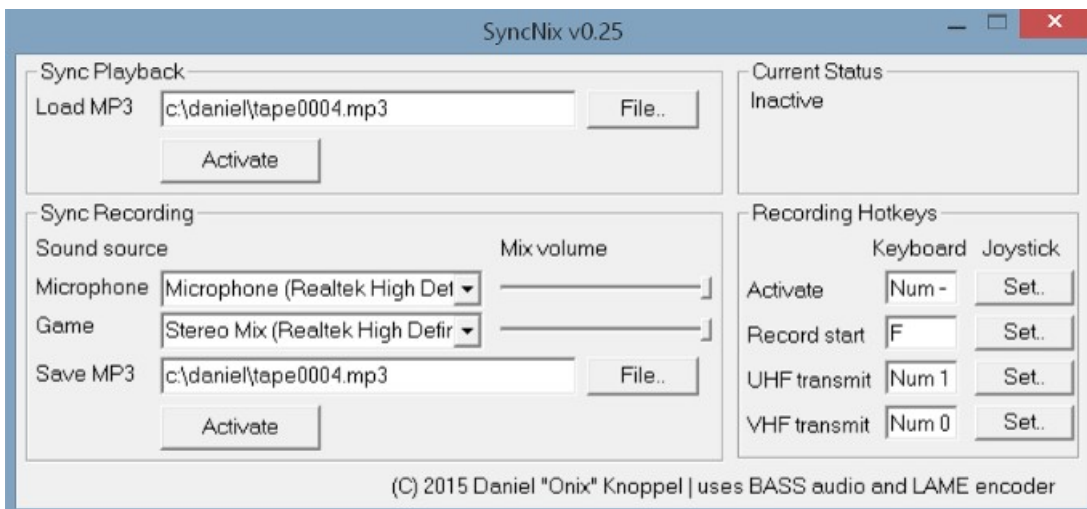
## What is SyncNix?

In the context of Falcon BMS and Tacview, it allows you to add sounds and keystrokes/joystick buttonpresses to your BMS ACMI recordings and play them back synchronized to Tacview.

- ACMI's are great for reviewing tactical situations afterwards, but with sound you can hear the plans being communicated; who got task saturated; did you make that call on UHF or VHF, was the call blocked by terrain?
- Videos can also be used to review a flight + audio, but besides the fact that videos are much more demanding (recording, disk space), they don't provide the tactical overview of Tacview, and it's not so easy to fast forward or reverse them like in Tacview.

## How can I use it?

### One-time Configuration



After unzipping the files, you can start SyncNix.exe. First configure the **recording** part:

1. At Microphone, pick the device that you normally use to record your voice
2. At Game, pick Stereo Mix
  - If you don't have this device, see: <http://www.howtogeek.com/howto/39532/how-to-enable-stereo-mix-in-windows-7-to-record-audio/>
3. At Save MP3, pick or fill in the location and filename where you want to store your audio
  - SyncNix will not overwrite any existing files, it will automatically rename to \_2, \_3, etc.
4. Pick hotkeys (keyboard or joystick) that will activate the recording.

- “Record start” should be the same hotkey that you use to start an ACMI, so that they will always be synchronized.
- The UHF and VHF transmit will generate markpoints such that when you play back, you can see when you were transmitting, and if it was on VHF or UHF.

No configuration is needed for the **playback** part. Just select the file you want to play back.

## In action

A typical session could look like this:

1. Start SyncNix (that is configured)
2. Press the Activate button in the Sync Recording section
  - SyncNix starts listening for the Activate hotkey (and only that one)
3. Start BMS, commit
4. When in 3D, press the hotkey for Activate once
  - SyncNix will now listen for the Record, UHF and VHF hotkeys
5. When you're ready to record an ACMI, press the ACMI record key
  - BMS will record the ACMI, and SyncNix the audio + keys
6. Press the ACMI record key again to stop the recordings

Once the mission is over you can hop into Tacview and load the ACMI, then in SyncNix fill in the recorded audiofile and press Activate in the Sync Playback section.

SyncNix will look for the Tacview window and continuously slave the audio to the playback time in Tacview. If you scroll to a different time, SyncNix will also fast forward or reverse. In the top right of the SyncNix window you can see <<UHF>> or <<VHF>> whenever you were transmitting.

## Tips

- You can change the recording volume of your voice vs. the game sounds by adjusting the Mix volume sliders.
- Report issues on the BMS forum. For example SyncNix might need recalibration if new versions of Tacview change something in the time slider.

This tool is provided to the community, not for commercial use.