

Tactical Call Sign Mod Guide



~~Maverick~~ ~~Goose~~
Dangerous Corpse

VERSION 1.0

BACKY 51 PRODUCTIONS → © 2018

SPECIAL THANKS TO **AIROGUE** AND **GRIMES** FOR INSPIRATION AND LUA LOCATION INFO

Weary of years of Ford, Pontiac, Colt and Texaco? So am I ...

Here's how I created the 90+ "new" Call Signs available in the Mission Editor.

Once again, I thank fellow USAF Veterans AIROGUE for the inspiration and GRIMES for the LUA info!

LIMITATIONS: WILL NOT PASS MULTIPLAYER SERVER INTEGRITY CHECK
SAME MALE VOICE IS USED IN ALL CALL SIGNS
VOICE MATCHING OF OTHER VERBAL COMMANDS WILL REQUIRE HUGE AUDIO REWORK

CONCEPT: Provide Mission Designers and other users with a plethora of real and notional call signs

REQUIREMENTS: Notepad ++ to edit LUA files: <https://notepad-plus-plus.org/>

Audacity to edit sound files: <https://www.audacityteam.org/download/>

Text to Speech software like Adobe Captivate, Ivona or your personal favorite

Call Sign LUA file location:

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Scripts\Database\db_callnames.lua

Call Sign WAV sound file locations:

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\Allied Flight\USA\1\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\Allied Flight\USA\2\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\Allied Flight\USA\3\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\ATC\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\AWACS\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\JTAC\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\Player\CallSign

C:\Program Files\Eagle Dynamics\DCS World OpenBeta\Sounds\Speech\Sound\ENG\Common\Tanker\CallSign

Wolf.WAV is an example of a wave audio format sound file

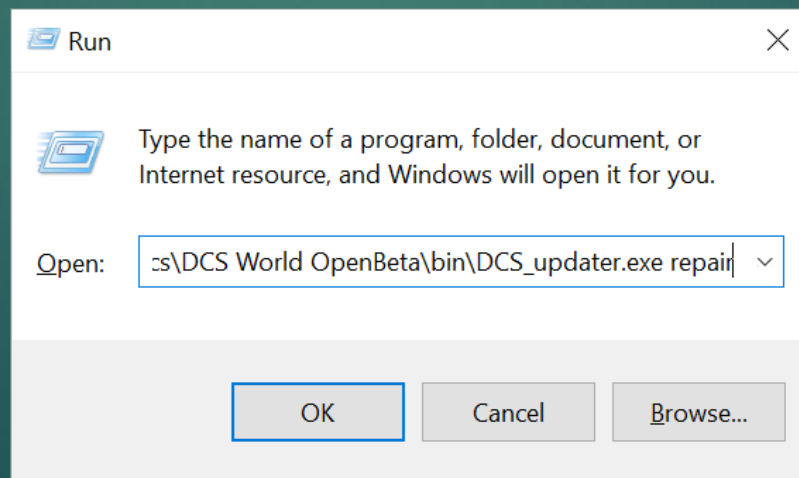
PRECAUTIONS:

Follow the exact syntax that you see in the lua file when you attempt to create your own personal call signs

If you FUBAR your DCS installation, you can paste

`C:\Program Files\Eagle Dynamics\DCS World OpenBeta\bin\DCS_updater.exe repair`

In the Windows 10 run window by using Windows Key+R and select OK



TACTICAL CALLSIGN MOD INSTALL

Before starting this procedure, be sure DCS is NOT running! Perform the following at your own risk!

1 – Extract/unzip the TAC_CallSignMOD_V1.0.zip file on your desktop.

2 – Open your C:\Program Files\Eagle Dynamics folder.

(If you would prefer, you can back up all of the folder locations where the LUA and WAV files are going to overwrite for safekeeping if you do not wish to do a DCS Repair should something go wrong.)

3 – Copy the **DCS World OpenBeta** folder inside the extracted TAC_CallSignMOD_V1.0 folder to your root C:\Program Files\Eagle Dynamics folder and allow it to merge with your DCS World OpenBeta folder overwriting the files within and adding the new WAV files.

4 – Restart your computer, run DCS World and open the Mission Editor

You should see the 90 “new” call signs usable for all aircraft, some new AWACS and Tanker call signs too. Enjoy!

TACTICAL CALLSIGN CREATION

Before starting this procedure, be sure DCS is NOT running! Perform the following at your own risk!

- 1 – Create your Callsign WAV audio format in monotone and test it for clarity in Audacity.
- 2 – Name the WAV audio file what you want to see in the Mission Editor pull-down menu. For example, name it Thor.wav for the Callsign “Thor”.
- 3 – Edit **db_callnames.lua** file with Notepad ++ to add your callsign “Thor” to the appropriate section.
- 4 – Copy Thor.wav to all the required Callsign folders inside the Sounds directory structure as shown in the Screen captures and folder links.
- 5 - Restart your computer, run DCS World and open the Mission Editor. You should see your “new” call sign in the applicable pull-down menu. Enjoy!

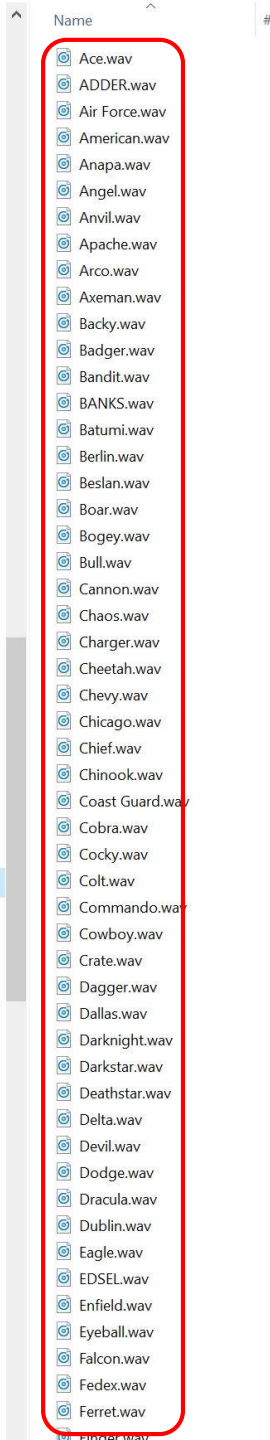
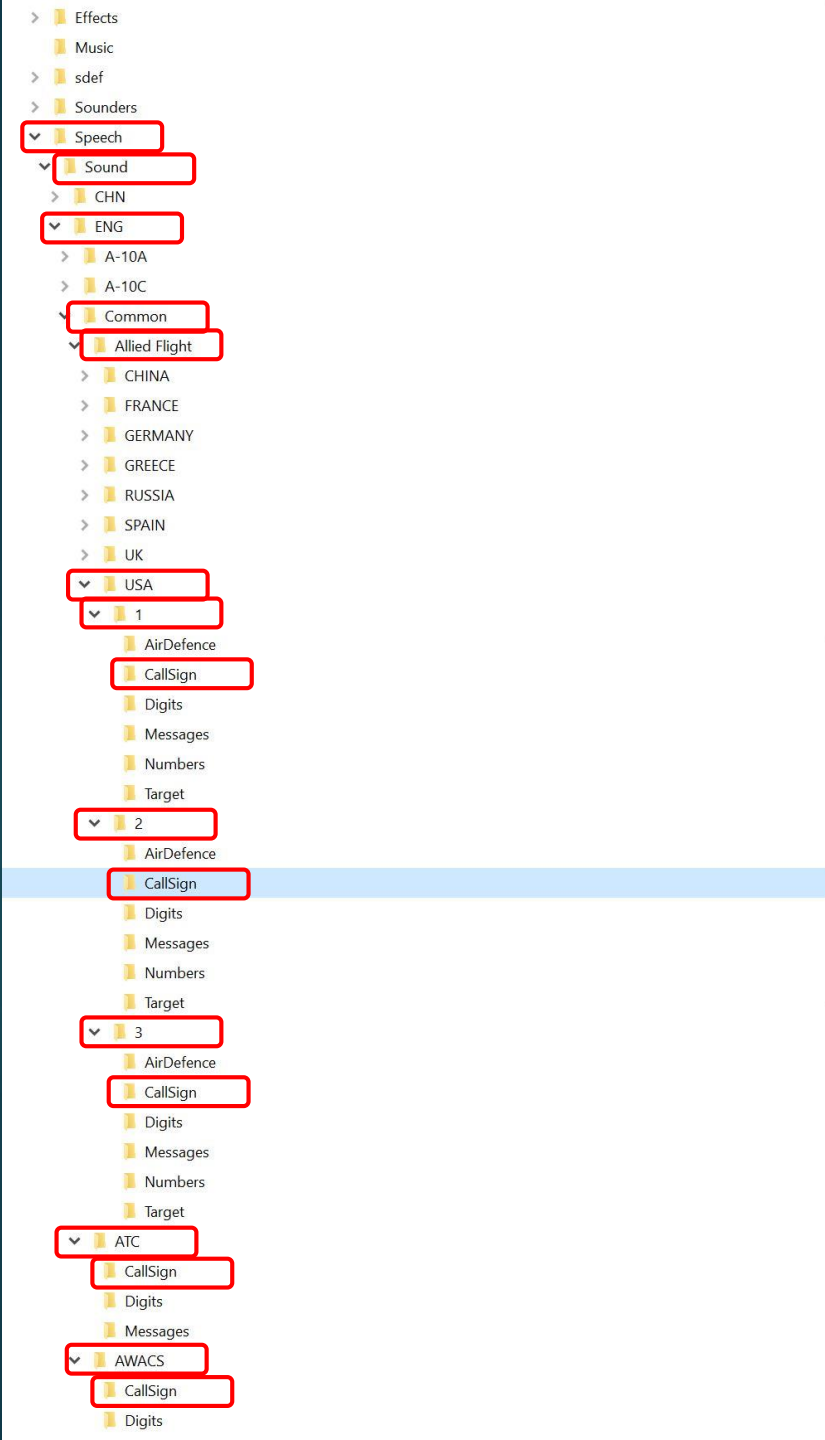
Tips: Hard consonants work best with less than two syllables for choosing call signs! Use Audacity to tweak the WAV file with “military radio effects” if so desired. Google shows you how.

Name	Date modified	Type	Size
_backup.000	13-May-18 22:28	File folder	
_backup.001	30-May-18 12:59	File folder	
_backup.002	06-Jun-18 19:39	File folder	
_backup.003	13-Jun-18 18:51	File folder	
_backup.004	20-Jun-18 16:38	File folder	
_backup.005	04-Jul-18 11:56	File folder	
_backup.006	04-Jul-18 17:30	File folder	
_backup.007	04-Aug-18 11:03	File folder	
_backup.008	04-Aug-18 11:54	File folder	
_backup.009	15-Aug-18 18:51	File folder	
_backup.010	25-Aug-18 11:13	File folder	
_backup.011	25-Aug-18 11:45	File folder	
_backup.012	29-Aug-18 18:40	File folder	
_backup.013	04-Sep-18 11:11	File folder	
_backup.014	04-Sep-18 11:15	File folder	
_backup.015	26-Sep-18 11:13	File folder	
_backup.016	10-Oct-18 19:49	File folder	
_backup.017	11-Oct-18 15:06	File folder	
_downloads	11-Oct-18 15:06	File folder	
API	27-Apr-18 21:03	File folder	
Bazar	04-Aug-18 18:50	File folder	
bin	10-Oct-18 19:52	File folder	
Config	29-Aug-18 18:40	File folder	
CoreMods	30-May-18 12:59	File folder	
Data	27-Apr-18 11:03	File folder	
DemoMods	04-Feb-18 20:55	File folder	
distr	04-Feb-18 20:55	File folder	
Doc	29-Aug-18 18:40	File folder	
dxgui	04-Feb-18 20:55	File folder	
FUI	04-Feb-18 20:55	File folder	
JConffHtml	04-Feb-18 20:55	File folder	
l10n	04-Feb-18 20:55	File folder	
LuaSocket	04-Feb-18 20:55	File folder	
MissionEditor	11-Oct-18 15:06	File folder	
Mods	17-Mar-18 20:01	File folder	
Scripts	27-Apr-18 21:03	File folder	
Sounds	04-Feb-18 20:55	File folder	
autoupdate.cfg	11-Oct-18 15:06	CFG File	1 KB
autoupdate.dat	11-Oct-18 15:07	DAT File	10,572 KB
autoupdate_log.txt	11-Oct-18 15:07	Text Document	13 KB
autoupdate_log_old.txt	10-Oct-18 19:52	Text Document	203 KB
dcs_manifest.x86_64	10-Oct-18 19:51	X86_64 File	431 KB
dcs_variant.txt	31-Jan-18 19:49	Text Document	1 KB
Run.exe	10-Oct-18 19:51	Application	225 KB
unins000.dat	04-Feb-18 16:16	DAT File	19 KB
unins000.exe	04-Feb-18 16:15	Application	1,154 KB
unins000.msg	04-Feb-18 16:16	Outlook Item	23 KB

DCS World OpenBeta Folders Location

Name	Date modified	Type	Size
chassis	14-Mar-18 18:12	File folder	
helicopters	29-Aug-18 18:40	File folder	
navy	20-Jun-18 16:38	File folder	
planes	10-Oct-18 19:52	File folder	
scripts	10-Oct-18 19:52	File folder	
Troops	15-Aug-18 18:51	File folder	
vehicles	04-Feb-18 20:55	File folder	
Weapons	10-Oct-18 19:52	File folder	
db_application.lua	04-Feb-18 20:51	LUA File	1 KB
db_attributes.lua	10-Oct-18 19:51	LUA File	6 KB
db_callnames.lua	12-Oct-18 19:43	LUA File	11 KB
db_categories.lua	04-Feb-18 20:51	LUA File	4 KB
db_countermeasures.lua	04-Feb-18 20:51	LUA File	1 KB
db_countries.lua	28-Sep-18 16:58	LUA File	109 KB
db_formation.lua	04-Feb-18 20:51	LUA File	11 KB
db_main.lua	13-Jun-18 18:50	LUA File	12 KB
db_mods.lua	29-Aug-18 18:40	LUA File	45 KB
db_pods.lua	04-Feb-18 20:51	LUA File	2 KB
db_roles.lua	04-Feb-18 20:51	LUA File	1 KB
db_scan.lua	10-Oct-18 19:51	LUA File	5 KB
db_seasons.lua	04-Feb-18 20:51	LUA File	2 KB
db_sensors.lua	04-Feb-18 20:51	LUA File	110 KB
db_targets.lua	04-Feb-18 20:51	LUA File	2 KB
db_units.lua	04-Feb-18 20:51	LUA File	4 KB
db_units_cars.lua	29-Aug-18 18:40	LUA File	12 KB
db_units_ground.lua	29-Aug-18 18:40	LUA File	15 KB
db_units_helicopters.lua	04-Feb-18 20:51	LUA File	4 KB
db_units_misc.lua	04-Feb-18 20:51	LUA File	3 KB
db_units_planes.lua	10-Oct-18 19:51	LUA File	10 KB
db_units_ships.lua	23-May-18 7:59	LUA File	2 KB
db_weapons.lua	13-Jun-18 18:50	LUA File	6 KB
db_weapons_data.lua	10-Oct-18 19:51	LUA File	172 KB
FARP.lua	04-Feb-18 20:51	LUA File	3 KB
GrassAirfield.lua	04-Feb-18 20:51	LUA File	3 KB
HelicopterConst.lua	04-Feb-18 20:51	LUA File	46 KB
PlaneConst.lua	10-Oct-18 19:51	LUA File	150 KB
SFM_Data.lua	04-Feb-18 20:51	LUA File	125 KB
Types.lua	04-Feb-18 20:51	LUA File	33 KB
wsTypes.lua	04-Feb-18 20:51	LUA File	46 KB

Scripts Folder Lua Location



db_callnames.lua
Open in Notepad ++
callsign syntax

```
33 local callsignsAircraft = makeTable({('Enfield'), 'Enfield', },  
34 {('Springfield'), 'Springfield', },  
35 {('Uzi'), 'Uzi', },  
36 {('Colt'), 'Colt', },  
37 {('Dodge'), 'Dodge', },  
38 {('Ford'), 'Ford', },  
39 {('Chevy'), 'Chevy', },  
40 {('Backy'), 'Backy', },  
41 {('Dagger'), 'Dagger', },  
42 {('Janet'), 'Janet', },  
43 {('Ace'), 'Ace', },  
44 {('Air Force'), 'Air Force', },  
45 {('American'), 'American', },  
46 {('Angel'), 'Angel', },  
47 {('Apache'), 'Apache', },  
48 {('Badger'), 'Badger', },  
49 {('Bandit'), 'Bandit', },  
50 {('Bogey'), 'Bogey', },  
51 {('Cannon'), 'Cannon', },  
52 {('Chaos'), 'Chaos', },  
53 {('Charger'), 'Charger', },  
54 {('Cheetah'), 'Cheetah', },  
55 {('Chicago'), 'Chicago', },  
56 {('Chief'), 'Chief', },  
57 {('Chinook'), 'Chinook', },  
58 {('Coast Guard'), 'Coast Guard', },  
59 {('Cobra'), 'Cobra', },  
60 {('Cocky'), 'Cocky', },  
61 {('Commando'), 'Commando', },  
62 {('Cowboy'), 'Cowboy', },  
63 {('Crate'), 'Crate', },  
64 {('Delta'), 'Delta', },  
65 {('Devil'), 'Devil', },  
66 {('Dracula'), 'Dracula', },  
67 {('Eagle'), 'Eagle', },  
68 {('Falcon'), 'Falcon', },  
69 {('Fedex'), 'Fedex', },  
70 {('Gash'), 'Gash', },  
71 {('Gassr'), 'Gassr', },  
72 {('Ghost'), 'Ghost', },  
73 {('Goose'), 'Goose', },  
74 {('Hammer'), 'Hammer', },  
75 {('Hawk'), 'Hawk', },  
76 {('Herc'), 'Herc', },  
77 {('Hornet'), 'Hornet', },  
78 {('Iceman'), 'Iceman', },  
79 {('Igor'), 'Igor', },  
80 {('Ivan'), 'Ivan', },  
81 {('Jackal'), 'Jackal', },  
82 {('Jammer'), 'Jammer', },  
83 {('Jester'), 'Jester', },  
84 {('Jill'), 'Jill', },  
85 {('Jody'), 'Jody', },  
86 {('Jurassic'), 'Jurassic', },  
87 {('Justice'), 'Justice', },
```

```

24     {_('Trump'),      'Trump',}},
25     {_('Vampire'),    'Vampire',}},
26     {_('Viper'),      'Viper',}},
27     {_('Watch'),      'Watch',}},
28     {_('Wolf'),       'Wolf',}},
29     {_('Bull'),       'Bull',}});
30

```

```

31 local callsignsHeavy = makeTable({_('Raider'),      'Raider'}});
32

```

```

33 local vehicleCallsigns = makeTable( 'Axeman',
34                                     'Darknight',
35                                     'Warrior',
36                                     'Pointer',
37                                     'Eyeball',
38                                     'Moonbeam',
39                                     'Whiplash',
40                                     'Finger',
41                                     'Pinpoint',
42                                     'Perist',
43                                     'Shaba',
44                                     'Playboy',
45                                     'Hammer',
46                                     'Jaguar',
47                                     'Deathstar',
48                                     'Anvil',
49                                     'Firefly',
50                                     'Mantis',
51                                     'Badger');
52

```

```

53 local refPoints = makeTable ('FORD',
54                               'EDSEL',
55                               'DODGE',
56                               'MAZDA',
57                               'BANKS',
58                               'CHEVY',
59                               'TOWEL',
60                               'ADDER');
61

```

```

61 callnames( country.USA, 'AWACS',
62            makeTable('Overlord',
63                      'Magic',
64                      'Wizard',
65                      'Focus',
66                      'Sentry',
67                      'Watch',
68                      'Darkstar'));
69

```

```

70 callnames( country.UK,      'AWACS',      makeTable('Solex', 'Image'));
71 callnames( country.FRANCE, 'AWACS',      makeTable('Cyrano', 'Roxanne' ));
72 callnames( country.USA,    'Tankers',     makeTable('Texaco', 'Arco', 'Shell', 'Backy', 'Gassr'));
73

```






























































VEHICLES

AWACS

TANKERS

Happy Modding!

New Call Sign List

 Ace.wav	 Air Force.wav	 American.wav	 Angel.wav	 Apache.wav
 Backy.wav	 Badger.wav	 Bandit.wav	 Bogey.wav	 Bull.wav
 Cannon.wav	 Chaos.wav	 Charger.wav	 Cheetah.wav	 Chicago.wav
 Chief.wav	 Chinook.wav	 Coast Guard.wav	 Cobra.wav	 Cocky.wav
 Commando.wav	 Cowboy.wav	 Crate.wav	 Dagger.wav	 Delta.wav
 Devil.wav	 Dracula.wav	 Eagle.wav	 Falcon.wav	 Fedex.wav
 Gash.wav	 Gassr.wav	 Ghost.wav	 Goose.wav	 Hammer.wav
 Hawk.wav	 Herc.wav	 Hornet.wav	 Iceman.wav	 Igor.wav
 Ivan.wav	 Jackal.wav	 Jammer.wav	 Janet.wav	 Jester.wav
 Jill.wav	 Jody.wav	 Jurassic.wav	 Justice.wav	 King.wav
 Kiowa.wav	 Lifter.wav	 Marine.wav	 Maverick.wav	 MiG.wav
 Mustang.wav	 Navy.wav	 Owl.wav	 Pedro.wav	 Phantom.wav
 Piedmont.wav	 Raleigh.wav	 Raven.wav	 Rawhide.wav	 Razor.wav
 Reach.wav	 Reaper.wav	 Reckless.wav	 Rescue.wav	 Rhino.wav
 Rodeo.wav	 Rolex.wav	 Rotor.wav	 Sentry.wav	 Skybird.wav
 Snake.wav	 Soda.wav	 Spark.wav	 Speed.wav	 Stallion.wav
 Stud.wav	 Tacamo.wav	 Taco.wav	 Talon.wav	 Tiger.wav
 Trump.wav	 Vampire.wav	 Viper.wav	 Watch.wav	 Wolf.wav