



# FSX Air Force - Meeting 1



## Meeting topics:

### - Introduction

- How successful we have been
- How much we have grown already - fastest growing FSX team so far according to research
- How we have incorporated advanced technology already
- Website looks - very innovative
- Cooperative team members - serious and devoted to their task
- Just a few problems and things we could do better

### - Squadrons and positions

- Flight test environments
- Passing test scores
- Factors depicting which job an enlisted member executes

### - FSX Air Force Handbook

- A PDF compilement of all rules, environments, and instructions

### - Communication

- Teamspeak 3 set-up
- Channel Commanders and Priority Speakers permissions and rules
- Website chatting (live hours)
- Personal Team emails (ex. Shark@FSXAirForce.com)
- Reviewing Air Force customs and courtesies (Sir, Ma'am)
- Enhancing FSX Air Force to be as close as possible to U.S.A.F.
- Copyrights (Stating FSX Air Force, not U.S.A.F.)
- E-mail signatures (Ex. AF Shark)

### - Teamspeak 3

- Hours during which members MUST be on (unless during emergencies and/or important, critical events)

### - Aircraft

- Depiction of main aircraft to be used
- Symbolic aircraft to the FSX Air Force (ex. F/A - 18)
- Aircraft to be used in each squadron
- Basic aircraft requirements (e.x. Not downloaded)

### - General/Other

- Commands, temporary acquisition, and taking over
- Promotions
- Patches to be used for each squadron - symbols
- Any other subjects to be discussed will be announced impromptu as long as they are appropriate

### - Conclusion

- As I said, as a team, we have grown to be very successful and will continue to grow
- Through Customs, courtesies, and organized set-ups, we are very cooperative team
- Any questions or comments?

