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## ***Military AI Works 148<sup>th</sup> FW Minnesota ANG Package***



**Version: 1**  
**For FS 2004 / FS9**  
**Project Manager: Mark Campbell**

This freeware AI package, produced by Mark Campbell in conjunction with [Military AI Works](#), contains all 21 F-16C Fighting Falcons belonging to the USAF 148<sup>th</sup> FW. The 148th Fighter Wing is a unit of the [Minnesota National Guard](#) based at [Duluth International Airport](#). It falls under 1st Air Force and Air Combat Command. The [179th Fighter Squadron](#), nicknamed the Bulldogs, is the flying component of the 148 FW and is equipped with the [F-16CJ Fighting Falcon](#). The package includes the HTAI F-16C Fighting Falcon, repaints by Mark Heimer and scenery for Duluth IAP placed using MAIW Scenery objects by Mark Campbell.

NOTE: During testing we found that elements of the old Plains State ANG Package by Dan Bourque, do conflict with the scenery of the standalone version of KDLH in this package. It is recommended if you are running the older Plains State ANG Package by Dan Bourque, you remove/replace the below files:

**Remove the below Folders & Files:**

Addon Scenery/scenery/ AF2\_KDLH\_DEFAULT\_DB.bgl  
Scenery/Namc/Scenery/ KDLHexcl.bgl  
Aircraft/AI F-16C ANG - Plains/texture.MN\_ANG\_157  
Aircraft/AI F-16C ANG - Plains/texture.MN\_ANG\_235

**Replace the below aircraft.cfg, with the one supplied in the optional files folder within this package:**

Aircraft/AI F-16C ANG - Plains/ Aircraft.cfg

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### 1. About MAIW

Military AI Works (MAIW) is a loosely affiliated, international group of flightsim enthusiasts who share the common goal of seeing realistic military AI traffic in MS Flightsim. Our goals:

- 1) Produce only high-quality, freeware packages and products
- 2) Create military AI traffic accurately within the bounds of MS Flightsim
- 3) Promote new freeware military AI models, scenery and products
- 4) Advance military AI modeling of countries around the globe
- 5) Respect the rights of designers and contributors

To learn more about MAIW or to become a contributor, visit our website at <http://www.militaryaiworks.com>.

### 2. Credits

#### AFCADs:

- Dan Bourque
- Mark Campbell
- Desmond Burrell

#### Models:

- Henry Tomkiewicz

#### FDE and Effects Design:

- Mike MacIntyre
- Edith Black
- Henry Tomkiewicz

#### Repaints:

- Mark Heimer

#### Voicepacks:

- Dan Bourque
- Desmond Burrell

#### Flightplans:

- Mark Campbell

#### Custom Scenery:

- Edith Black
- John Stinstrom

- BadpvtDan
- Mark Campbell

Serial Research:

- Mark Heimer
- Marco Kostermann



### 3. Units Included in this Package



148<sup>th</sup> FW , 179<sup>th</sup> FS “Bulldogs” Minnesota ANG



Callsign “Laker”  
Based at Duluth IAP KDLH  
Aircraft Lockheed F-16 C/D



## 4. Installation

### Step 1) Install this package

1a) Install the package in accordance with the on-screen prompts

### Step 2) Remove duplicate AFCAD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCAD's for the following airports (e.g. "AF2\_XXXX.bgl," "AF2\_XXXX\_DEFAULT\_XX.bgl" or "PAI\_AF2\_XXXX\_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

**KDLH**

NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly detailed. If you are using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the add-on scenery, but instead remove the MAIW AFCAD file (e.g. MAIW\_XXXX\_DEFAULT.bgl) after installation.

### Step 3) Install callsign voicepacks

3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

3b) Run EditVoicepack and import all vcpmo files included in with this installation

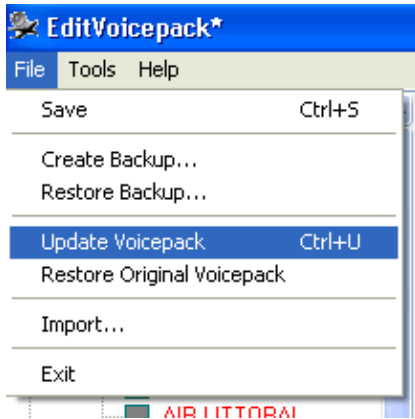
3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/148<sup>th</sup> FW Minnesota ANG/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

[2MSN](#), [3MSN](#), [4MSN](#), [Laker](#)

3f) Update the Voicepack for FS9 by choosing "Update Voicepack" from the "File" menu--ensure the "Custom/Callsigns" box is checked in the left hand window. (note: the update may take a few minutes—do not attempt to start FS9 until the update is complete. Look for "Ready" in the lower left corner)



3g) When ready press save to keep the modifications

#### Step 4) Activate MAIW Scenery

Included in this package is the custom scenery for Duluth IAP KDLH, the scenery is made from library stock objects and is not meant to be an accurate representation of Duluth IAP. This scenery will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Minnesota ANG KDLH" and "MAIW Scenery Library Objects" have already been installed into the "Addon Scenery" folder of your FS directory. In order to activate this scenery you must start FS9, go to Settings and find the Scenery Library.

2) Click on "ADD AREA" and navigate to the "MAIW Minnesota ANG KDLH.", "MAIW Scenery Library Objects" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". **\*\*\*Note it is important that you place the "MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move Down button. Ideally they should be lower than any other scenery you may have added and just above the default FS9 scenery libraries. This will assure that you do not have any missing scenery.**

3) Shut down FS and then when you restart the scenery will be installed and ready to use.

***That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9***



## 5. Troubleshooting

**Problems addressed:**

[“I’ve installed the package, but there are no Military AI aircraft at the airports”](#)  
[“When I go to an airport, there are AI planes parked on top of one another”](#)  
[“I can’t find the aircraft in the aircraft selection menu”](#)  
[“When the Military AI planes talk to ATC, they use only numbers, not callsigns”](#)  
[“I’m following the Military AI aircraft, and they won’t come back for touch-and-gos”](#)

**Problem: “I’ve installed the package, but there are no Military AI aircraft at the airports”**

Potential issue: FS9 AI traffic density set too low

Fix action: In FS9, set the AI traffic density slider to at least 10%.

**Problem: “When I go to an airport, there are AI planes parked on top of one another”**

Potential issue: Multiple AFCADs active for the same airport

Fix action: Using Windows Explorer, open the folder “Flight Simulator 9/Addon scenery/scenery.” Look for duplicate entries for the following airport identifier:

**KDLH**

Files may be named in several ways. The most common are “AF2\_KXXX.bgl,” “AF2\_KXXX\_DEFAULT\_XX.bgl” and “PAI\_AF2\_DEFAULT.bgl.” Keep the file names starting with MAIW and remove all others with duplicate airport identifiers.

**Problem: “I can’t find the aircraft in the aircraft selection menu”**

Issue: These are AI aircraft and have been programmed to not show up in the flyable aircraft selection menu

Fix action: If you simply must select these aircraft, use an editing program such as AirEd and change the Aircraft type from “2” to “0”

**Problem: “When the Military AI planes talk to ATC, they use only numbers, not callsigns”**

Potential issue: Callsign Voicepacks were not installed correctly

Fix action: Run the EditVoicepack software. Look for the following callsigns in the “custom modifications/callsigns” section of the program:

**LAKER**

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-

“Flight Simulator 9/Military AI Works/USA/USAF/148<sup>th</sup> FW Minnesota ANG/Voicepack Callsigns”

Once this is complete, or if all callsigns are present, ensure the “Custom/Callsigns” box is checked in the left hand window and choose “File/Update Voicepack” to install them into FS9 (this may take a few minutes, do not open FS9 until the lower left of the EditVoicepack screen says “Ready.”)

**Problem: “I’m following the Military AI aircraft, and they won’t come back for touch-and-gos”**

Potential issue: You’re following your AI aircraft

Fix action: Stop following your AI aircraft. For some reason, a watched AI aircraft does not always behave the way it is programmed to. If you wait for the aircraft at the airport, it will arrive on schedule



## 6. Notes and Resources

This package was built by the [Military AI Works](#) online community. If you are interested in making Military AI traffic more realistic, visit this site!

Flightplans:

The Flightplans are fictional, but have been researched via Internet and message forums. We have tried to make the plans as “realistic” as possible and have had to use our own judgment. Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

All flightplans were created using [RPP FPGen](#).

Flightplans were installed using Lee Swordy’s [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are actual callsigns used by these units, based on information obtained in manuals and on internet.

All callsigns were created using the ingenious [EditVoicepack](#) freeware. This program is extremely simple and fun to use—if you need a new AI callsign, give it a try!

AFCADs:

All AFCADs were created using Lee Swordy’s [AFCAD v2.21](#) and Scruffy Ducks Airport Design Editor 9x [ADE9x](#). These has got to be some of the finest freeware programs ever created.

**\*\*\* Important\*\*\* It is highly recommend you do not open the file MAIW\_ADE9\_KDLH\_CUSTOM.BGL, for editing with any application other than**



**ADE9. All scenery placement and excludes will be lost if the file is not opened with ADE9.**



## 7. Permissions and Disclaimers

### Adverse Effects:

The contents of this package should not adversely affect your FS9 or computer operation if installed according to the instructions. The authors make no guarantee and bear no responsibility for adverse operation or lost/overwritten files on your computer.

### Use of Contents:

THESE FILES MAY ONLY BE UPLOADED TO AVSIM or FLIGHTSIM.COM BY THE AUTHOR(S)

THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE AUTHOR'S WRITTEN PERMISSION. THESE MODELS, REPAINTS AND FLIGHTPLANS ARE FREWARE AND MAY NOT BE SOLD, OR PUT ON ANY SITE THAT CHARGES FOR DOWNLOADING FREE FILES. THE FILES FOUND IN THIS ARCHIVE MAY NOT BE DISTRIBUTED ON CD OR ANY MEDIUM FOR ANY KIND OF FEE, INCLUDING THE COST OF PRODUCTION, MATERIALS OR POSTAGE. THE MODELS, REPAINTS AND FLIGHTPLANS OWNERSHIP REMAIN WITH THE AUTHORS AS MENTIONED IN THE PACKAGE

Upload to FSPLANET.com will never be allowed by Military AI Works.

Any questions, suggestions and feedback on the contents may be directed to the forums at [www.militaryaiworks.com](http://www.militaryaiworks.com).

### Sources:

All information used to create this package was obtained via online, open-source research. All flight plans and schedules, while reasonable for military units, are fictional.

Thanks to everyone who made this possible.

Hello Jackie

