NOTE: If you receive a security warning, the "active content" used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click "allow blocked content."

Military AI Works 65th Aggressor Squadron Update Package

Version: 1
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by [Military AI Works](#), updates the aircraft of the 65th Aggressor Squadron of the 57th Adversary Tactics Group which is attached to the 57th Wing stationed at Nellis AFB and operates F-15C and F-15D aircraft in the aggressor role. This update introduces Kevin Reeds **brand-new** aggressor models of the F-15C and D as well as new flightplans and an updated AFCAD for the MAIW Nellis AFB scenery.

NOTES: This package is a unit update for the [MAIW Nellis AFB](#) package and requires installation of the Nellis AFB package BEFORE installation of this update package. Please be sure that you follow all of the instructions included in the MAIW Nellis AFB package to ensure that package and this package properly function.

An updated version of the traffic .bgl file from the Nellis AFB package has been included with this package; this simply removes the older NBAI F-15C/D models from the traffic file and segregates the 65th AGS flightplans into their own .bgl file with the new KRAI models.

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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 <u>only</u> 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

AFD's:
- MAIW Development Team

Models:
- Kevin Reed

Flight Dynamics Design:
- Michael MacIntyre

Effects:
- Steve Holland
- Nick Needham
- Michael MacIntyre
- Henry Tomkiewicz

Repaints:
- Mark Heimer

Voicepacks:
- Stewart Pearson
- Desmond Burrell

Flightplans:
- Desmond Burrell

3. Units Included in this Package

65th Aggressor Squadron/57th Adversary Tactics Group

Callsigns: Flanker
F-15C/D Eagle

4. Installation

Step 1) Install this package

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

Step 2) Remove duplicate AFD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any <u>previously</u> installed AFD's for the following airports (e.g. "AF2_XXXX.bgl," "AF2_XXXX_DEFAULT_XX.bgl"

or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFDS BEGINNING WITH "MAIW" as they were installed with step 1:

KLSV

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 AFDs 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 AFD for the add-on scenery, but instead remove the MAIW AFD 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](#).

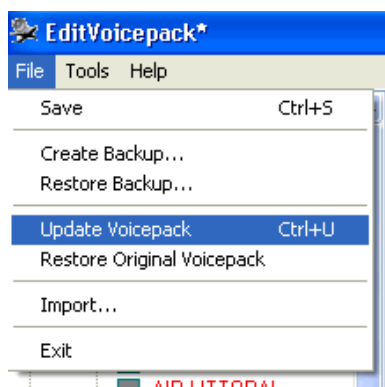**3b)** Run EditVoicepack and import all vcpmod files included in with this installation

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

3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/65th Aggressor Sq Update/Voicepack Callsigns"

3e) Click "open" for each file

1LSV, 2LSV, 3LSV, 4LSV, 5LSV, FLANKER, HIF5, 6HIF

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 Nellis AFD Scenery

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 40%

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

Potential issue: Multiple AFDs active for the same airport
Fix action: Using Windows Explorer, open the folder "Flight Simulator 9/Addon scenery/MAIW Nellis AFB (KLSV)/scenery" Look for duplicate entries for the following airport identifier:

KLSV

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

<u>Fix action</u>: 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"

<u>Potential issue</u>: Callsign Voicepacks were not installed correctly
<u>Fix action</u>: Run the EditVoicepack software. Look for the following callsigns in the "custom modifications/callsigns" section of the program:

FLANKER

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
""Flight Simulator 9/Military AI Works/USA/USAF/65th Aggressor Sq Update/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"

<u>Potential issue</u>: You're following your AI aircraft
<u>Fix action</u>: 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 <u>Military AI Works</u> online community. If you are interested in making Military AI traffic more realistic, visit this site!

<u>Flight plans</u>:
The Flight plans 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 AFD for the aircraft to show up there, AFDs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

Flight plans were installed using Lee Swordy's <u>TrafficTools</u> freeware traffic compiler.

<u>Callsigns</u>:

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

AFDs:
All airfield files were created using Lee Swordy's AFCAD v2.21. This has got to be one of the finest freeware programs ever created. Want to add some AI parking to your local airport? AFCAD makes it fun!

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 FREEWARE 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

Any questions, suggestions and feedback on the contents may be directed to the forums at 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