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Military AI Works AMI 46th Brigata Aerea Package



Version: 1.0
For FS 2004 / FS9
Project Manager: Giacomo Gramazio

This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com) contains everything needed to activate AMI's 46th Brigata Aerea in FS2004.

The 46th Brigata Aerea “Silvio Angelucci” is the only squadron committed to air transport within the Italian Air Force, and one of the most prestigious. Founded on 15 february 1940 as a bombing squadron, the 46th Brigata Aerea became a transport squadron only in 1949, when it received its first C-119s. These were replaced between 1972 and 1978 with C-130s and G.222s, which widely increased Italy’s military transport potential and allowed the armed forces to take part in operations in remote theaters such Afghanistan, Middle East, East Timor and Somalia. Nowadays, the 46th Brigata Aerea is equipped with C-27 Spartans and the most recent versions of the C-130, and hosts a crew training facility as well as maintenance facilities at Pisa-San Giusto (LIRP). The squadron is divided into three operational groups. All of these units are included in this package, which contains repaints, AFCADs, flight plans and custom call signs for each depicted unit. As a bonus, two further C-27s based in Italy are included.

Table of Contents

1. [About MAIW](#)
2. [Credits](#)
3. [Units Included in This Package](#)
4. [Installation](#)
5. [Troubleshooting](#)
6. [Notes and Resources](#)
7. [Permissions and Disclaimers](#)

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:

- Miljan Korac, Giacomo Gramazio, Stewart Pearson, Giorgio Perotti

Scenery objects:

- Edith Black, John Stinstrom

Models:

- Miljan Korac (C-27), Henry Tomkiewicz (C-130)

FDE and Effects Design:

- Michael McIntyre (C-27), Henry Tomkiewicz (C-130), John Stinstrom (apron lights)

Repaints:

- Michael Pearson (C-27), Graham King (C-130)

Voicepacks:

- Stewart Pearson

Flightplans and waypoints:

- Giacomo Gramazio



3. Units Included in this Package



46th Brigata Aerea
2° Gruppo
Callsign "Lyra"
Lockheed C-130J
Pisa-San Giusto (LIRP), Tuscany, Italy



46th Brigata Aerea
50° Gruppo
Callsign "Vega"
Lockheed C-130J-30, Lockheed KC-130J
Pisa-San Giusto (LIRP), Tuscany, Italy



46th Brigata Aerea
98° Gruppo
Callsign "Lupo" (Wolf)
Alenia C-27J Spartan
Pisa-San Giusto (LIRP), Tuscany, Italy



Reparto Sperimentale Volo
311° Gruppo
Callsign "Spera"
Alenia C-27J Spartan
Pratica di Mare (LIRE), Rome, Italy



Alenia Aeronautica
Callsign "Alenia"
Alenia C-27J Spartan
Turin-Caselle (LIMF), Italy



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:

LIRP
1IRP
2IRP
3IRP

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.

NOTE: Pisa-San Giusto is also a very busy civilian airport. At the time of release, several airlines and cargo flights fly to/from this airport. If you are using civilian traffic, in order to see the aircrafts using the right parking make sure the **atc_parking_codes** strings in the [fltsim.x] entries of your aircraft.cfg files have the right ICAO code (you can enter more codes) for any of the airlines indicated in the following grid (i.e. **atc_parking_codes=AZA**).

Airline	ICAO Code	Aircraft Type
Air France & Regional partners (Brit Air)	AFR, AFRX, BZH	CRJ, A32S, ERJ
Alitalia & Regional partners	AZA, AZAX	ATR, A32S, ERJ
Belle Air & Belle Air Europe	LBY, BAL	ATR, A32S
British Airways	BAW	A32S, 737
Delta Airlines	DAL	767
DHL (Cargo)	DHL	757
easyJet	EZY	A32S
FedEx/Air Contractors (Cargo)	ABR, FDX	ATR
Germanwings	GWI	A32S
Iberia & Regional partners (Air Nostrum)	IBE, IBEX, ANS	CRJ
Jet2	EXS	737, 757
Lufthansa & Regional partners (Air Dolomiti)	DLA, DLH, DLHX	A32S, ERJ, CRJ
Norwegian Air Shuttle	NAX	737
Ryanair	RYR	737
Swiss International Airlines	SWR	BAE
TNT (Cargo)	TAY	BAE
Transavia	TRA	737
UPS (Cargo)	UPS	757, 767
Vueling	VLG	A32S
Wizz Air	WZZ	A32S

Always referring to the aircraft.cfg files, the **atc_parking types** string must be **atc_parking_codes=GATE** for the airlines
atc_parking_codes=CARGO for DHL, TNT, UPS, FedEx and Air Contractors

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

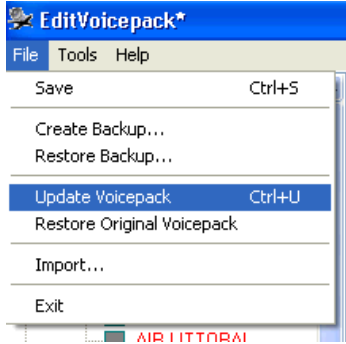
3d) Find the folder "Flight Simulator 9\Military AI Works\Italy\46ª Brigata Aerea\Voicepack Callsigns

3e) Click "open" for each file

LYRA.vcpmod
 VEGA.vcpmod
 LUPO.vcpmod
 SPERA.vcpmod
 ALENIA.vcpmod
 1IRP.vcpmod

2IRP.vcpmod
3IRP.vcpmod

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 custom scenery for Pisa-San Giusto (LIRP). This scenery will be automatically placed into the correct directory for installation when you install this package. The scenery has been made using exclusively MAIW libraries, further updates with custom objects may follow in the future.

NOTE: this scenery has been made with ADE9X using MAIW library objects. No custom objects have been made. An updated package with custom scenery objects might be released in the future.

- 1) The folders “MAIW Italian Bases”, “MAIW Scenery Library Objects” and “MAIW Land Class” 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 Italian Bases”, “MAIW Scenery Library Objects” and “MAIW Land Class” folders which should be, by default after installation, located in “Flight Simulator 9\Addon Scenery”.

NOTE: it is important that you place the “MAIW Land Class” folder and “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. The “MAIW Land Class” folder should be below the “MAIW Scenery Library Objects” folder. This will assure that you do not have any missing scenery or land class.

- 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 30%. ←Adjust according to needed percentage for your package

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:

LIRP

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:

LYRA
VEGA
LUPO
SPERA
ALENIA
1IRP
2IRP
3IRP

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-
"Flight Simulator 9/Military AI Works/Italy/46^a Brigata Aerea/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 Notepad and Rysiek Winawer's excellent [RPP FPGen Flightplans Generator v1.0](#)

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 AF2 files were created using Lee Swordy's [AFCAD v2.21](#). This has got to be one of the finest freeware programs ever created. All ADE9 files in this package were created using Airport Design Editor 9x [ADE9x](#).

IMPORTANT NOTE: please only open ADE9 formatted AFD with Airport Design Editor. Opening the ADE9 formatted AFD with any other AFD program will lose important and needed data.



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)

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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.

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.

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