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## ***Military AI Works Belgian Alpha Jets Package***



**Version: 1.0.0**  
**For FS 2004 / FS9**  
**Project Manager: Greg Loones**

This freeware AI package, produced by Greg Loones in conjunction with [Military AI Works](#) contains everything needed to activate the Dassault/Dornier Alpha Jets of the Belgian Air Component (former Belgian Air Force) in FS2004. It introduces the brand new Alpha Jet model by Pascal Suls with a custom FDE by Mike MacIntyre. You will also find, repaints, flightplans, custom call signs, AFD's and scenery.

The Alpha Jet is the primary trainer in the Belgian Air Component for Advanced Flying Training and Initial Operational Training. In 2005, all 29 Belgian Alpha Jets moved from their home at Beauvechain Air Base to the new “Advanced Jet Training School” (AJeTS) at Cazaux, France. There, the modernised Belgian Alpha Jet 1B+ is used in a Belgo-French training programme to learn basic fighter skills to future Belgian F-16 and French fighter pilots.

Although permanently based in France, the Alpha Jets can still be seen in Belgium now and then when they fly back to Beauvechain for D-Level maintenance and Functional Check Flights.

This package contains semi-custom scenery for Beauvechain thanks to many custom objects by John Burtenshaw, as well as generic scenery for Cazaux using our MAIW Scenery Libraries.

**\*\*\*Please pay close attention to the installation instructions below, as it contains some important information!\*\*\***

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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

### AFD's

- Greg Loones
- Gary Barker (Captieux Fire Range)

### Model:

- Pascal Suls

### FDE Design and Aircraft Effects::

- Mike MacIntyre
- Henry Tomkiewicz

### Repaints:

- Mark Walsh

### Flightplans

- Greg Loones

### Voicepacks

- Greg Loones

### Custom Scenery:

- John Burtenshaw (Belgian Air Force objects and French Renault Trucks)
- John Stinstrom (MAIW Scenery Libraries)
- Edith Black (MAIW Scenery Libraries)
- Anthony Lynch (Cars Library)
- GianP (Trees Library)

### Scenery Effects:

- John Stinstrom
- Mark Griggs



### 3. Units Included in this Package



ETO 02.008 "Nice"  
BA120 Cazaux  
Alpha Jet 1B+

Former 11 Squadron, Belgian Air Force



### 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 previously 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 AFD'S BEGINNING WITH "MAIW" as they were installed with step 1:

EBBE

LFBC

1FBC (Calamar Range Waypoint)

CUX1 (Captieux Range Waypoint)

CUX2 (Captieux Range Waypoint)

ECH1 (Waypoint)

ECH2 (Waypoint)

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 AFD's included in this package are thoroughly researched and highly detailed

**\*\*\*Important remark\*\*\***

**if you have the MAIW “French Mirage 2000 Part 7” package installed, you have to remove the following files from the folder: “Flight Simulator 9/Addon scenery/ MAIW French AB Scenery/Scenery”, or the scenery for Cazaux won’t show correctly.**

**MAIW\_AFX\_LFBC.bgl  
MAIW\_Cazaux Scenery.bgl  
MAIX\_LFBC\_EXC.bgl**

**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

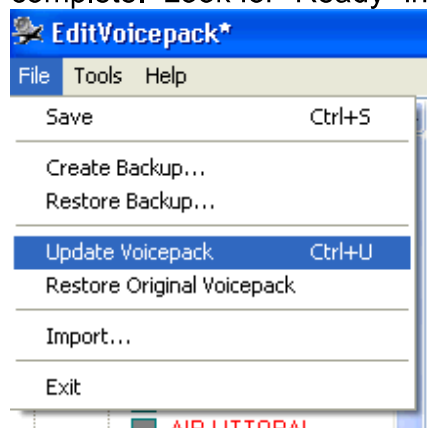
**3c)** Choose “Import” from the “File” menu

**3d)** Find the folder “Flight Simulator 9\Military AI Works\Belgium\Alpha Jets\Voicepack Callsigns”

**3e)** Select all files with Ctrl+A and click “open”

**1FBC, BAT, ECH1, ECH2, ROBIN**

**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 semi-custom freeware scenery for Beauvechain and Cazaux. This scenery will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Belgium Scenery", "MAIW French AB Scenery", "MAIW Captieux Bombing Range Scenery" 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 folders mentioned in (1) 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 30%.

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

Potential issue: Multiple AFD’s 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:

EBBE  
LFBC

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:

1FBC, BAT, ECH1, ECH2, ROBIN

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder: “Flight Simulator 9\Military AI Works\Belgium\Alpha Jets\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 based on real world training operations. Aircraft in this package fly to bases that may need you to download a separate AFD for the aircraft to show up there, AFD's may be found at Avsim.com or Flightsim.com.

All flight levels are as close as possible to the levels used in real life, respecting the semi-circular rule and guidelines for CAM (Circulation aéronautique militaire) flights over France.

All flightplans were created manually using Notepad.  
Flightplans were installed using Lee Swordy's [TrafficTools](#) freeware traffic compiler.

### Callsigns:

The callsigns used in this package are the actual callsigns used by this unit.

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!

### AFD's:

The AFD files were created using ScruffyDuck's [ADE9](#).

**\*\*\* Important\*\*\* It is highly recommend you do not open any files marked with "ADE" for editing with any application other than ADE9. You may and probably will lose some elements included in the AFD file!**



## 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

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 unclassified sources. All flight plans and schedules, while based on the real world training operations of this unit, are fictional.

Thanks to everyone who made this possible.

Hello Jackie

