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Chilean Air Force (FACH) Tankers and Transports AI Package



Version: 1.0
For FS 2004 / FS9

This freeware AI package produced by [Military AI Works](#) adds the three recently acquired KC-135E aircraft of the Chilean Air Force (FACH) as well as their C-130B aircraft to your FS9 skies. The three Stratotanker aircraft were recently purchased by Chile in an effort to modernize the air forces and complement its more modern fighters like the F-16. All of the aircraft in this package are based at Comodoro Arturo Merino Benítez International Airport (*Aeropuerto Internacional Comodoro Arturo Merino Benítez*), also known as Santiago International Airport located in [Pudahuel](#)

, 15 km (9.3 mi) north-west of downtown [Santiago](#). The three KC-135E aircraft were purchased second-hand from the USAF's long term storage and aircraft regeneration facility (AMARG) located in Tuscon, Arizona and brought back to flight status by the Boeing

Aircraft Company. The FACH aircrews and maintainers were trained in the United States and the aircraft were then turned over to Chile which has put them to good use as cargo and gas haulers. This package is the first release of the MGAI KC-135E model which is based off of the original MAIW KC-135R AI model and shares the same animations and features as its newer cousin.

The Henry Tomkiewicz C-130 AI models round out the included military aircraft in this package. These three Hercules AI aircraft were originally released in 2007 as part of the "MAIW Exotic Alberts" package. **If you have previously installed the "Exotic Alberts Chile" package, you should remove all contents from that package prior to installing this package. We have updated the textures for these C-130B aircraft as well as made some other minor changes to them which reflect the changes that have occurred since 2007.**

In addition we have provided a basic scenery set to populate the military portion of the airfield and allow for parking for these three aircraft. The scenery is designed only to work with the default SCEL scenery

SPECIAL THANKS: A very special thanks goes out to Ray Smith for allowing us to use his FSX AFD file for Santiago, Chile (SCEL) which has been converted for use in FS9 with his permission. His FSX AFD file for the default FSX SCEL airport can be downloaded from AVSIM.com.



Table of Contents

(use hyperlinks to navigate)

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://militaryaiworks.com>.

2. Credits

AFDs:

- Ray Smith (Designed for FSX and modified for FS9 with permission)

- Mark Campbell

Models:

- Edith Black
- Henry Tomkiewicz

Repaints:

- Mark Walsh
- Graham King

Flight Dynamics Design:

- Mike MacIntyre
- Henry Tomkiewicz

Effects:

- Mark Griggs
- Edith Black
- Henry Tomkiewicz
- Nick Needham

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond Burrell
- Barry Taylor

Scenery Libraries and placement:

- John Stinstrom
- Mark Campbell



3. Units included in this package



II Aviation Brigade, 10th Aviation Group, KC-135E, C-130B



4. Installation

Step 1) Install this package

1) 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 AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

SCEL

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 AFCAD 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 vcplib files included in with this installation

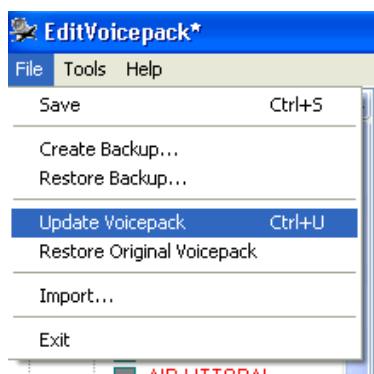
3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/Chile/Fuerza Aérea de Chile/Chilean KC-135s/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

CHILEAN AIR FORCE

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) Install Custom Scenery

Included in this package is a basic scenery set for the military portion of SCEL. These files will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Santiago (SCEL)" 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 Santiago (SCEL)" and "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 it should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.**

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 AFDs 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:

SCEL

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:

CHILEAN AIR FORCE

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-
“Flight Simulator 9/Military AI Works/Chile/Fuerza Aérea de Chile/Chilean KC-135s/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

All flightplans were created using Notepad.

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!

AFDs:

All AFD files were created with Airport Design Editor (ADE9). Opening the SCEL AFD file with any other program will cause adverse affects to the supplied scenery for SCEL.



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

Sources:

All information used to create this package was obtained via online, open-source research and first hand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

