Military AI Works European F-16's Series
Chapter 1 – Belgian Air Force
Part A – Kleine Brogel (EBBL)

Version: 1.0
For FS 2004 / FS9
Project Manager: Nick Black

This freeware AI package, produced by Military AI Works, is the first in a series of MAIW packages bringing to life the Lockheed Martin F-16 Fighting Falcon in service with the various air forces and air arms of the European countries it has been exported to. Chapter 1 depicts the Belgian Air Component's SABCA/Lockheed Martin F-16s, and part 1 of this

package gives you the F-16s based at Kleine Brogel (EBBL) airbase in northern Belgium, not far from the border with the Netherlands. The F-16s of the Belgian Air Component were built under license in Belgium by SABCA in the late 1970s with delivery commencing in 1979. Since then they have been the frontline air defense fighter for the Belgium Air Component (formerly the Belgian Air Force) for over 30 years. The Belgian Air Component's F-16s have a history of carrying some fantastic paint schemes and you will see excellent examples of those in this package. Included in the package are a total of 34 flightplans and repaints of F-16AM (single seater) and BM (twin seater) aircraft models and detailed scenery for Kleine Brogel.

Look out for Part 2 of this mini-series, coming soon from Military AI Works, featuring the Belgian F-16s of Florennes, again including stunning scenery by John Stinstrom.

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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:
- Tony Dalton, John Stinstrom, Gary Barker and Nick Black

Models:
- F-16C/D by Henry Tomkiewicz

FDE and Effects Design:
- Henry Tomkiewicz

Repaints:
- Mark Heimer

Voicepacks:
- Stewart Pearson

Flightplans:
- Giacomo Gramazio

Custom Scenery:
- John Stinstrom

3. Units Included in this Package

10 Tactical Wing – Belgium Air Component – Kleine Brogel (EBBL)

31st "Tiger" Squadron

349th Squadron

OCU

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:

EBBL
VLIE
BEL1
BEL2
BEL3
BEL4
BEL5
BEL6
BEL7

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 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/Belgian Air Component/Kleine Brogel (EBBL)/Callsign Voicepacks"

3e) Click "open" for each file

TIGER
MACE
BASIC
BELGIAN 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)
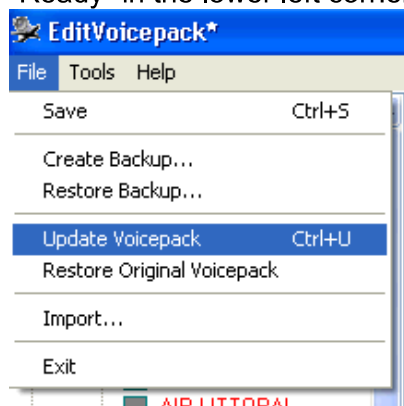
3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery

Included in this package is the excellent freeware scenery for Kleine Brogel. This scenery will be automatically placed into the correct directory for installation when you install this package.
1) The folders "MAIW Belgian Airbases" 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 Belgian Airbases", "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 <u>as far down your addon scenery list as possible</u> 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.

BONUS FILES

Optional Splash Screen for FS2004

Installed in this package is an optional splash screen for your pleasure, in order to install this splash screen please follow the instructions:

The automatic installation of this package has placed a file called "dlgsplash_kleine.bmp in your folder "Flight Simulator 9\Uires" Go to this folder and find this file. Also find a file called "dlgsplash.bmp". This is the current default splash screen for FS. Rename it to "original_dlgsplash.bmp" and then select the file "dlgsplash_kleine.bmp". Rename the selected file to "dlgsplash.bmp". And that's it; you now have a new Splash screen for FS. The old original splash screen is still there, and if you want to revert to it at any time, simply rename the file you currently have as "dlgsplash.bmp" to another name, and rename your file "original_dlgsplash.bmp" back to "dlgsplash.bmp".

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

<u>**Problems addressed:**</u>
"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 1%.

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:

EBBL
VLIE
BEL1
BEL2
BEL3
BEL4
BEL5
BEL6
BEL7

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:

TIGER
MACE
BASIC
BELGIAN AIR FORCE

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

"Flight Simulator 9/Military AI Works/Belgium/Belgian Air Component/Kleine Brogel (EBBL)/Callsign Voicepacks"

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.
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 or Flight1 Software's AFX.
WARNING Opening AFX files (.bgl files containing the letters AFX in the title) with any other program such as AFCAD can alter the way they perform even if you do not save them.

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. All flight plans and schedules, while reasonable for military units, are fictional.

Thanks to everyone who made this possible.
Hello Jackie