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Military AI Works Great Lakes ANG Part 1 Complete AI Package



Version: 2.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com), depicts several Air National Guard and Air Force Reserve units in the states of Indiana, Iowa, Illinois, Wisconsin, and Michigan to further populate your FS2004 skies. Included in this package are models, updated aircraft textures, unique callsign voicepacks for each squadron, and AFCADs for each squadron's home base.

NOTE: This version is a complete revamp of the previous GLANG 1 ANG package. Be sure to remove ALL components of the previous package before installing this package, this is VERY important! Also be sure to make sure your

using the latest update of Editvoicepack as some of the needed callsigns for this package are contained in the latest updates.

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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

AFDs:

- Desmond Burrell
- Dan Bourque
- Edith Black

Models:

- AI Aardvark
- Henry Tomkiewicz
- MAIW

- Craig Ritchie
- Rysiek Winawer
- Edith Black

Flight Dynamics Design

- Michael MacIntyre
- Henry Tomkiewicz
- Al Aardvark

Repaints:

- Mark Walsh
- Mark Heimer
- Graham King

Voicepacks:

- Desmond Burrell
- Dan Bourque
- Stewart Pearson

Flightplans:

- Desmond Burrell



3. Units Included in this Package

72nd Air Refueling Squadron /434th Air Refueling Wing

Callsign: Mash

Aircraft: KC-135R

Base: Grissom ARB (KGUS)



74th Air Refueling Squadron/ 434th Air Refueling Wing

Callsign: Indy

Aircraft: KC-135R

Base: Grissom ARB (KGUS)



163rd Fighter Squadron/122nd Fighter Wing

Callsign: Sniper

Aircraft: A-10C

Base: Fort Wayne IAP (KFWA)



73rd Airlift Squadron/932nd Airlift Wing

Callsign: Avalon

Aircraft: C-40C

Base: Scott AFB (KBLV)



108th Air Refueling Squadron/126th Air Refueling Wing

Callsign: Coder

Aircraft: KC-135R

Base: Scott AFB (KBLV)



458th Airlift Squadron/375th Airlift Wing

Callsign: Josa

Aircraft: C-21A

Base: Scott AFB (KBLV)



169th Airlift Squadron/182nd Airlift Wing

Callsign: Torch

Aircraft: C-130H

Base: Peoria IAP (KPIA)



171st Air Refueling Squadron/127th Wing

Callsign: Motown

Aircraft: KC-135R

Base: Selfridge ANGB (KMTC)





107th Fighter Squadron/127th Wing

Callsign: Demon

Aircraft: A-10C

Base: Selfridge ANGB (KMTC)

Det.1 Bravo Co./3.328th Aviation Regiment (Michigan NG)

Callsign: Guard Copter

Aircraft: CH-47D

Base: Selfridge ANGB (KMTC)



172nd Airlift Squadron/110th Airlift Wing

Callsign: Dorsal

Aircraft: C-21A

Base: W.K. Kellogg AP (KBTL)



124th Fighter Squadron/132nd Fighter Wing

Callsign: Hawkeye

Aircraft: F-16C/D

Base: Des Moines IAP (KDSM)



174th Air Refueling Squadron/185th Air Refueling Wing

Callsign: Bat

Aircraft: KC-135R

Base: Sioux Gateway IAP (KSUX)



176th Fighter Squadron/115th Fighter Wing

Callsign: Badger

Aircraft: F-16C/D, RC-26

Base: Dane County RAP (KMSN)



126th Air Refueling Squadron/128th Air Refueling Wing

Callsign: Upset

Aircraft: KC-135R

Base: General Mitchell IAP (KMKE)



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

KBLV
KBTL
KDSM
KFWA
KGUS
KMSN
KMTC
KPIA
KSUX

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/USAFGreat Lakes ANG Part 1 V2/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1BTL, 1DSM, 1FWA, 1MSN, 1MTC, 1SPI, 2DSM, 2FWA, 2MSN, 2MTC, 3DSM, 3FWA, 3MSN, 4MSN, 4VPS, AVALON, BADGER, DEMON, DORSAL, GRAYLING RANGE, GUARD COPTER, JOSA, MASH

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

There is no custom scenery included in this package but if you have Matt Magner's freeware sceneries of [W.K. Kellogg Airport](#) or [Selfridge ANGB](#) optional AFCADs have been included for those sceneries. If you have Steve Gonwa's freeware scenery of [General Mitchell International Airport](#), an optional AFCAD for that scenery has been included as well. These optional AFCADs can be found in the "Military AI Works/USA/USAF Great Lakes ANG Part 1 V2/ Optional Files" folder.

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 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:

KBLV
KBTL
KDSM
KFWA
KGUS
KMSN
KMTC
KPIA
KSUX

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:

AVALON
BADGER
DEMON
DORSAL
JOSA

MASH

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-
““Flight Simulator 9/“Military AI Works/USA/USAF/Great Lakes ANG Part 1 V2/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 [RPP_FPGen](#).

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 AF2 files were created using Lee Swordy’s [AFCAD v2.21](#).

All AFX files were created using the payware Flight 1 [Airport Facilitator X](#).

Warning do not open the AFX files using AFCAD v2.21, you may lose data. Only use Airport Facilitator to open AFX files.



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

