NOTE: If you receive a security warning, the "active content" used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click "allow blocked content."

Military AI Works Whiting Field North Version 2

Version: 1.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by Desmond Burrell in conjunction with Military AI Works updates NAS Whiting Field North with their newly arrived T-6B training aircraft. As the USN and USMC continue to phase out the venerable T-34C, the T-6B Texan II is taking over the role as primary trainer. Three squadrons (VT-2, VT-3 and VT-6) operate the T-6B at NAS Whiting North. All of these units are depicted in this package as well as the small flight detachment based at NAS Oceana which gives orientation flights to US Naval Academy Midshipmen.

NOTE: This package is a complete replacement of the initial version of the MAIW Whiting Field North package which depicted the T-34C operations that have now ceased. Remove ALL parts of that package before attempting to use this new package.

Table of Contents
(use hyperlinks to navigate)

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
- Desmond Burrell
- John Stinstrom
- Les Heinke

Models:
- Mark Griggs
- Kevin Reed

FDE/Effects:
- John Stinstrom
- Mike MacIntyre
- Henry Tomkiewicz

Repaints:
- Lewis Magruder

Flightplans
- Desmond Burrell

Voicepacks
- Stewart Pearson

- Desmond Burrell

Custom Scenery:
- John Stinstrom
- Don Grovestine
- Marcel Ritzema

3. Units Included in this Package

VT-2
Aircraft : T-6B
Callsign : Blackbird, Philander

VT-3
Aircraft : T-6B
Callsign : Red Knight

VT-6
Aircraft : T-6B
Callsign : Shooter

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 <u>previously</u> 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:

KNSE
KNTU

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

Step 3) Install callsign voicepacks

3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by <u>clicking here</u>.

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\USN\NAS Whiting North v2\Voicepack Callsigns"

3e) Select all files with Ctrl+A and click "open"

1NSE, 1VPS, 2VPS, 3VPS, T6A, BLACKBIRD, PHILANDER, RED KNIGHT, SHOOTER

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 NAS Oceana by John Stinstrom. This scenery will be automatically placed into the correct directory for installation when you install this package.
1) The folders "MAIW NAS Oceana (KNTU)", "MAIW Land Class" 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 NAS Oceana (KNTU)", "MAIW Land Class" 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 "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.
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 20%.

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:

KNSE
KNTU

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:

BLACKBIRD
PHILANDER
RED KNIGHT
SHOOTER

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder: "Flight Simulator 9\Military AI Works\USA\USN\NAS Whiting North 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 based on real world 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.

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:

*** Important*** It is highly recommend you do <u>not</u> 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

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 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