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# MAIW
## MILITARY AI WORKS

## *Military AI Works Republic of China Air Force Academy Package*

**Version: 1.0**
**For FS 2004 / FS9**
**Project Manager: Mark Campbell**

This freeware AI package, produced by Mark Campbell in conjunction with Military AI Works contains all Thirty Nine T-34C Mentors belonging to the Republic of China Air Force Academy based at Kungshan RCAY. All T-34C are assigned to the ROCAF Academy at Kangshan. The Flight Screening Program is conducted during the second semester of cadets' second class year in the T-34C, which includes ten flying hours. During the spring semester of each cadet's senior year, individuals with the most potential to succeed at pilot training are selected. These student pilots then begin their Basic Flight Training courses in their fifth class year. The Basic Flight Training includes 85 flying hours in the T-34C. After successfully completing the Basic Flight Training, student pilot's then move on to the Advanced Flight Training in one of the two tracks, Fighter or Airlift. The package includes the NBAI T-34C Mentor, repaints by Lewis Magruder and scenery for Kungshan Air Base placed using MAIW Scenery objects by Tony Dalton.

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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://militaryaiworks.com/.

# 2. Credits

AFCADs:
- Tony Dalton
- Mark Campbell

Models:
- Nick Black NBAI

FDE and Effects Design:
- Mike MacIntyre
- Nick Needham
- Henry Tomkiewicz

Repaints:
- Lewis Magruder

Flightplans:
- Mark Campbell

Custom Scenery and Placement:
- Edith Black
- John Stinstrom
- Tony Dalton

Serial Research:
- Mark Campbell

# 3. Units Included in this Package

**ROCAF Academy Kungshan Air Base**
**Callsign "Academy"**
http://www.taiwanairpower.org/af/t34c.html

# 4. Installation

**Step 1) Install this package**

**1)** 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:

RCAY

 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**

 Note there are no Voicepacks supplied with this package, as standard EVP were used from EditVoicepack 3.1

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

**Step 4) Scenery Installation:**
The scenery for Kungshan will be automatically placed into the correct directory for installation when you install this package.
1)  The folders "MAIW ROCAF Airbases 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 "MAIW ROCAF Airbases Scenery" 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 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.
*** Please Note *** - The scenery enhancements included with this package are created from the MAIW Scenery Libraries, which are a collection of objects that can be used to enhance default FS airports. This scenery is not intended to be accurate, but instead to be a representation of the buildings situated at each base.

*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"
"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 10%.


**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:

RCAY

 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 "**Standard Modifications/callsigns/By Appearance/North America**" section of the program:

ACADEMY

If this voicepack is missing from your set up please insure you have the latest EVP updates installed.

**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 RPP_FPGen.
Flightplans were installed using Lee Swordy's TrafficTools freeware traffic compiler.

Callsigns:
The callsigns used in this package are 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:
ADE9 files in this package were created using Airport Design Editor 9x ADE9x.

**\*\*\* Important\*\*\* It is highly recommend you do not open the file MAIW_ADE9_RCAY_Custom.BGL, for editing with any application other than ADE9. All scenery placement and excludes will be lost if the file is not opened with ADE9.**

# 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:
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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
http://www.militaryaiworks.com/

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