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Military AI Works Seymour Johnson AFB Complete AI Package



Version: 2.0

For FS 2004 / FS9

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This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com) contains everything needed to activate the Home of the Strike Eagle, Seymour Johnson AFB, in FS2004. The units depicted in this package are those assigned to the 4th Fighter Wing and the 916th Air Refueling Wing. This package contains repaints, AFCADs, flight plans and custom call signs for each depicted unit. This updated version completely revamps the flightplans including brand new destinations and adds new aircraft to the 916th ARW. NOTE: Be sure to DELETE your old MAIW Seymour Johnson package to avoid double flights. Also if you have downloaded John Stintrom's stand-alone Seymour Johnson AFB scenery be sure to

remove that as well as this package has a completely updated version of the scenery. This package is completely stand-alone and does not need the first version of this package.

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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:

- Desmond Burrell
- Edith Black
- John Stinstrom

Custom Scenery:

- John Stinstrom

Models:

- F-15E (Nick Black)
- KC-135R (PAI)

FDE and Effects Design:

- Mike MacIntyre
- Nick Needham
- Steve Holland

Repaints:

- Mike Pearson & Mark Heimer (F-15E)
- Graham King (KC-135R)

Voicepacks:

- Desmond Burrell
- Stewart Pearson

Flightplans:

- Desmond Burrell

Serial Number Research:

- Marco Kostermann

Beta Testing:

- MAIW Beta Team

*Also a special thanks and acknowledgement to Scott "Jetmax" Jones, Scott is currently stationed at Seymour Johnson Air Force Base and without his firsthand knowledge and assistance, this package would not have been possible.



3. Units Included in this Package

Squadron	Aircraft	Home Base	Command
333 rd Fighter Squadron	F-15E	Seymour Johnson AFB	ACC
334 th Fighter Squadron	F-15E	Seymour Johnson AFB	ACC
335 th Fighter Squadron	F-15E	Seymour Johnson AFB	ACC
336 th Fighter Squadron	F-15E	Seymour Johnson AFB	ACC

77th Air
Refueling
Squadron

KC-135R

Seymour Johnson AFB

AFRC

CALLSIGNS:

333RD FS: BUCKET, WARMAN, YOWL, LANCER, SCUD

334th FS: JACKAL, EAGLE, SINNER,

335th FS: DEMO, BASKET, TRAPPER, CHIEF

336TH FS: WACO, CHAPPY, ROCKET, LION, KODAK

77th ARS: BACKY



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:

KAFW

KGSB

LPLA

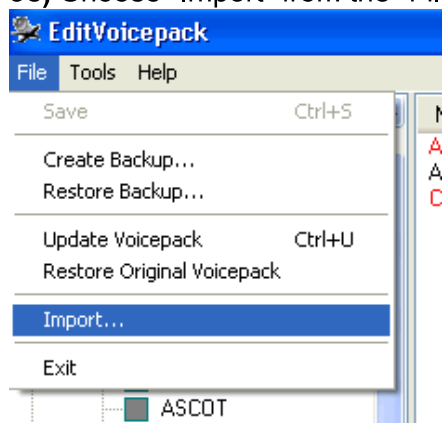
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly 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

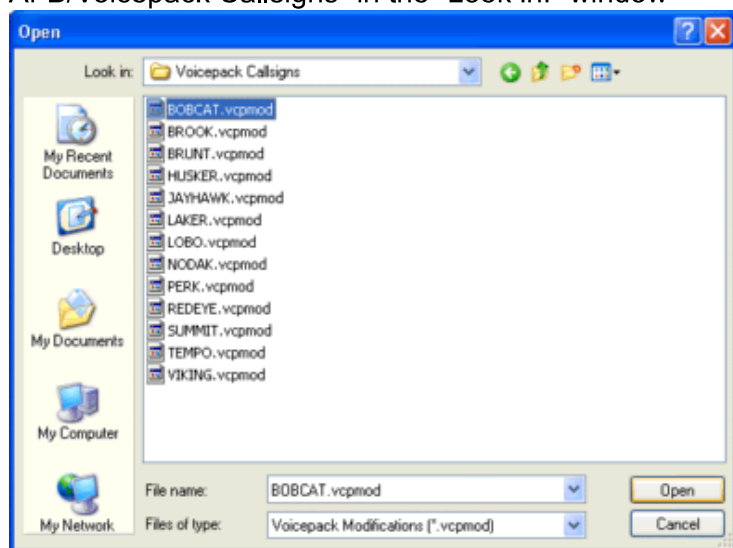
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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/USA/USAF/Seymour Johnson AFB/Voicepack Callsigns" in the "Look in:" window

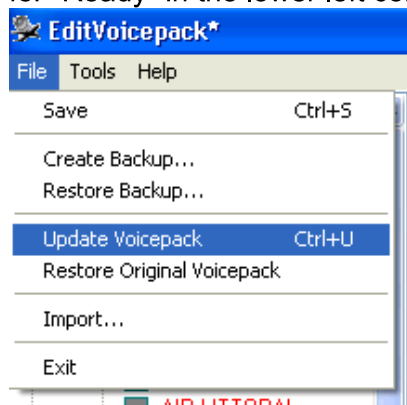


3e) Press SHIFT+A to select all files and then click "open"

1BAD, 1GSB, 1MMT, 1NKT, 2GSB, 2LSV, 2MUO, 3GSB, 3LSV, 3MUO, 3NKT, 4LSV, 4MUO, 4NKT, 4MUO, 5NKT, 6NKT, BACKY, BASKET, BUCKET, CHAPPY, CHIEF, DARE COUNTY RANGE, DEMO, EAGLE, JACKAL, KGSB, KODAK, LANCER, LION, PAMLICO ALPHA, POINSETT BOMBING RANGER, ROCKET, ROMEO 5306, ROMEO 5314, SCUD, SEYMOUR JOHNSON, SINNER, TRAPPER, TOWNSEND BOMBING RANGE, WACO, WARMAN, WHISKEY 72 ALPHA, WHISKEY 122, YOWL

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 and Scenery Libraries

Included in this package is the freeware scenery for Seymour Johnson AFB by John Stinstrom. This scenery will be automatically placed into the correct directory for installation when you install this package. If you have a default FS9 setup the scenery has been located in “Flight Simulator9\Addon Scenery\MAIW_Seymour Johnson (KGSB)” To activate this scenery you need to enter Flight Simulator, and enter the Scenery Library in **Settings**. Click on **Add Area**, select the **MAIW Seymour Johnson AFB (KGSB)** scenery at the location it has been installed above, and click **OK**.

In addition, the scenery makes use of three scenery libraries which are included in the package and have also automatically been installed into your FS9/Addon Scenery folder. However you must also activate this folder to get the scenery objects to show up. Using the same process as above to activate the main Seymour Johnson scenery, search for an addon scenery folder named "**MAIW Scenery Library Objects**" and activate it as well. Then using the "**Move Up**"/"**Move Down**" button, move this folder as far down your addon scenery list as possible so that it resides near the very bottom of all of your addon sceneries but **ABOVE** any FS9 default libraries. **Failure to do so could result in some scenery library objects not displaying correctly.**

Then restart Flight Simulator. Then the scenery will be installed and be 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 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:

KAFW
KGSB
LPLA

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:

BACKY
BASKET
BUCKET

CHAPPY
CHIEF
DEMO
EAGLE
JACKAL
KODAK
LANCER
LION
ROCKET
SCUD
SINNER
TRAPPER
WACO
WARMAN
YOWL

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/Seymour Johnson AFB/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 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.

CALLSIGNS:

333RD FS: BUCKET, WARMAN, YOWL, LANCER, SCUD

334th FS: JACKAL, EAGLE, SINNER,

335th FS: DEMO, BASKET, TRAPPER, CHIEF

336TH FS: WACO, CHAPPY, ROCKET, LION, KODAK

77th ARS: BACKY

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](#). This has got to be one of the finest freeware programs ever created. Want to add some AI parking to your local airport? AFCAD makes it fun!



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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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 firsthand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

