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Military AI Works USN Airliners Part 2 Package



Version: 1.0.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by Desmond Burrell in conjunction with [Military AI Works](#) is the second part in a twelve part series covering the people and cargo movers of the United States Navy and United States Marine Corps. This second part covers NAS Jacksonville which hosts VR-58 and VR-62.

NOTE: This series of packages will replace the original "[MAIW USN Airliners](#)" package as well as the "[MAIW USN USMC Herks](#)" package which is known as

"WoAlmil24" or "US_Navy_and_US_Marine_Corps_C-130'swoai.zip" because it was originally released in cooperation with World of AI. Be sure to REMOVE the relevant parts of those older packages before attempting to use these new replacement packages.

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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

AFD's

- John Stinstrom
- Desmond Burrell

Models:

- Henry Tomkiewicz

- Al Aardvark

Effects:

- Henry Tomkiewicz
- Nick Neeham
- John Stinstrom

Repaints:

- Graham King

Flightplans

- Desmond Burrell

Voicepacks

- The callsigns used in this package are already included in Editvoicepack, please be sure you have the latest update

Custom Scenery:

- John Stinstrom
- Marcel Ritzema
- Don Grovestine



3. Units Included in this Package



VR-58
Aircraft : C-40A
Callsign : NAVY JULIET VICTOR



VR-62
Aircraft : C-130T
Callsign : NAVY JULIET WHISKEY



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 AFD'S BEGINNING WITH "MAIW" as they were installed with step 1:

KNIP

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

There are no voicepacks to be installed with this package.

Step 4) Activate MAIW Scenery

Included in this package is the excellent freeware scenery for NAS Jacksonville 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 Jacksonville (KNIP)" 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 Jacksonville (KNIP)" 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 30%.

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:

KNIP

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:

N/A

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\USN\USN Airlines P2\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 not 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 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 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

