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."

MAIW USN/USMC Special Use Mentors Complete Package V2

Version: 2.0
For FS 2004 / FS9
Initial Release Date: May 2010
Project Manager: Desmond Burrell

This freeware AI package, produced by Military AI Works, introduces Nick Black's T-34C Mentor AI model to your FS2004 skies. This package depicts the various non-trainer units that operate the T-34C Mentor. These units include the Sea Control Weapons School (recently disestablished), Strike Fighter Weapons School Atlantic, Strike Fighter Weapons School Pacific, Strike Fighter Squadron 125 and Marine Fighter Attack Training Squadron 101. This package includes aircraft textures, AFCAD and AFX files and custom callsigns for each depicted unit.

This is version 2 of this package and updates the NAS Lemoore scenery to the latest version that is also used in another MAIW package. It also replaces the original KNLC AFCAD file with a new AFX file for KNLC.

*The MCAS Miramar AFCAD (KNKX) included in this package is intended to be used with our MAIW USN USMC Herks package. It is NOT however intended to used with our MAIW Top Gun retro package which depicts the base in the mid 1980s and the parking setup and codes do not match with this package.

IMPORTANT: If you have already installed the original *MAIW Special Use Mentors Package*, originally released in August of 2008, we recommend that you completely remove the components from that package BEFORE installing this updated version. At the very least, please remove the folder "MAIW NAS Lemoore (KNLC)" and all of its contents from your FS9/Addon Scenery folder.

IMPORTANT: If you have already installed **MAIW Lemoore Hornets Package V2** then the custom scenery components for NAS Lemoore from these two packages are exactly the same. However you should be aware that the auto installer WILL overwrite the NAS Lemoore scenery files as long as you have not altered the associated folder names in any way.

This should result in no visible changes to your setup UNLESS you have made modifications to these files on your own. If you DO NOT want the auto installer to overwrite you current NAS Lemoore scenery files, we recommend selecting a different directory to install this package into. We suggest installing to a temporary folder and then manually installing the package's components one at a time.

There are several different waypoint AFCAD files for each package so please make sure that all of those files from each package get installed into their correct folder. They are located in the FS9/Addon Scenery/Scenery folder.

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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:
- Desmond Burrell
- Duncan Mackellar
- John Stinstrom
- Mark Cambell

AI Flight Dynamics and Efftects:
- Mike MacIntyre
- Nick Needham
- Henry Tomkiewicz

NAS Lemoore Custom Scenery:
- John Stinstrom
- IFLOLS Meatball Scenery Macro, Copyright 2007 by Marcel Ritzema. Used with permission

Models:
- Nick Black

Repaints:
- Graham King

Voicepacks:
- Stewart Pearson
- Dan Bourque
- Desmond Burrell

Flightplans:
- Desmond Burrell

Beta Testing:
- MAIW Beta Team

3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
SCWSA	Mentor	T-34C	NAS Jacksonville	US Navy
SFWPAC	Dawg	T-34C	NAS Lemoore	US Navy
SFWSL	Dawg	T-34C	NAS Oceana	US Navy

VFA-125	Raider	T-34C	NAS Lemoore	US Navy
VMFAT-101	Shooter	T-34C	MCAS Miramar	USMC

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:

KNIP
KNKX
KNLC
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 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

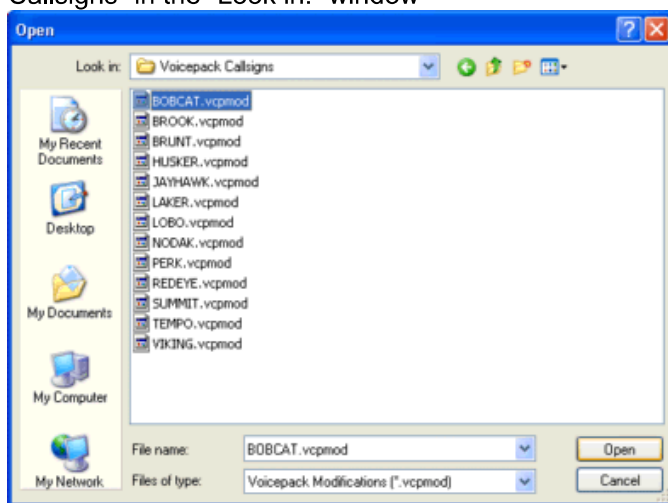**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by clicking here.

3b) Run EditVoicepack and import all vcpmod files included in with this installation

**3c)** Choose "Import" from the "File" menu
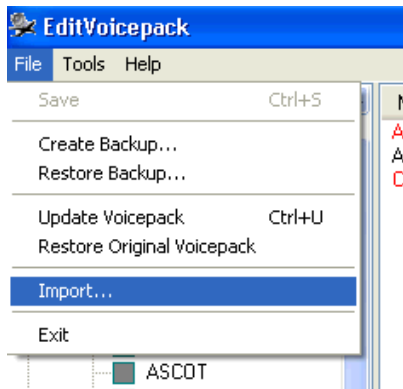
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USN/Special Use Mentors/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1GSB, DARE COUNTY RANGE, MENTOR, RAIDER

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)
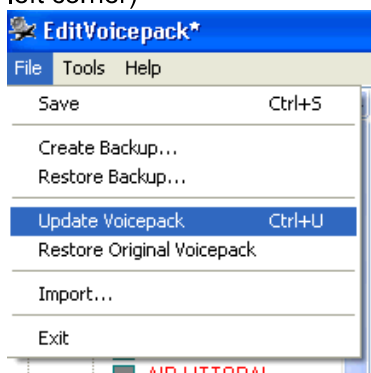
3g) When ready press save to keep the modifications

Step 4) Scenery Installation:
 Included in this package is the excellent freeware scenery for NAS Lemoore 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 Lemoore (KNLC)", "MAIW Scenery Library Objects" and "MAIW Land
Class" 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 Lemoore (KNLC)", "MAIW Scenery
Library Objects" and "MAIW Land Class" folders which should be, by default after installation,
located in "Flight Simulator 9\Addon Scenery". ***Note it is important that you place the "MAIW Land
Class" folder and "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. The "MAIW Land Class" folder should be below the "MAIW
Scenery Library Objects" folder. This will assure that you do not have any missing scenery or land class.
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 60%.

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:

KNIP
KNKX
KNLC

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:

MENTOR, RAIDER

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/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 used our own judgment

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.

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!

AFCAD/AFX Files:
All AFCADs were created using Lee Swordy's AFCAD v2.21.
All AFX files were created using Flight 1 Software's AFX payware program.

Note* You can not open an existing AFX file with AFCAD 2.21. The two programs are not compatible with one another.**

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