Army Air Corps
WAH-64 Apache

Version: 1.0
For FS 2004 / FS9
Project Manager: Gary Barker

This freeware AI package, produced by Military AI Works contains everything needed to fully activate Army Air Corps (AAC) traffic at all Apache bases and operating locations. Package contains afcads, flightplans (all current AAC Squadrons, QinetiQ test aircraft and manufactures airframes) and custom voice pack call signs for AAC Squadrons and QinetiQ.

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://militaryaiworks.com.

2. Credits
AFCAD creation and modifications
- Gary Barker
- Greg Loones
- Nick Black
- UKMil
- Desmond Burrell
Models:
- WAH-64 by Nick Black
- Dynamics - Mike MacIntyre

Repaints:
- Andy Knott

Voicepacks:
- Nick Black
- Gary Barker
- Stewart Pearson

Flightplans:
- Gary Barker

Scenery Modifications
- Buildings – Ted Andrews
- Ground Servicing Equipment – Paul Mitchell
- Object Placement – John Burtenshaw
- Background Poly's - Edith Black

Beta Testing
- MAIW Beta Test Team

3. Units Included in this Package

RAF Wattisham (EGUW)

3 Regiment

653 Squadron
662 Squadron
663 Squadron

4 Regiment

654 Squadron
659 Squadron
664 Squadron

7 REME

Camp Bastion Afganistan (OAZI)

3 Regiment
4 Regiment

Middle Wallop (EGVP)

2 Regiment

673 Squadron

RAF Boscombe Down (EGDM)

QinetiQ

Yeovil (EGHG)

Agusta Westland

Utilization

I have shied away from repetitive hourly plans as in true life many modern air forces don't work or fly at the weekends on a regular basis, therefore the utilization in these plans is relatively low but probably reflects real life actuals

4. Installation

Step 1) Install this package

1a) Install the package in accordance with the MAIW Installer instructions

NOTE: If a un-install is desired at a later date, only the aircraft and flightplans will be removed. All scenery files, including AFCADs, will need to be removed manually.

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:

1AZI
1AKN
ABBY
AFG1
AFG2
AFG3
AFG4
AFG5
AFG6
AFG7
BG01
BG02
BG03
BG04
CAL1
CAT2
CAT3
COL1
E1OV
EG1W
EG3W
EGDJ
EGDM
EGDN
EGF1
EGHG
EGNC
EGP1
EGUW
EGVP
EGY8
EGZ9
GBN
GBN1
OAKN
OAZI
OTT1
SPA1
SPA2
SPH1
UKBH
UKN1
UKN2
UKS0
UKS1

UKSD
VLIE
X3TN
1GVP
2GVP

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.

NOTE: There will also be some exclude files installed for the above these are labeled MAIW_exc_XXXXXXXXXXXX these remove autogen scenery items ie trees etc that may impinge on taxiways etc.

BIG NOTE

If you have installed the RAF Seakings package you will have 2 AFCADS for Wattisham

MAIW_AF2_EGUW_DEFAULT.bgl (Sea King Package)
MAIW_AFX_EGUW_DEFAULT.bgl (WAH-64 Package)

YOU SHOULD REMOVE THE AFCAD THAT CAME WITH THE SEAKING PACKAGE AS THE ONE MARKED AFX THAT CAME WITH THIS PACKAGE REPLACES IT
DON'T WORRY IT WILL NOT EFECT THE SEAKING PACKAGE OPERATION

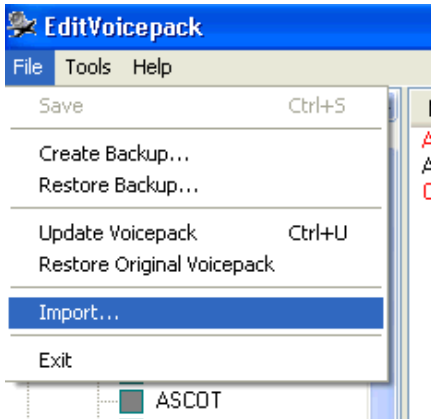**The following file should also be remove as a file in this package duplicates it**

MAIW_AF2_SPA1_GB.bgl

Step 3) Install callsign voicepacks

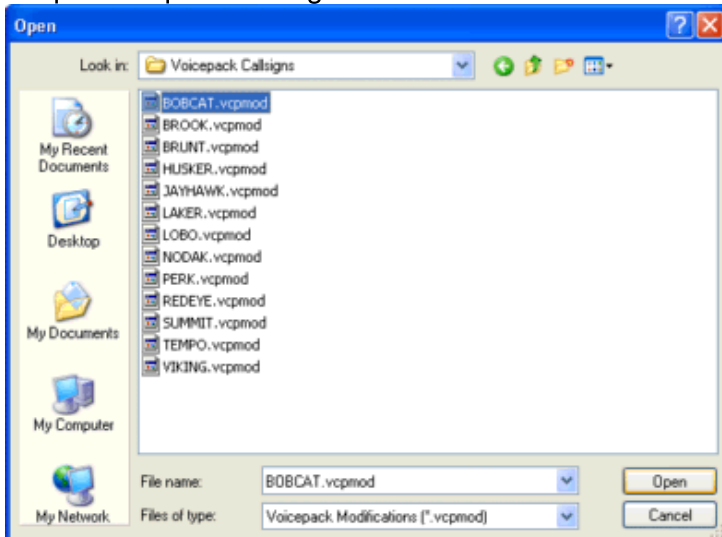**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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/UK/ WAH-64 Apache Army Air Corps/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

ARMY AIR
GANGSTER
GUNSHIP
IRONCLAD
NEMESIS
OGRE
PROWLER
SLAYER
UGLY
OUTLAW
ECLIPSE
HAMMER
PANTHER
AWARD
MACHETTE

GAUNTLET
WARHORSE
CAMELOT
APACHE

The following callsigns are Locations

1AZI
OAZI

The following callsigns are standard and should already be installed in voicepack

N/A

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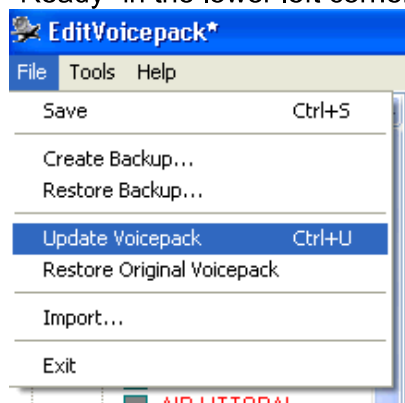
3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery

Included in this package is a set of buildings as custom scenery to spruce up the airports. It
should be noted that not installing the scenery will not detract from your enjoyment or use
of this package however. To install this scenery you need to do the following:

1) The folders "MAIW UK Apache Bases" 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 UK Apache Bases" and "MAIW
Scenery Library Objects" folders which should be, by default after installation, located in
"Flight Simulator 9\Addon Scenery". **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 it should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.
1) 3) Shut down FS and then when you restart the scenery will be installed and ready to use.
**NOTE, If you do not install this scenery and library to FS before using this package your aircraft will not appear parked in the correct locations. Please ensure that you install this scenery package and library in order to use this package correctly

That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9

Floating AI

If you should get floating AI at Middle Wallop try replacing the existing file with this one AP947130.bgl. located in the optional bgl folder

REMEMBER TO BACKUP THE EXISTING FILE FIRST!!!!!!!!!!!!!!!!!!!!!!!!!

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:

1AZI
1AKN

ABBY
AFG1
AFG2
AFG3
AFG4
AFG5
AFG6
AFG7
BG01
BG02
BG03
BG04
CAL1
CAT2
CAT3
COL1
E1OV
EG1W
EG3W
EGDJ
EGDM
EGDN
EGF1
EGHG
EGNC
EGP1
EGUW
EGVP
EGY8
EGZ9
GBN
GBN1
OAKN
OAZI
OTT1
SPA1
SPA2
SPH1
UKBH
UKN1
UKN2
UKS0
UKS1
UKSD
VLIE
X3TN
1GVP
2GVP

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:

ARMY AIR
GANGSTER
GUNSHIP
IRONCLAD
NEMESIS
OGRE
PROWLER
SLAYER
UGLY
OUTLAW
ECLIPSE
HAMMER
PANTHER
AWARD
MACHETTE
GAUNTLET
WARHORSE
CAMELOT
 APACHE

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/ UK/ WAH-64 Apache Army Air Corps /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, but as the RSAF do not publish their weekly Tornado flightplans we have had to use 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!

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:
THESE FILES MAY ONLY BE UPLOADED TO AVSIM or FLIGHTSIM.COM BY THE AUTHOR.

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 or World of AI.

Any questions, suggestions and feedback on the contents may be directed to the forums at www.militaryaiworks.com. Feedback on the packaging may be directed to the World of AI forums at www.world-of-ai.com/forums/

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

Enjoy it…