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### ***Military AI Works Cherry Point Harriers Complete Package***



**Version: 1.0**  
**For FS 2004 / FS9**  
**Initial Release Date: June 2008**  
**Project Managers: Desmond Burrell**

This freeware AI package, produced by [Military AI Works](http://www.militaryaiworks.com), truly brings to life the Home of the Harrier, MCAS Cherry Point, in FS2004. This package features Nick Black brand new AV-8B, AV-8B+ and TAV-8B AI models and depicts the four Harrier squadrons assigned to the 14<sup>th</sup> Marine Air Group located at MCAS Cherry Point. This package contains repaints, AFCADs, flight plans and custom voicepack call signs for each squadron.

\*This package is intended to be used with our "USN USMC Herks Complete AI Package"  
<http://library.avsim.net/eseach.php?CatID=fs2004ai&DLID=102324>

To use that package and the Cherry Point Harriers Package together, you ***MUST*** delete the Cherry Point (KNKT) AFCAD that was installed with the USN USMC Herks package. This file is titled "MAIW\_AF2\_KNKT\_DEFAULT\_DK", also delete the exclude files

“MAIW\_Exclude\_KNKT\_1” and “MAIW\_Exclude\_KNKT\_2”. The AFCAD file included in this package was built to accommodate both packages along with any packages involving this base in the future.

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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
- Cornilius Black

Models:

- AV-8B, AV-8B+ and TAV-8B by Nick Black

Repaints:

- Nick Black
- Graham King

Voicepacks:

- Stewart Pearson
- Desmond Burrell
- Edith Black

Flightplans:

- Desmond Burrell

Beta Testing:

- MAIW Beta Team



### 3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Tail Code
VMA-542	LUSTY	AV-8B, AV-8B+	MCAS Cherry Point	WH
VMA-231	SHANK	AV-8B, AV-8B+	MCAS Cherry Point	CG
VMA-223	DOG	AV-8B, AV-8B+	MCAS Cherry Point	WP
VMAT-203	MARS	AV-8B, AV- 8B+, TAV-8B	MCAS Cherry Point	KD



### 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:

KNKT  
KNJM

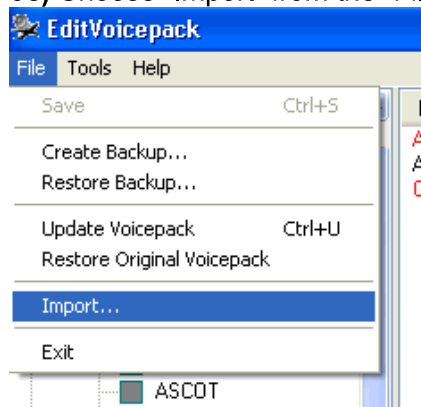
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

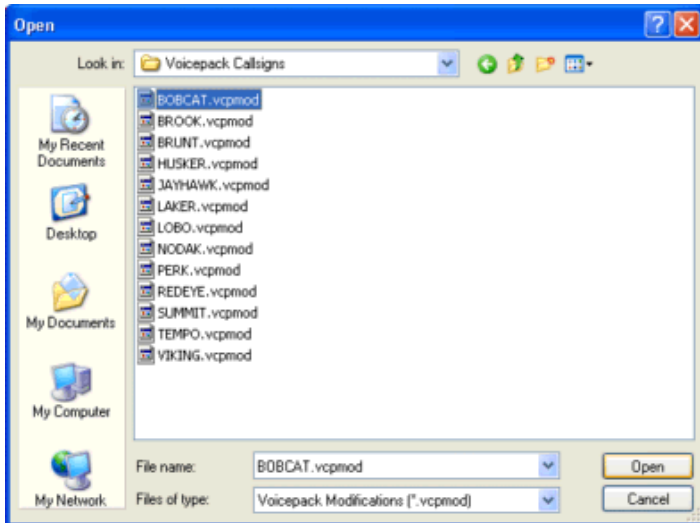
**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

**3c)** Choose "Import" from the "File" menu



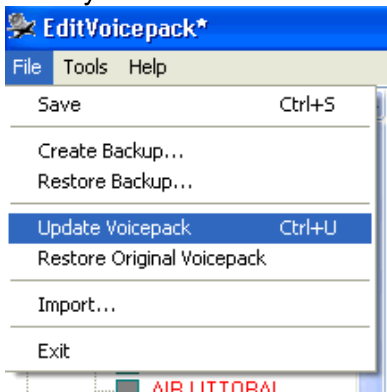
**3d)** Find the folder "Flight Simulator 9/Military AI Works/USA/USMC/Cherry Point Harriers/Voicepack Callsigns" in the "Look in:" window



**3e)** Click “open” for each file

1GSB, 1NKT, 2NKT, 3NKT, 4NKT, 5NKT, 6NKT, BULLDOG, CAMEL, DARE COUNTY RANGE, DOG, HAWK, LUSTY, MARS, PAMLICO ALPHA, PAMILICO BRAVO, ROMEO 5306 ALPHA, ROMEO 5314, WHISKEY 72 ALPHA, WHISKEY 122, SHANK, STONE, THUNDER, TIGER

**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**

Not Applicable.

***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:

KNKT

KNJM

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:

**BULLDOG, CAMEL, DOG, HAWK, LUSTY, MARS, SHANK, STONE, THUNDER, TIGER**

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/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

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(s)

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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 [www.militaryaiworks.com](http://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

