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Military AI Works Luke AFB Complete Package



Version: 1.0
For FS 2004 / FS9
Project Managers: Desmond Burrell

This freeware AI package, produced by [Military AI Works](#), brings to life the home and school house of the F-16 Fighting Falcon, more popularly known as the "Viper", Luke AFB, located in Southern Arizona in FS2004. Luke AFB hosts the largest fighter wing in the world (56th FW) and trains thousands of USAF, Air National Guard, Air Force Reserve, Singapore and Taiwanese pilots how to fly and fight in the Viper. This package contains flightplans, callsigns and afcads depicting each unit as well as custom scenery for Luke AFB.

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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
- John Stinstrom
- Edith Black

Custom Scenery:

- John Stinstrom

Models:

- Henry Tomkiewicz

Repaints:

- Graham King

Voicepacks:

- Desmond Burrell
- Edith Black

Flightplans:

- Desmond "Reconmercs" Burrell

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package

Squadron	Aircraft	Home Base	Service
21 st FS	F-16A/B	Luke AFB	USAF
61 st FS	F-16C/D	Luke AFB	USAF
62 nd FS	F-16C/D	Luke AFB	USAF
63 rd FS	F-16C/D	Luke AFB	USAF
308 th FS	F-16C/D	Luke AFB	USAF
309 th FS	F-16C/D	Luke AFB	USAF
310 th FS	F-16C/D	Luke AFB	USAF
425 th FS	F-16C/D	Luke AFB	USAF

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CALLSIGNS:

21st FS: GAMBLER

425th FS: SPIDER, WIDOW

308th FS: KNIGHT

309th FS: DUCK, MALLARD, HONKER

310th FS: TOPHAT, SPARTA

62nd FS: SPIKE

63rd FS: PANTHER

61st FS: DOG, TOP DOG



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:

KLUF
KAFW

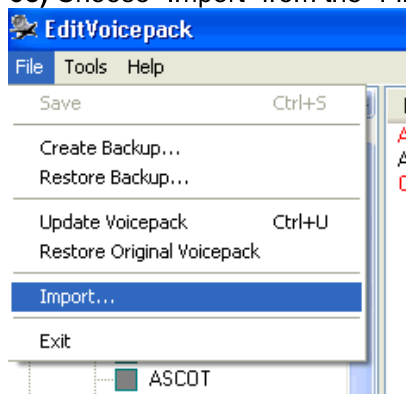
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

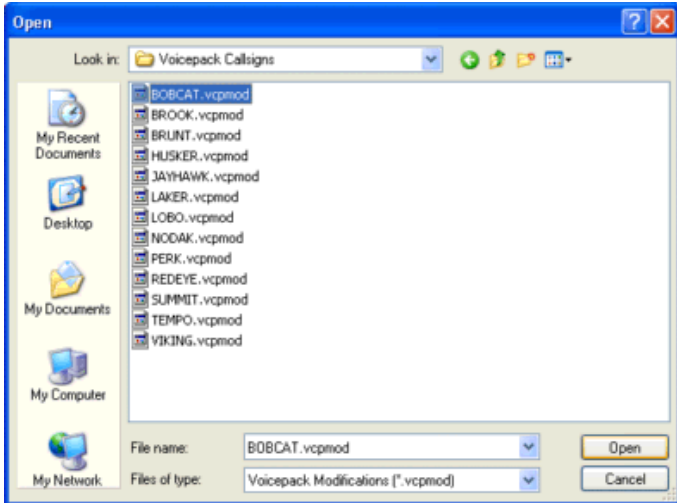
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



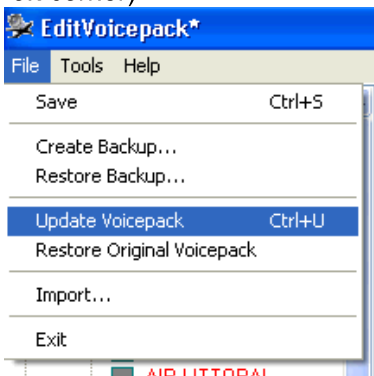
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Luke AFB/Voicepack Callsigns" in the "Look in:" window



3e) Click “open” for each file

1LUF, 3LUF, 4LUF, 4VPS, 5LUF, 6LUF, 7LUF, 8LUF, 9LUF, DOG, DUCK, GAMBLER, GOLDWATER1, GOLDWATER 2, GOLDWATER 3, GOLDWATER 4, HONKER, KNIGHT, MALLARD, PANTHER, RANGE 1, SPARTA, SPIDER, SPIKE, TOPDOG, TOPHAT, WHISKEY 155 BRAVO, WIDOW

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) Install Custom Scenery

Included in this package is the superb scenery of Luke AFB by John Strinstrom. To install this scenery you need to do the following:

- 1) The folder “MAIW Luke AFB (KLUF)” has already been installed into the “Addon Scenery” Folder of your FS directory.

- 2) In order to activate this scenery you must start FS9, go to Settings and find the Scenery Library.
- 3) Click on "ADD AREA" and navigate to the "MAIW Luke AFB (KLUF)" folder which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery\MAIW Luke AFB".
- 4) 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 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:

KLUF
KAFW

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:

[DOG](#), [DUCK](#), [GAMBLER](#), [HONKER](#), [KNIGHT](#), [MALLARD](#), [PANTHER](#), [SPARTA](#), [SPIDER](#), [SPIKE](#), [TOPDOG](#), [TOPHAT](#), [WIDOW](#)

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.

21st FS: GAMBLER
425th FS: SPIDER, WIDOW
308th FS: KNIGHT
309th FS: DUCK, MALLARD, HONKER
310th FS: TOPHAT, SPARTA
62nd FS: SPIKE
63rd FS: PANTHER
61st FS: DOG, TOP DOG

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)

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

