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Military AI Works McConnell AFB AI Package



Version: 1.0
For FS 2004 / FS9
Project Manager: John Stinstrom

This freeware AI package contains elements of the 344th, 349th, 350th, and 384th Refueling Squadrons which comprise the 22nd Air Refueling Wing stationed at McConnell AFB Kansas. This package includes paints, AFCADs and custom callsigns for each depicted unit.

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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:

- John Stinstrom

Models:

- Project AI

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson
- Desmond Burrell

Flightplans:

- Desmond Burrell

Custom Scenery:

- John Stinstrom

- Edith Black

Beta Testing:

- MAIW Beta Team

Special thanks to Chris Sommers for providing information on McConnell AFB



3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
344 th ARS	Jayhawk	KC-135R	McConnell AFB	USAF
349 th ARS	Turbo	KC-135R	McConnell AFB	USAF
350 th ARS	Boom	KC-135R	McConnell AFB	USAF
384 th ARS	Barrel	KC-135R	McConnell AFB	USAF



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:

KIAB

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

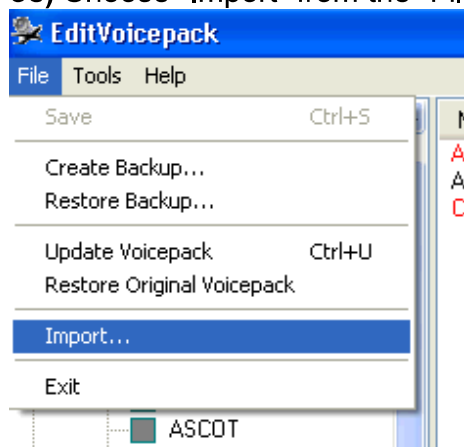
using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the add-on scenery, but instead remove the MAIW AFCAD file (e.g. MAIW_XXXX_DEFAULT.bgl) after installation.

Step 3) Install callsign/waypoint voicepacks

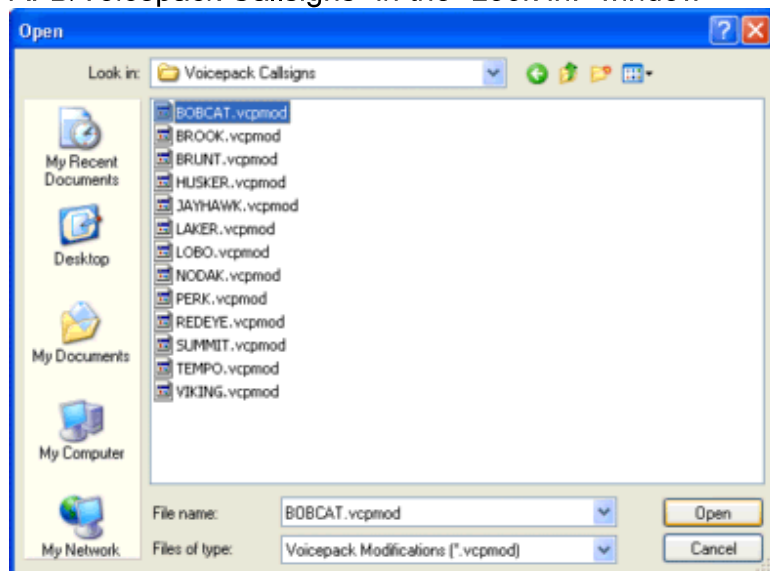
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



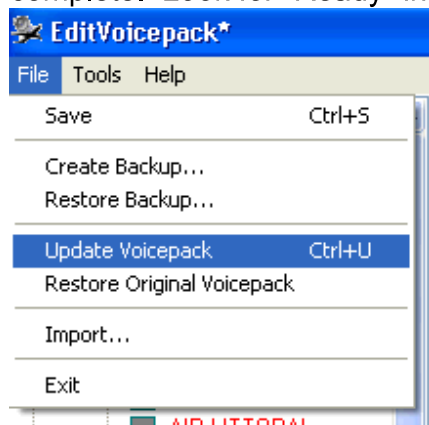
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/McConnell AFB/Voicepack Callsigns" in the "Look in:" window



3e) Click "open" for each file

BOOM, JAYHAWK, TURBO, KIA1, KIA2

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:

This package includes custom scenery created by John Stinstrom. The installer will place “MAIW McConnel AFB” and “MAIW Scenery Library Objects” into the FS9/Addon Scenery folder. To enable these sceneries, start FS9 and go to the scenery library in “SETTINGS”, select "ADD AREA" and then select the path of the above 2 folders. Close FS9 and reboot the program. The scenery will now be activated.

Notes: If you have previously installed an MAIW package that uses the “MAIW Scenery Library Objects” folder, you **DO NOT** need to activate it again. It will already be active and the appropriate files will have been placed into this folder automatically.

If you are activating the “MAIW Scenery Library Objects” folder on your system for the first time, you should use the “Move Down” selection in the scenery library editor to place this folder below any other MAIW scenery sets that you may have already installed. Ideally this folder should reside at the bottom of all of your addon sceneries and just above the FS9 default object libraries.

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 15%.

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:

KCEF
KIAB

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:

JAYHAWK, BOOM, TURBO

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/USAF/McConnell AFB/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-go’s”

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!

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:

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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.

Sources:

All information used to create this package was obtained via online, open-source research and firsthand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

Hello Jackie

Hello Jackie

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