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Military AI Works, Export Hawks Part 6
"USN Goshawks - NAS Meridian"

For FS 2004 / FS9
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This freeware AI add-on from Military AI Works is another part in a series of releases charting the Export versions of the British Aerospace Hawk jet fighter trainer. The Hawk is one of the greatest success stories in British aviation history, having been in service since 1976 and over 900 have already been sold around the world, with multiple new orders still being progressed.
This, the sixth part of this epic series, brings you the T-45 Goshawks of the United States Navy and Marine Corps in 2 parts. This, first part, gives you the T-45s of Training Wing 1, VT-7 and VT-9 based at NAS Meridian, Mississippi. This package also features beautiful custom scenery of NAS Meridian by John Strinstrom.

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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://www.militaryaiworks.com.

2. Credits

Models:
- T-45C Goshawk by Nick Black

AFCADs:
- John Stinstrom

Flight Dynamics:
- Mike "mikewmac" MacIntyre

Repaints:
- Nick Black and Graham King

Voicepacks:
- Desmond Burrell

NAS Meridian Scenery
- John Stinstrom

Flightplans:
- Desmond Burrell

Beta Testing:
- MAIW Beta Team

3. Units Included in this Package

VT-7 – "Eagles"

<u>**VT-9 – "Tigers"**</u>

4. Installation

Step 1) Install this package

1a) 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 <u>previously</u> 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:

KNMM

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_AF2_KNMM.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 <u>clicking here</u>.

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\NAS Meridian\Callsigns" in the "Look in:" window

3e) Select all the files and click open The following callsigns should be added:

DOG
BOBCAT
TALON
COLUMBUS 1
COLUMBUS 2
COLUMBUS 3
MERIDIAN 1 EAST
MERIDIAN 1 WEST
1CBM
2CBM
3CBM
1NMM
2NMM

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 NAS Meridian by John Strinstrom. To install this scenery you need to do the following:

1) The folders "MAIW NAS Meridian" and "MAIW Scenery Library Objcets" 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 Meridian" 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.

That's it! You've successfully installed this package.

5. Troubleshooting

<u>Problems addressed:</u>

<u>"I've installed the package, but there are no Military AI aircraft at the airports"</u>

<u>"When I go to an airport, there are AI planes parked on top of one another"</u>

<u>"I can't find the aircraft in the aircraft selection menu"</u>

<u>"When the Military AI planes talk to ATC, they use only numbers, not callsigns"</u>

<u>"I'm following the Military AI aircraft, and they won't come back for touch-and-gos"</u>

Problem: "I've installed the package, but there are no Military AI aircraft at the airports"

<u>Potential issue</u>: FS9 AI traffic density set too low
<u>Fix action</u>: In FS9, set the AI traffic density slider to at least 50%.

Problem: "When I go to an airport, there are AI planes parked on top of one another"

<u>Potential issue</u>: Multiple AFCADs active for the same airport
<u>Fix action</u>: Using Windows Explorer, open the folder "Flight Simulator 9/Addon Scenery/Scenery." Look for duplicate entries for the following airport identifier:

KNMM

Files may be named in several ways. The most common are "AF2_EXXX.bgl," "AF2_EXXX_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"

<u>Issue</u>: These are AI aircraft and have been programmed to not show up in the flyable aircraft selection menu

<u>Fix action</u>: 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"

<u>Potential issue</u>: Callsign Voicepacks were not installed correctly
<u>Fix action</u>: Run the EditVoicepack software. Look for the following callsigns in the "custom modifications/callsigns" section of the program:

DOG
BOBCAT
TALON
COLUMBUS 1
COLUMBUS 2
COLUMBUS 3
MERIDIAN 1 EAST
MERIDIAN 1 WEST
1CBM
2CBM
3CBM
1NMM
2NMM

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\NAS Meridian\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"

<u>Potential issue</u>: You're following your AI aircraft
<u>Fix action</u>: 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. Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

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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THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE
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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. All flight plans and schedules, while reasonable for military units, are
fictional.

Thanks to everyone who made this possible.
Hello Jackie