Força Aérea Portuguesa

Version: 1.0
For FS 2004 / FS9
Initial Release Date: November 2007
Project Manager: Danny Martinez

This package covers Squadrons 201/and 301 at Air base 5 – Monte Real and Squadron 501 and 601 at Air base 6 – Montijo. The two squadrons at Monte Real fly the F-16A and F-16 AM while the 501 flies the timeless C-130H and H-30. This package is also one of the first to present the P-3C Orion from Jake Burrus. Thanks so much to Jake and the rest of the design/beta team! Also, a number of Portugal's F-16s are undergoing a MLU and as these become available they may be added as well.

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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

Lockheed Martin F-16:
- Henry Tomkiewicz

Lockheed Martin C-130 and H-30:
- Henry Tomkiewicz

Lockheed P-3 Orion:
- Jake Burrus

All Textures:
- Graham King

Voicepacks:
- Stewart Pearson

Flightplans:
- Danny Martinez

Afcads:
- BA 5 Monte Real: Jose Maia "*See more of Jose's work on Avsim!*"
- BA 6 Montijo: Edith Black

3. Units Included in this Package

Squadron 201 "Falcons"
F-16 AM
Callsigns:
"Falcon,Hawk,Raptor,Merlin,Harrier"

Squadron 301 "Jaguars"
F-16AM
Callsigns:
"Cougar,Leopard,Panther,Lynx"

Squadron 501 "Bison"
C-130 H & C-130H-30
Callsigns: "Bison,Oxen"

Squadron 601 "Lobos"
P-3C
Callsigns: "Portuguese Air Force"

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 previously installed AFCADs for the following airports (e.g. "AF2_EXXX.bgl," "AF2_EXXX_DEFAULT_XX.bgl" or "PAI_AF2_EXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1. Look for any of the following airfields:

LPMT
LPMR

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 addon scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the addon scenery, but instead remove the MAIW AFCAD file (e.g. MAIW_EXXX_DEFAULT_XX.bgl) after installation.
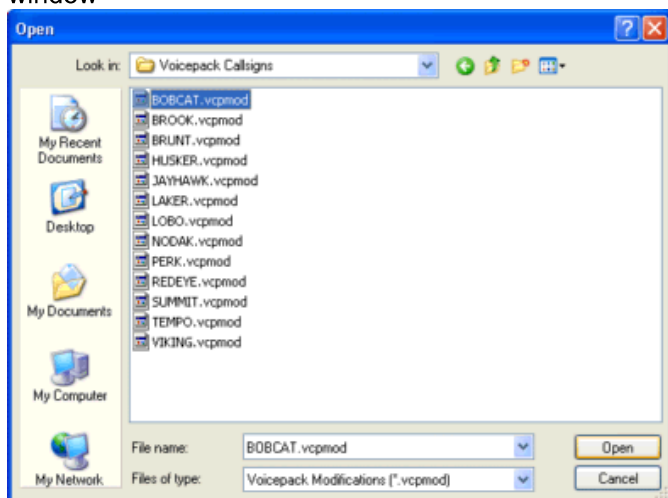
Step 3) Install callsign voicepacks

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

3b1) Choose "Import" from the "File" menu
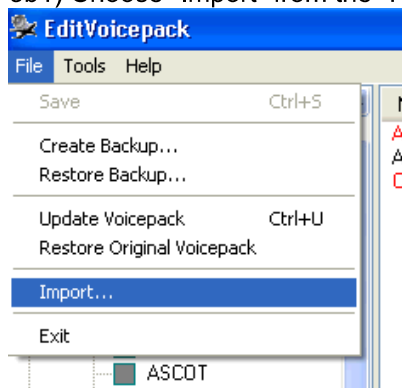
3b2) Find the folder "Flight Simulator 9/Military AI Works/Portugal/Callsigns" in the "Look in:" window

4b3) Highlight all of the *.vcpmod files and click "open".

4c) 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)
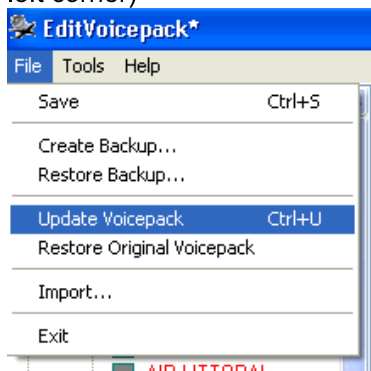
That's it! You've successfully installed this package.

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-go's"

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:

LPMR
LPMT

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 files named
"AF2_KXXX_DEFAULT_RM.bgl" 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 "0" to "2"

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 in the "custom modifications/callsigns" section of
the program and check that all the callsigns in the folder "Flight Simulator 9/Military AI
Works/Portugal/Callsigns" were added.

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder
"Flight Simulator 9/Military AI Works/Portugal/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 in this package were designed to simulate the types of mission currently undertaken by the aircraft of the Portuguese Air Force. They are not accurate as the squadrons fly to various locations around the world during the year and this is impossible to simulate. Also for security reasons the flightplans cannot be fully accurate.
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 found online. In some cases, educated guesses were made.

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. This package has NOT been tested in FSX and Military AI Works does not support the package if used in that game.

Use of Contents:
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Upload to FSPLANET.com will <u>never</u> be allowed by Military AI Works.

Any questions, suggestions and feedback on the contents may be directed to the forums at www.militaryaiworks.com.

<u>Sources</u>:
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.