



USAFE 48th FW, RAF Lakenheath



Version: 4.0
For FS 2004 / FS9
Initial Release Date: July 2007
Package Integrator: Barry Taylor

This package introduces the Boeing F15-E AI model by Nick Black.

Covering all fixed wing aircraft currently stationed at Royal Air Force Lakenheath, as part of the USAFE 48th FW. The base is brought alive in this, yet another, great Military AI Works package. The base is home to 83 F15's, some are away on exercises or on trips to foreign bases. A few of the aircraft are doing low level

bombing run simulations in the Welsh and Scottish hills. Some F15's are also off to Nellis AFB for a Red Flag exercise with their USA counterparts.

Included are repaints of **all** the current Boeing F15 C/D/E aircraft stationed at Lakenheath, for the 492nd 493rd and 494th FS.

Also included is **amazing** custom scenery by Ian "Rocket26" McCartney. Package includes all callsigns, repaints and flightplans to fully activate this popular base.

Watch out ...RAF Mildenhall coming 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

Boeing F15 C\D\E

- Nick Black

Boeing F15 C\D\E AI Flight Dynamics:

- Mike MacIntyre

All Textures:

- Ian "Rocket26" McCartney

RAF Lakenheath Scenery:

- Ian "Rocket26" McCartney, Mike MacIntyre

Voicepacks and screen shots:

- Stewart Pearson

Flightplans:

- Barry Taylor

- John "Workshop" v/d Broek

AFCADS:

- UK Bombing Ranges: By UKMIL AI and Gary Barker

- Nellis AFB Ranges: By Graham E Stanley

Beta Testing:

- MAIW Beta Test Team



3. Units Included in this Package

48th Fighter Wing, RAF Lakenheath



492nd FS Boeing F15-E “BOWLERS”



493rd FS Boeing F15-C/D “REAPERS”



494th FS Boeing F15-E “PANTHERS”



4. Installation

Step 1) Install this package

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:

EGUL

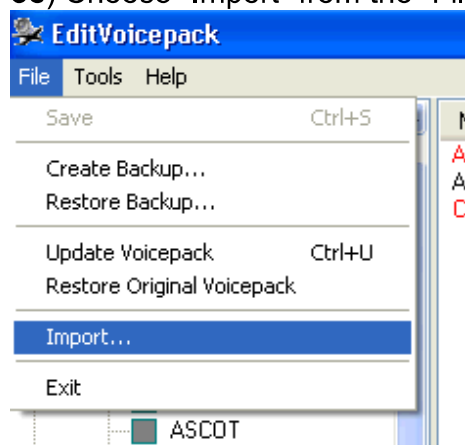
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them, however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

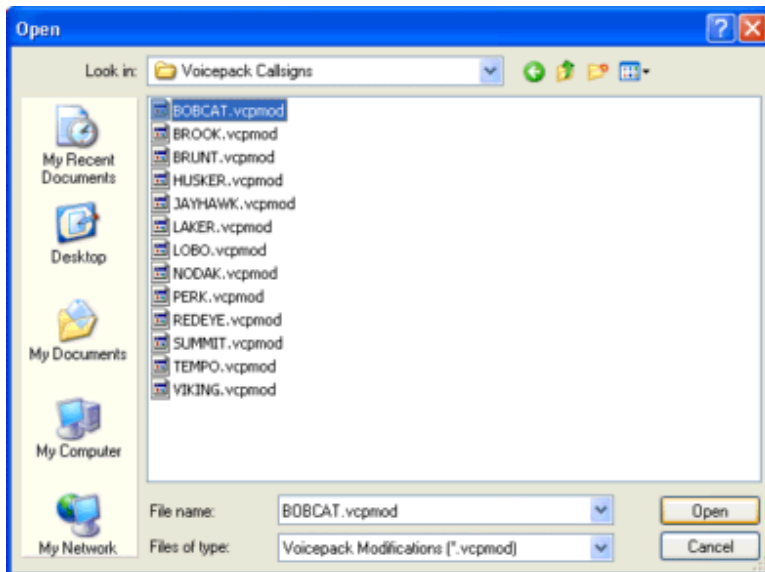
3a) if you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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

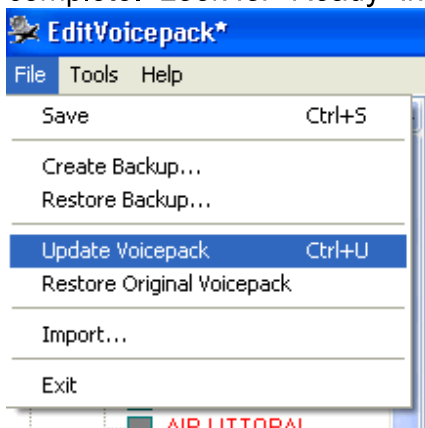


3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/RAF Lakenheath/Voicepack Callsigns" in the "Look in:" window



3e) Click CTL +A and select all files, then click “open”

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)



Step 4) Use MAIW RAF Lakenheath Scenery

The Installer will already have installed a folder called “MAIW RAF Lakenheath” in your “Flight Simulator 9/Addon Scenery” directory. This folder contains all the scenery and exclude files for this enhanced RAF Lakenheath scenery. To enable this scenery, start FS9 and go to the scenery library in settings, select "ADD AREA" and then select the path of the folder "Flight Simulator 9/Addon Scenery/MAIW RAF Lakenheath".

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:

EGUL

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/USA/USAF/RAF Lakenheath/Voicepack Callsigns” were added.

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/RAF Lakenheath/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 in this package were designed to simulate the types of mission currently undertaken by the Aircraft of 121 EAW. 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. While squadrons generally use several different callsigns for training missions, the aircraft in this pack have all been assigned one of the four available at random.

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

Credits:

Henry Tomkiewicz: for his continued support and continued permission to use his stunning AI afterburner effects.

Special assistance in Initial BETA testing from: Steve Holland, Ian McCartney, Mike MacIntyre, Nick Black

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 FREWARE 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. All flight plans and schedules, while reasonable for military units, are fictional.

I'd like to dedicate this package to Dan "Delta" Bourque, for all his contribution to the Military AI scene!

And for more importantly being a friend.

