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Military AI Works NAS Miramar Complete Package

“TOPGUN”



Version: 1.0
For FS 2004 / FS9
Initial Release Date: March 2008
Project Manager: Nick Black nickblack423@hotmail.com

This freeware AI package, produced by [Military AI Works](#) contains everything needed to activate Miramar Naval Air Station, circa 1986, (when the film TOPGUN was filmed there). The package contains 2 brand new dedicated AI models, the A-4 Skyhawk and F-14 Tomcat by Nick Black. It also provides repaints of all units based at Miramar NAS during the mid-1980s.

As this is a retro package, the accuracy of paint schemes and serials of the aircraft cannot be guaranteed, so we ask you to please remember this. We have however been privileged to work with Dave Waffler, who was stationed at Miramar during the 1980s, on this package, and his advice and support has been invaluable. We assure you that the package is as accurate as it could possibly be.

*Please see section six for information on the various traffic files and what is contained in each one.

Important Package Notes

NOTE FOR LOWER END MACHINES

Due to the large number of aircraft in these package, it is highly recommended to turn down your FS9 traffic slider to something less than 100% to avoid a significant frame rate drop, play around with the slider and see what works best for you.

NOTE FOR USERS OF MAIW USN/USMC K/C-130 Package

The afdad supplied for this package is not compatible with the needs for USMC KC-130s based there currently. The afdad supplied does not have enough parking slots for the number of Hercules aircraft from the earlier package. Hopefully this will not spoil your enjoyment of this package, but I would recommend keeping the afdad safe that came with that USN/USMC pack in case you wish to remove this pack in the future.

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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

AFCADs:

- Dave Waffler, Nick Black and Mike “mikewmac” MacIntyre

Models:

- F-14 and A4 (Nick “nickblack423” Black)
- T-38A (Kevin “Weescotty” Reed and Jake “aerogater” Burrus)

Flight Dynamics:

- Mike “mikewmac” MacIntyre

F-14 Afterburner Effect

- Steve “Firebird” Holland

Repaints:

- Nick Black (F14, A4, and T-38 to MiG-28)

Voicepacks:

- Stewart Pearson

Flightplans:

- Danny Martinez, Barry Taylor and Nick Black.

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package

PACIFIC FLEET F-14 TOMCAT UNITS

VF-1 “WOLFPACK”



VF-2 “BOUNTY HUNTERS”



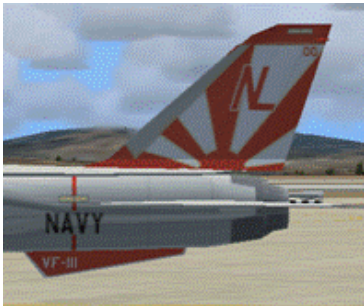
VF-24 “RENEGADES”



VF-51 "EAGLES"



VF-111 "SUNDOWNERS"



VF-114 "AARDVARKS"



VF-124 "GUNFIGHTERS"



VF-191 "SATAN'S KITTENS"



VF-194 "RED LIGHTNINGS"



VF-211 "CHECKMATES"



VF-213 "BLACK LIONS"



VF-301 "DEVILS"



VF-302 “STALLIONS”



NAVAL FIGHTER WEAPONS SCHOOL “TOPGUN”

VF-126



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 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:

KNKX

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_KNKX.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 vcmod files included in with this installation

3c) Choose “Import” from the “File” menu

3d) Find the folder “Flight Simulator 9/Military AI Works/USA/US NAVY/Miramar NAS TOPGUN/Callsigns” in the “Look in:” window

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

AARDVARK
BLACK LION
DAKOTA
DEVIL
DIAMOND
EAGLES
FAST EAGLE
GHOSTRIDER
GORDON
GUNSLINGER
HELLCAT
HUNTER
JESTER
LION
NICKEL
RAGE
RED FLASH
STUT
SUNDOWNER
TARBOX
VICTORY
VIPER

VOODOO
WICHITA
2NKX
3NKX
4NKX
9NKX

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) Use MAIW Miramar NAS Scenery

The Installer will already have installed a folder called “MAIW Miramar NAS” in your “Flight Simulator 9/Addon Scenery” directory. This folder contains all the scenery and exclude files for this enhanced Miramar NAS 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 Miramar NAS".

Maverick Bike Ride

by Mike MacIntyre

Pete "Maverick" Mitchell takes rides on his motorcycle twice a day everyday. He starts from a parking spot just northeast of the TopGun hanger, drives west along Regulus Road and turns right onto Tiger Avenue. He then turns left onto Miramar Way and zooms off to the west.

Here are the appropriate daily times to use for watching his two motorcycle rides:

First Daily Ride

19:00:00 Z - Maverick Departs Along Regulus Road About Noon
(Set up at KNKX and set your FS9 time to this time to watch Maverick's first ride)

Second Daily Ride

03:00:00 Z - Maverick Departs Along Regulus Road About Dusk
(Set up at KNKX and set your FS9 time to this time to watch Maverick's second ride)

These flightplans were designed for exclusive use in this package and are not to be used in any other packages for public distribution without prior approval.

4 Ship F-14 Diamond Formation Flyby and Very Low Approaches

by Mike MacIntyre

The VF-24 Fighting Renegades' 4 ship diamond formation flyby is led by Rage 200, also includes Rage 203, 206 and 213 and occurs only on Saturdays. The 4 F-14's depart Miramar NAS to the west out over the Pacific to formate. The tight 4 ship diamond formation reappears from the west at 500 feet ASL over the Pacific and flies west to east down runway 6R/24L at about 1000 feet ASL or 500 feet AGL. About an hour later the 4 ship diamond formation reappears from the East flies 2 successive wheels up very low missed IFR approaches to runway 6R or 24L, depending on the prevailing wind direction, and then departs to the west out over the Pacific. About an hour later the 4 F-14's reappear from the west in a stacked right echelon formation to approach and land on either runway 6R or 24L depending on the prevailing wind direction.

Here are the appropriate Saturday times to use for watching the key events:

4 F-14's Depart Miramar NAS

20:30:00 Z - Departure of Rage 200, 203, 206 and 213
(Set up at KNKX and set your FS9 time to this time to watch the 4 VF-24 F-14's depart)

4 Ship Diamond Flyby

21:20:00 Z - 4 Ship Diamoond Formation Appears About 40 NM West of Miramar NAS
(Set up at KNKX and set your FS9 time to this time to watch the 4 ship diamond formation approach and flyby about 9 minutes later)

21:29:00 Z - 4 Ship Flyby Over Miramar NAS

4 Ship Diamond Very Low IFR Missed Approaches

22:20:00 Z - 4 Ship Diamoond Formation Appears About 38 NM East of Miramar NAS
(Set up at KNKX and set your FS9 time to this time to watch the first 4 ship diamond formation IFR missed approach about 13 to 18 minutes later depending on prevailing wind direction)

22:33:45 Z - 4 Ship Diamond Wheels Up Very Low IFR Missed Approach to runway 24L if prevailing winds from the West.

or

22:38:00 Z - 4 Ship Diamond Wheels Up Very Low IFR Missed Approach to Runway 6R if prevailing winds from the East.

4 F-14's Return and Land

23:35:00 Z - 4 Ship Stacked Right Echelon Formation Appears About 40 NM West of Miramar NAS and Then Breaks to Approach and Land on Runway 6R/24L.
(Set up at KNKX and set your FS9 time to this time to watch the 4 F-14's approach and land)

These flightplans were designed for exclusive use in this package and are not to be used in any other packages for public distribution without prior approval.

Mike MacIntyre
mikew.mac@verizon.net

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-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 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:

KNKX

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:

AARDVARK
BLACK LION
DAKOTA
DEVIL
DIAMOND
EAGLES
FAST EAGLE
GHOSTRIDER
GORDON
GUNSLINGER
HELLCAT
HUNTER
JESTER
LION
NICKEL
RAGE
RED FLASH
STUT
SUNDOWNER
TARBOX
VICTORY
VIPER
VOODOO
WICHITA
2NKX
3NKX
4NKX
9NKX

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/US NAVY/Miramar NAS TOPGUN/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. 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.

*This package contains various traffic .bgl files that depict different units that were stationed at NAS Miramar circa 1986, below is a quick summary of each bgl so you can decide which ones you would like to use:

Traffic_MAIW_TOPGUN_RAG: This file depicts VF-124, which was the west coast F-14 replacement squadron tasked with training pilots and radar intercept officers on how to fly and operate the Tomcat.

Traffic_MAIW_TOPGUN_NSAWC: This file depicts the Naval Strike and Air Warfare Center and their operations during the mid 1980s and contains the Top Gun movie themed aircraft

Traffic_MAIW_TOPGUN_KNKX: This file depicts VF-301, VF-302, VX-4 and Tomcats assigned to NASA and Grumman Aircraft Corporation

Traffic_MAIW_TOPGUN_AirWing2: This file depicts the squadrons VF-1 and VF-2

Traffic_MAIW_TOPGUN_AirWing9: This file depicts the squadrons VF-211 and VF-24

Traffic_MAIW_TOPGUN_AirWing10: This file depicts the squadrons VF-191 and VF-194

Traffic_MAIW_TOPGUN_AirWing11: This file depicts the squadrons VF-114 and VF-213

Traffic_MAIW_TOPGUN_AirWing15: This file depicts the squadrons VF-51 and VF-111

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:

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

Thanks to everyone who made this possible.

Hello Jackie

