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***Military AI Works, UK Hawks Part 2***  
***"LEEMING, NAVY and BOSCOMBE DOWN HAWKS"***



**For FS 2004 / FS9**  
**Release Date: April 2008**  
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This Freeware AI package for Microsoft Flight Simulator 2004 (FS9) contains everything needed to add AI Hawk aircraft of the Royal Air Force and Royal Navy to your virtual skies. The Hawk has been in service with the Royal Air Force since 1976 and is most famous for being the aircraft that is used by the RAF Aerobatic Team, The Red Arrows. The Hawk is widely regarded as being the best Jet training aircraft that has ever existed.

This package brings you Hawks from No.100 Squadron Royal Air Force based at RAF Leeming, the Fleet Requirements Air Direction Unit at RNAS Culdrose, the Naval Flying Standards Flight at RNAS Yeovilton, and Empire Test Pilots School, RAF Centre for Aviation Medicine and Qinetiq at BAe Boscombe Down.

Make sure if you don't have it already, to download Part 1 of this package, "Valley Hawks" featuring the Hawks of No. 4 Flying Training School, No's 19 and 208 (Reserve) Squadrons based at RAF Valley, Anglesey, Wales, UK. And keep your eyes peeled for more packages from MAIW which cover the various export variants of the BAe Hawk in use by Air Forces around the world, and a full AI display by the famous Red Arrows.

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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:

- Greg Loones

Models:

- Hawk T1 by Nick Black

Flight Dynamics:

- Mike "mikewmac" MacIntyre

Repaints:

- Nick Black and Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Gary Barker

Beta Testing:

- MAIW Beta Team



## 3. Units Included in this Package

### No. 100 Squadron – Royal Air Force



### Fleet Requirements Air Direction Unit and Naval Flying Standards Flight – Royal Navy



**Empire Test Pilots School – British Aerospace**



**Centre for Aviation Medicine – Royal 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 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:

EGDM  
EGDR  
EGDY  
EGXE

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\_EGOV\_DEFAULT\_GL.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/UK/RAF/UK Hawks Part 2/Callsigns” in the “Look in:” window

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

ARCHER  
AZTEC  
BENBOW  
BOUNTY  
BOWMAN  
CULDROSE  
DARWIN  
TESTER  
YVL

**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

***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:

EGDM  
EGDR  
EGDY  
EGXE

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"**

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:

ARCHER  
AZTEC  
BENBOW  
BOUNTY  
BOWMAN  
CULDROSE  
DARWIN  
TESTER  
YVL

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-

"Flight Simulator 9/Military AI Works/UK/RAF/UK Hawks Part 2 /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.

### 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 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](http://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

