MAIW FSX Installation Guide 2.0

How to prepare MAIW packages for usage in FSX
Current as package Nellis AFB

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MAIW FSX Installation Guide

Cary Hughes (Celtic Warrior) was the first to compile information how to make MAIW packages work in FSX and has inspired me to do write this manual. Thank you, Cary ☺.

Running MAIW packages with FSX is explicitly not supported and no help is given by the MAIW team. Still most of their aircraft are as beautiful in FSX as they are in FS9 and I would not want to do without them. This manual guides you through the steps to use the MAIW packages in FSX.

I decided to rewrite the guide to include instructions on file level and provide a concept to store MAIW files in FSX. Not everbody is aware of which FS9 files can be used in FSX. Due to changes in the philosophy over the years the naming convention and the location of MAIW files do not always follow the same convention. The Topgun and Coningsby package for example store traffic files in the scenery folder – easy to overlook and hard to identify as a reason for having no traffic in FSX when you think you have converted all files.

The recommended FSX setup is Service Pack 2 (or Acceleration) in DirectX9 mode. SP-2 fixes the bug of the previous versions to show un-textured model parts only in black. In DirectX10 mode most textures will not show.

In the description below I want you to move or copy files from one location (FS9) to another location (FSX). I assume that this is possible by either a network setup or different drives on the same machine. In case you work with two unconnected computers, you have to do the steps with a transport medium like an USB stick.

1.   Prepare a virtual FS9 setup

You start creating a virtual FS9 folder. A virtual FS9 folder has the big advantage that after the installation all files in this folder are MAIW related. You can't miss a file, you can't pick a wrong file and you can't harm an existing FS9 installation.

a. Create a new root folder, like C:\FS9. I will refer to this folder as **<Virtual FS9>** from here on.

b. In the Explorer, create a new file in <Virtual FS9> and change the name to FS9.exe (right click in the Explorer view, select new, then any file type and rename it to FS9.exe).

c. Create a folder in **<Virtual FS9>** and name it **"addon scenery"** (otherwise the WOAI Installer will fail). Below the new folder create another folder which you name **"scenery"**.

d. Create three additional folders in **<Virtual FS9>** and name them **"effects"**, **"texture"** and **"scenery"**. Below **"effects"** create another folder and name it **"texture"**.

e. Download the **ADE9X Environment Checker** from The Owl's Nest. Run it and set the FS9 path to the folder you have just created. **Attention:** If there is a real FS9 installation on the machine you are doing this, you have to restore the previous setting afterwards.

2. *Select what MAIW packages you want to install*

Download all MAIW packages that you want to install (there is no reason to skip any except the packages that have been re-released as an update later). You find a description with a direct download link for each package in the MAIW section of "The Owl's Nest".

Below list is current as of December 2009 (Nellis AFB package).

#	Package	File
1	**Osan AFB**	woamil1.zip
2	**Seaboard ANG**	woamil2.zip
3	**Canadian Armed Forces C-130**	woamil3.zip
4	**Canadian Armed Forces Fix**	woa_canadian_armed_forces_fix.zip
5	**USAF Hickam C-17**	woamil4.zip
6	**Italian Air Force Tornado**	woamil5.zip
7	**World of AI/Tinker AFB**	woamil6.zip
8	**United States Air Force T-37 Tweet**	woamil7.zip
9	**Republic of China AF1**	woamil8.zip
10	**USAF JSTARS and Robins AFB**	woamil9.zip
11	**USAF JSTARS and Robins AFB FIX**	maiw_jstars_package__fix.zip
12	**USAF Boeing E3**	woamil10.zip
13	**USAF F-117A Nighthawk**	woamil11.zip
14	**USAF B-1B: Dyess AFB Version 2**	woamil12_207955.zip
15	**USAF Eielson AFB Version 2.0**	woamil13.zip
16	**Exotic Alberts RAAF Transports Component**	woamil14.zip
17	**Exotic Alberts Bangladesh Air Force C-130 Component**	woamil15.zip
18	**Exotic Alberts Indonesian Air Force C-130 Component**	woamil16.zip
19	**Exotic Alberts JASDF C-130 Component**	woamil17.zip
20	**Exotic Alberts Malaysian AF C-130 Component**	woamil18.zip
21	**Exotic Alberts New Zealand AF C-130 Component**	woamil19.zip
22	**El Salvadoran Air Force A-37B Dragonfly**	woamil20.zip
23	**German Armed Forces GAFFTC**	woamil21.zip
24	**USAF Maxwell AFB**	woamil22.zip
25	**Holloman Talons**	woamil23.zip
26	**United States Navy and Marine Corps C-130 Hercules**	woamil24.zip
27	**Peruvian Air Force part 1**	woamil26.zip
28	**RAF Coningsby 121st Expeditionary Air Wing**	maiw_raf_coningsby.zip
29	**Whiteman AFB**	maiw_whiteman_afb.zip
30	**Shaw AFB**	maiw_shaw_afb.zip
31	**Exotic Alberts Pakistani AF C-130 Component**	maiw_eap_pakistan.zip
32	**Exotic Alberts Philippines AF C-130 Component**	maiw_eap_philippines.zip
33	**Royal Saudi Air Force Tornados**	maiw_saudi_tornados.zip
34	**Exotic Alberts Royal Thai AF C-130 Component**	maiw_eap_thailand.zip
35	**Hurlburt Field**	maiw_hulburt_field.zip
36	**Beale AFB**	maiw_beale_afb.zip
37	**USAF Patrick AFB**	maiw_patrick_afb.zip
38	**Exotic Alberts Singapore AF C-130 Component**	maiw_eap_singapore.zip
39	**RAAF 33 Squadron**	maiw_raaf_33_squadron.zip
40	**RAF Lakenheath 48th FW**	maiw_raf_lakenheath.zip
41	**Exotic Alberts Taiwan AF C-130 Component**	maiw_eap_taiwan.zip
42	**Exotic Alberts Sri Lankan AF C-130 Component**	maiw_eap_sri_lanka.zip
43	**Exotic Alberts South Korean AF C-130 Component**	maiw_eap_south_korea.zip
44	**1st Anniversary Airshow**	maiw_1st_airshow.zip
45	**Duke Field**	maiw_duke_field.zip
46	**Royal Saudi Air Force E-3 Sentry**	maiw_saudi_e3.zip
47	**Ellsworth AFB Version 2**	maiw_ellsworth_afb_221720.zip
48	**Southeast ANG**	maiw_se_ang.zip
49	**Royal Bahrani Air Force F-16s**	maiw_rbaf_f16.zip
50	**Exotic Alberts Part 2 Bolivian AF Component**	maiw_eap2_bolivia.zip
51	**Exotic Alberts Part 2 Brazilian AF Component**	maiw_eap2_brazil.zip
52	**Exotic Alberts Part 2 Argentinian AF Component**	maiw_eap2_argentina.zip
53	**Exotic Alberts Part 2 Chilean AF Component**	maiw_eap2_chile.zip

54	**Exotic Alberts Part 2 Colombian AF Component**	maiw_eap2_colombia.zip
55	**Exotic Alberts Part 2 Ecuadorian AF Component**	maiw_eap2_ecuador.zip
56	**Andrews AFB Transports**	maiw_89th_aw.zip
57	**IDF Ben Gurion**	maiw_ben_gurion_idf.zip
58	**German Air Force Eurofighter**	maiw_german_eurofighter.zip
59	**Portuguese Air Force**	maiw_portugal__af.zip
60	**Sheppard Talons**	maiw_sheppard_talons.zip
61	**Tomcat Sunset**	maiw_tomcat_sunset.zip
62	**Carribean Defense Forces**	maiw_carribean_af.zip
63	**Exotic Alberts Part 2 Honduran AF Component**	maiw_exotic_alberts_honduras.zip
64	**Exotic Alberts Part 2 Mexican AF Component**	maiw_exotic_alberts_mexico.zip
65	**Exotic Alberts Part 2 Uruguayan AF Component**	maiw_exotic_alberts_uruguay.zip
66	**Exotic Alberts Part 2 Venezuelan AF Component**	maiw_exotic_alberts_venzuela.zip
67	**Spanish Air Force Eurofighter**	maiw_spanish_eurofighters.zip
68	**RAF Mildenhall**	maiw_raf_mildenhall.zip
69	**Little Rock AFB**	maiw_little_rock_afb.zip
70	**Royal Air Force Tornado GR4**	maiw_raf_tornado_gr4.zip
71	**UK Hawks Part 1**	maiw_raf_hawks_pt1.zip
72	**Italian Air Force Eurofighter**	maiw_italian_eurofighter.zip
73	**NAS Miramar Top Gun**	maiw_top_gun.zip
74	**Phoenix Force**	maiw_phoenix_force.zip
75	**Royal Saudi Air Force Eagles**	maiw_rsaf_eagles.zip
76	**Mountain Home AFB**	maiw_mountain_home_afb.zip
77	**UK Hawks Part 2**	maiw_uk_hawks_pt2.zip
78	**Retro Hawks Part1: Kenyan Hawks**	maiw_kenyan_hawks.zip
79	**Export Hawks Part1: Finnish Hawks**	maiw_export_hawks_finland.zip
80	**Andrews AFB Transports UPDATE**	maiw_89th_aw_update.zip
81	**Export Hawks Part2: Canadian Hawks**	maiw_export_hawks_canada.zip
82	**UK Harriers Version 2**	maiw_uk_harriers.zip
83	**Davis Monthan AFB**	maiw_davis_monthan.zip
84	**Export Hawks Part3: Australian Hawks**	maiw_export_hawks_australia.zip
85	**Italian Navy Harriers**	maiw_italian_navy_harriers.zip
86	**Export Hawks Part 4A: Saudi Hawks**	maiw_saudi_hawks.zip
87	**Export Hawks Part 4B: Bahraini and Kuwaiti Hawks**	maiw_bahrain_hawks.zip
88	**Finnish Transports and Trainers**	maiw_finnish_transports.zip
89	**Hill AFB**	maiw_hill_afb.zip
90	**MCAS Yuma Harriers**	maiw_yuma_harriers.zip
91	**Florida Orions**	maiw_florida_orions.zip
92	**USN EP-3E**	maiw_ep-3e.zip
93	**USN/USMC Airliners**	maiw_usn_airliners.zip
94	**MCAS Cherry Point Harriers**	maiw_cherry_point_harriers.zip
95	**USN/USMC Special Use Mentors**	maiw_special_use_mentors.zip
96	**NAS Whiting Field North**	maiw_whiting_field_north.zip
97	**Export Hawks Part 4C: Oman Hawks**	maiw_oman_air_force.zip
98	**Export Hawks Part 4D: United Arab Emirates Hawks**	maiw_uae_hawks.zip
99	**Export Hawks Part 5: Indian Hawks**	maiw_indian_hawks.zip
100	**Spanish Navy Harriers**	maiw_spanish_harriers.zip
101	**MCBH Kaneohe Bay Version 3**	maiw_mcbh_kaneohe_bay_v3r1.zip
102	**German Air Force Eurofighter Update**	maiw_german_eurofighter_update.zip
103	**Hungarian Gripens**	maiw_hungarian_gripens.zip
104	**Export Hawks Part 6: NAS Meridian Hawks**	maiw_nas_meridian_hawks.zip
105	**Export Hawks Part 6: NAS Kingsville Hawks**	maiw_nas_kingsville_hawks.zip
106	**South African Air Force Fighters**	maiw_south_african_air_force.zip
107	**Export Hawks Part 8: Royal Malaysian Hawks**	maiw_malaysian_hawks.zip
108	**UK Hawks Part3: Battle of Britiain Tribute**	maiw_bob.zip
109	**1-130th Attack Helicopter Battalion**	maiw_1-130th_avn.zip
110	**Eglin AFB**	maiw_eglin_afb.zip
111	**RAF Tornado F3**	maiw_raf_tornado_f3.zip
112	**Royal Air Force of Oman PC9**	maiw_rafo_1sq.zip
113	**French Mirage F1**	maiw_french_mirage_f1.zip
114	**Luke AFB**	maiw_luke_afb.zip
115	**Export Hawks Part 9: Indonesian Hawks**	maiw_indonesian_hawks.zip
116	**Export Hawks Part 10: South Korean Hawks**	maiw_south_korean_hawks.zip

117	**Export Hawks Part 11: BAe Hawks**	maiw_bae_hawks.zip
118	**UK Seakings Part 1: RAF Rescue Seakings**	maiw_raf_seakings.zip
119	**CGAS Elizabeth City**	maiw_cgas_elizabeth_city.zip
120	**Simmons Army Airfield**	maiw_simmons_aaf.zip
121	**Langley AFB Version 2**	maiw_langley_afb_v2.zip
122	**NAS Corpus Christi**	maiw_nas_corpus_christi.zip
123	**Tyndall AFB**	maiw_tyndall_afb.zip
124	**Elmendorf AFB Version 2**	maiw_elmendorf_afb_v2.zip
125	**Army Air Corps WAH-64 Apache**	maiw army air corps wah-64.zip
126	**McConnell AFB AI**	maiw_mcconnell_afb.zip
127	**Spanish Mirage F1**	maiw_spanish_mirage_f1's.zip
128	**Finnish Hornets**	MAIW Finnish Hornets.zip
129	**Moroccan Mirage F1**	MAIW Moroccan Mirage F1.zip
130	**NATO Sentry's**	MAIW NATO Sentrys.zip
131	**Seymour Johnson AFB**	MAIW Seymour Johnson AFB V2.zip
132	**Jordanian Air Defence, Shaheed Mwaffaq AB**	MAIW Jordanian Air Defence Shaheed Mwaffaq AB.zip
133	**Grand Forks Air Force Base AI**	MAIW Grand Forks AFB.zip
134	**Reserve Hornets AI**	MAIW Reserve Hornets.zip
135	**Great Lakes ANG Part 2**	MAIW Great Lakes ANG Part 2.zip
136	**Great Lakes ANG Part 1**	MAIW Great Lakes ANG Part 1.zip
137	**West Coast ANG**	MAIW West Coast ANG.zip
138	**MCAS Beaufort**	MAIW MCAS Beaufort.zip
139	**Nellis Air Force Base**	MAIW Nellis AFB.zip

3.   Prepare the MAIW packages

It is important that you install the packages in the sequence of their release. Some files have been updated over the years and you want to have the newest version.

Install all MAIW packages into *<Virtual FS9>*. For the first 25 packages you need the **WOAI Installer**, which you can download from AVSim. A good trick is to use the **"Restart"** button after each installation – this spares from reloading the tool again and again. Install the packages from **"woamil01.zip"** to **"woamil26.zip"**. Mind that **"woamil25.zip"** is missing.

Now you can quit the WOAI Installer. The next step is to manually add two fixes **"maiw_jstars_package__fix.zip"** and **"woa_canadian_armed_forces_fix.zip"**. Follow the description of the readme file.

All later MAIW packages come with their own installer.

You can start the installation directly from the Zip file. Be careful with RAF Coningsby (maiw_raf_coningsby.zip) – this package does not default to the correct FS location but always to **"C:\Program Files\..."** You have to manually correct the path. Always use the *<Virtual FS9> path*. You may want to keep the copy of the correct path in the clipboard and use it from there.

To prevent IE from always popping into your view when it displays the package description make the IE window smaller and move it to a corner area of your screen.

4.   Correct MAIW installer errors

A few MAIW packages do not install correctly. Some of these errors are due to the PAI installer used for the first 25 packages (woamil1.zip → woamil26.zip). The installer overwrites already existing [fltsim.x] sections, causing some packages never to be seen. In some cases typos in the aircraft.cfg lead to missing textures or models. You are advised to fix these errors by following the instructions given in Appendix I: Fix MAIW installation errors.

5.   *Migrate the MAIW aircraft to FSX*

In this step we copy the AI aircraft from our virtual FS9 environment to the real FSX installation, which I refer to as *<FSX>* from here on.

      a.   Create a folder below "*<FSX>\SimObjects*" and name it "*MAIW*".

      b.   If you are unsure how to edit your FSX.cfg please download the FSX CFG Editor from AVSim. In your FSX.cfg locate the [Main] section. Within the [Main] section locate:
SimObjectPaths.0=SimObjects\Airplanes
SimObjectPaths.1=SimObjects\Rotorcraft
SimObjectPaths.2=SimObjects\GroundVehicles
SimObjectPaths.3=SimObjects\Boats
SimObjectPaths.4=SimObjects\Animals
SimObjectPaths.5=SimObjects\Misc

You have to add another line at the end of this block saying:
SimObjectPaths.**X**=SimObjects\MAIW

Double-check to make sure that your replace the **X** with the next free number fitting your configuration. In the example above this would be 6, but this number might be higher depending on what else you have installed.
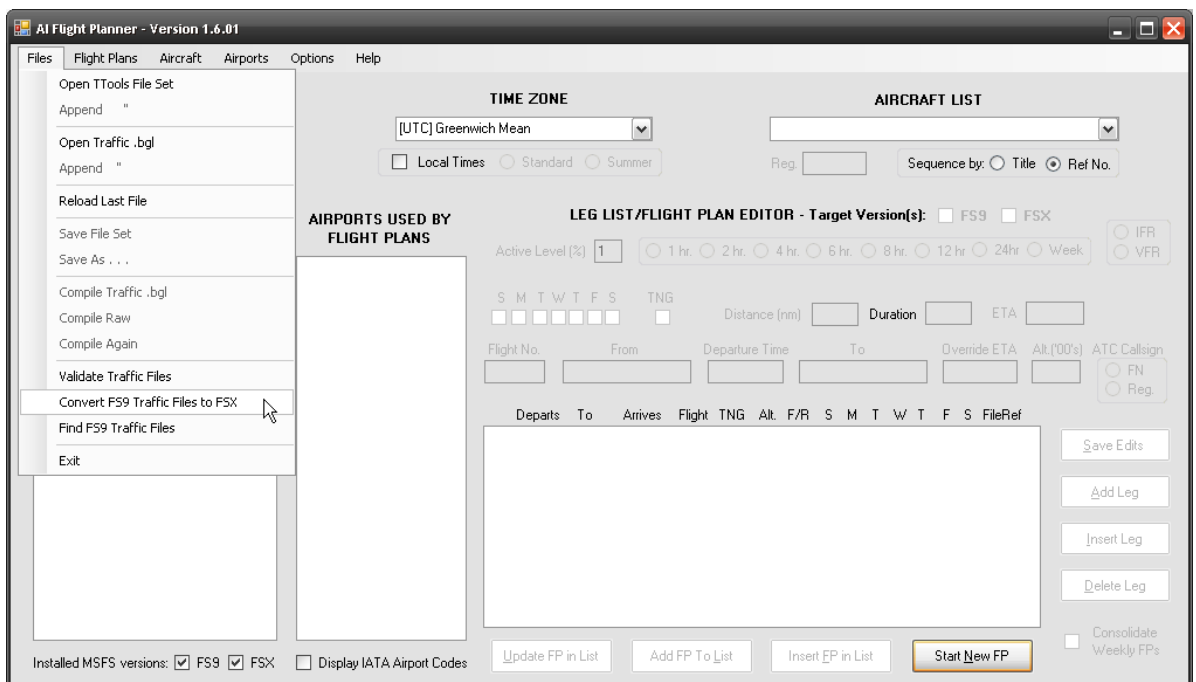
      c.   In the Explorer, open the folder "*<Virtual FS9>\aircraft*". Select all folders (e.g. by pressing Ctrl-A). Now move or copy them into the folder "*<FSX>\SimObjects\MAIW*".

      d.   This step is completed if you see the aircraft folders in "*<FSX>\SimObjects\MAIW*".

6. Migrate the MAIW Flight Plans to FSX
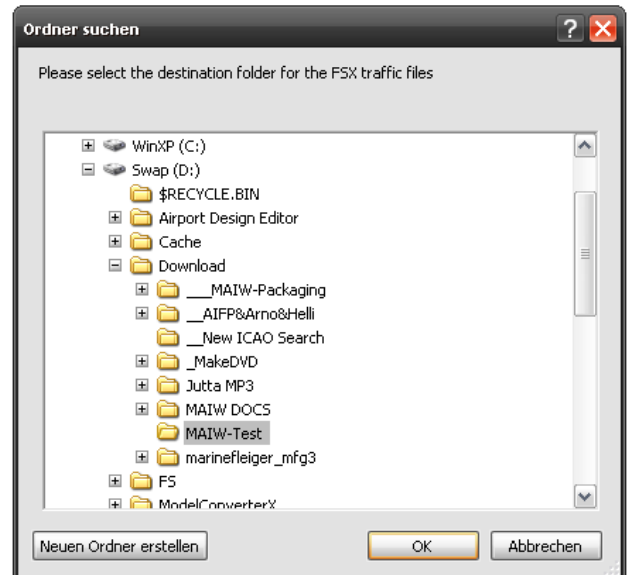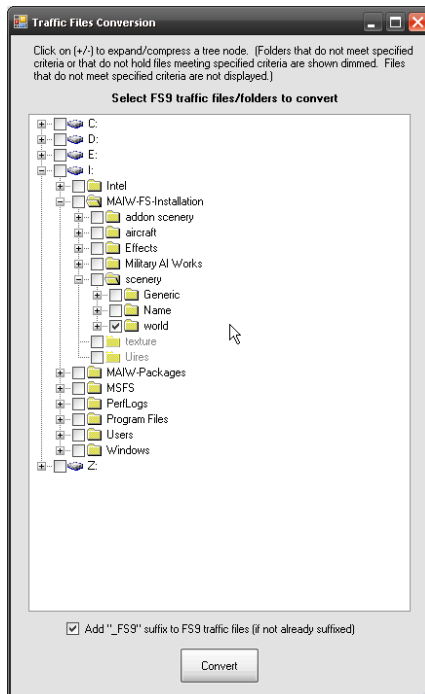
In this step we convert the flight plans before they can be migrated them to the real FSX installation. Most flight plans have been installed into "*<Virtual FS9>\scenery\world\scenery*". All BGL files located here are traffic files.

a. Extract the flightplan "*Traffic_MAIW_TOPGUN_RAG.bgl*" from the file "*<Virtual FS9>\scenery\world\scenery\Traffic_MAIW_TOPGUN_RAG.zip*" and delete the Zip file afterwards.

b. Go to the folder "*<Virtual FS9>\Addon Scenery\MAIW RAF Coningsby\scenery*" and move the files *Traffic_EGXC_FlyBy.bgl* and *Traffic_EGXC_Jaguar_6Sqn.bgl* to the folder "*<Virtual FS9>\scenery\world\scenery*".

c. Go to the folder "*<Virtual FS9>\Addon Scenery\MAIW (Works) Field\scenery*" and move the file *Traffic_MAIW_Airshow.bgl* to the folder "*<Virtual FS9>\scenery\world\scenery*".

d. Go to the folder "*<Virtual FS9>\Addon Scenery\MAIW Miramar NAS\scenery*" and move the files *Traffic_TOPGUN_FLYBY.bgl* and *Traffic_TOPGUN_Mav's_Bike.bgl* to the folder "*<Virtual FS9>\scenery\world\scenery*".

e. Go to the folder "*<Virtual FS9>\Addon Scenery\MAIW Kauhava AB\scenery*" and move the files *Traffic*.bgl* to the folder "*<Virtual FS9>\scenery\world\scenery*".

f. Download Don Grovestine's AI Flight Planner. You need this tool to convert the FS9 flight plans to FSX standard. AIFP will correct the start-of-week setting and the changed ICAO codes. I have used this tool to convert all MAIW flight plans with a single action and without error. Make sure you have at least version 1.6.26.

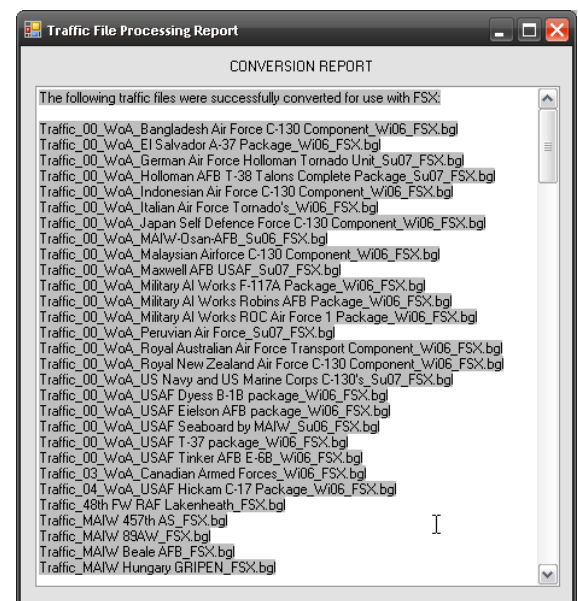g. Start AI Flight Planner. Select menu "Files", then "Convert FS9 Traffic Files to FSX".

h. In the dialog navigate to your folder **"<Virtual FS9>\scenery\world\scenery"** and click the checkbox to select the folder. I suggest you as well activate the checkbox **"Add '_FS9' suffix to FS9 traffic files"** above the 'Convert' button which will rename the original traffic files to **"<original name>_FS9.bgl"**.

i. In the next dialog select the output folder where the converted flight plans should be created.

j. Click on the button **"OK"** to start the conversion process. You see the tool converting all flight plans.

k. After the conversion is completed, you are presented a report that lists all success or failure for each BGL.

l. All converted files have the name extension **"<original name>_FSX.bgl"** while the original files have been renamed to **"<original name>_FS9.bgl"** if you have selected this option (see g above).

m. If your conversion report gives you an error message for one or several BGLs, these are still unconverted FS9 files and we don't want them in FSX.

n. Move or copy all files ending with **"_FSX.bgl"** from **"<Virtual FS9>\Scenery\World\Scenery"** to **"<FSX>\Scenery\World\Scenery"**.

o. This step is completed if you see the **"*_FSX.bgl"** files in the **"<FSX>\Scenery\World\Scenery"** folder.

7. Migrate the MAIW effects to FSX

In this step we copy the effect files plans from our virtual FS9 environment to the real FSX installation. We don't want to overwrite already existing files during this step.

a. In the Explorer, open "**<Virtual FS9>\effects\texture**". Select all files there (e.g. by pressing Ctrl-A). Now move or copy them into the folder "**<FSX>\effects\texture**". You might get asked to overwrite existing files. Do **not** to overwrite existing files.

b. In Explorer, move one folder upwards. You are now in "**<Virtual FS9>\effects**". Select all files (but not the folder "Texture") and move or copy them into the folder "**<FSX>\effects**". You might get asked to overwrite existing files. Do **not** to overwrite existing files.

c. This step is completed if you have copied all effect files and their textures from the virtual FS9 installation to the FSX installation.

All packages released up to and including Nellis AFB come with these effects: → List of Effects.

8. Migrate the MAIW textures to FSX

In this step we copy the texture files from our virtual FS9 environment to the real FSX installation. We don't want to overwrite already existing files during this step.

a. In the Explorer, open "**<Virtual FS9>\texture**". Select all files there (e.g. by pressing Ctrl-A). Now move or copy them into the folder "**<FSX>\texture**". You might get asked to overwrite existing files. Do **not** to overwrite existing files.

b. In the Explorer, open "**<Virtual FS9>\scenery\world\texture**". Select all files there (e.g. by pressing Ctrl-A). Now move or copy them into the folder "**<FSX>\scenery\world \texture**". You might get asked to overwrite existing files. Do **not** to overwrite existing files.

c. This step is completed if you have copied all textures from the virtual FS9 installation to the FSX installation.

All packages released up to and including Nellis AFB come with these textures: → List of Textures.

9. Migrate the MAIW Scenery files to FSX

In this step we copy the scenery enhancements from our virtual FS9 environment to the real FSX installation. Keep in mind that the scenery files are for FS9. Aside from the different file structure, the MAIW guys have done some very clever tricks, e.g. to allow formation flight that is realized with overlaying runways.

This is where it becomes a bit complicated. To see the effects of the MAIW packages and flight plans we need the airport definitions with the parking spots. On the other hand we don't want to introduce FSX incompatible files. Due to the considerable changes between FS9 and FSX some things may look ugly, don't work at all or even harm the general performance.

What is the risk skipping this step? You may not see all the traffic defined by the flight plans, because the default airports have none or unfitting parking spots. This you can fix by either downloading FSX specific airport files, or adding parking spots yourself. You surely will miss things like formation flights, but you still have a solid high class military AI. I would suggest following this step, seeing if it is causing trouble and in that case reverse back.

a. Create a folder below **"<FSX>\Addon Scenery"** and name it **"MAIW Airports"**.
In this folder create two folders and name them **"scenery"** and **"texture"**
→ this folder will contain the Airports and Object Placements.

b. Create a folder below **"<FSX>\Addon Scenery"** and name it **"MAIW Landclass"**.
In this folder create one folder and name it **"scenery"**
→ this folder will contain the Landclass files.

c. Create a folder below **"<FSX>\Addon Scenery"** and name it **"MAIW Scenery"**.
In this folder create two folders and name them **"scenery"** and **"texture"**
→ this folder will contain the Object Libraries.

d. Create a folder below **"<FSX>\Addon Scenery"** and name it **"MAIW Excludes"**.
In this folder create two folders and name them **"scenery"** and **"texture"**
→ this folder will contain the Exclusions.

The following sections describe the re-location of all files up to and including the Nellis AFB package. If you decide not to install all packages, you will find fewer files than mentioned here.

Look at the files patterns carefully: files not mentioned are left out by intention. This is specifically true for all VTPP, VTPL, VTPX and LWM2 files!

a. Migrate the Landclass files

Recently MAIW has introduced a specific folder **"MAIW Land Class"** for the landclass files that come with new packages. We go one step further and combine all MAIW landclass files into a dedicated landclass folder. **Make sure** that the Landclass folder does **not** have a texture folder!

a. Move or copy these (*) files
from: **"<Virtual FS9>\scenery\Base\scenery"**
to **"<FSX>\Addon Scenery\MAIW Landclass\scenery"**.
(*) Elmendorf Landclass.bgl
(*) MAIW Grand Forks AFB Land Class 1.bgl
(*) MAIW Grand Forks AFB Land Class 2.bgl
(*) McConnell Landclass.bgl
(*) Seymour Johnson Landclass.bgl

b. Move or copy these (*) files
from: **"<Virtual FS9>\Addon Scenery\MAIW Land Class\scenery"**
to **"<FSX>\Addon Scenery\MAIW Landclass\scenery"**.
(*) Beaufort Landclass.bgl
(*) MAIW Kingsley Landclass.bgl
(*) MAIW Portland ANG Landclass.bgl
(*) Nellis Land Class.bgl

c. Move or copy these files
from: **"<Virtual FS9>\Addon Scenery\(*)"**
to **"<FSX>\Addon Scenery\MAIW Landclass\scenery"**.

(*) *"..\MAIW Luke AFB (KLUF)\scenery\Luke AFB Landclass.bgl"*
(*) *"..\Hill AFB (KHIF)\scenery\Hill Landclass.bgl"*
(*) *"..\Hill AFB (KHIF)\scenery\Hill Mesh.bgl"*
(*) *"..\Hill AFB (KHIF)\scenery\Hill Mesh_A16N.bgl"*
(*) *"..\MAIW Kaneohe Bay (PHNG)\scenery\Kaneohe landclass.bgl"*
(*) *"..\MAIW Kaneohe Bay (PHNG)\scenery\Kaneohe Mesh.bgl"*
(*) *"..\MAIW Kaneohe Bay (PHNG)\scenery\Kaneohe Mesh_A16N.bgl"*
(*) *"..\MAIW NAS Meridian\scenery\Meridian Landclass.bgl"*
(*) *"..\MAIW NAS Lemoore (KNLC)\scenery\Lemoore Landclass.bgl"*
(*) *"..\MAIW NAS Kingsville\scenery\Kingsville Landclass.bgl"*
(*) *"..\MAIW Raleigh-Durham (KRDU)\scenery\Raleigh-Durham Landclass.bgl"*
(*) *"..\MAIW Kingsley Field (KLMT)\scenery\MAIW Kingsley Landclass.bgl"*
(*) *"..\MAIW Beale AFB\scenery\BealLC.bgl"*

b. Migrate the Airport files

By default most airport files are stored in the default scenery folder. Newer MAIW packages have their separate folder, where all files are stored. I prefer to have all airport files together in one folder.

1. Move or copy these (*) files
   from: "***<Virtual FS9>\Addon Scenery\scenery***"
   to "***<FSX>\Addon Scenery\MAIW Airports\scenery***".
   (*) MAIW_AF2_*.bgl
   (*) AF2_*.bgl
   (*) MAIW_AFX_*.bgl
   (*) MAIW_ADE9_*.bgl
   (*) MAIW_????_def*.bgl
   (*) MAIW_*waypo*.bgl
   (*) MAIW_*wpt*.bgl
   (*) MAIW_CFR1 Capa Frasca Range_GB.bgl.bgl
   (*) MAIW_ETAV siegenburg range_GB.bgl
   (*) MAIW_WRA1_Cape Wrath Range_GB.bgl
   (*) MAIW_TAI1_Tain Range_GB.bgl
   (*) MAIW_STEW_Stews House_GB.bgl
   (*) MAIW_SPA1_Spadeadam Range_GB.bgl

2. Move or copy these (*) files
   from: "***<Virtual FS9>\Addon Scenery\MAIW RAF Coningsby\scenery***"
   to "***<FSX>\Addon Scenery\MAIW Airports\scenery***".
   (*) AF2_*.bgl

3. Move or copy these (*) files
   from: "***<Virtual FS9>\Addon Scenery\MAIW RAF Lakenheath\scenery***"
   to "***<FSX>\Addon Scenery\MAIW Airports\scenery***".
   (*) AF2_EGUL.bgl

4. Move or copy these (*) files
   from: "***<Virtual FS9>\Addon Scenery\MAIW (Works) Field\scenery***"
   to "***<FSX>\Addon Scenery\MAIW Airports\scenery***".
   (*) AF2_*.bgl

5. Move or copy these (*) files
   from: "***<Virtual FS9>\Addon Scenery\MAIW Miramar NAS\scenery***"

to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
(*****) *MAIW_AF2_*.bgl*
(*****) *AF2_*.bgl*

6. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\Hill AFB (KHIF)\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
   (*****) *MAIW_AF2_*.bgl*

7. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW NAS Lemoore (KNLC)\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
   (*****) *MAIW_AF2_*.bgl*

8. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW NAS Meridian\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
   (*****) *MAIW_AF2_*.bgl*

9. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW NAS Kingsville\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
   (*****) *MAIW_AF2_*.bgl*

10. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Raleigh-Durham (KRDU)\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AF2_*.bgl*

11. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW French AB Scenery\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AFX_*.bgl*

12. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Luke AFB (KLUF)\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AF2_*.bgl*

13. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW_Brough\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AF2_*.bgl*

14. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Elizabeth City\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AF2_*.bgl*

15. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Albacete AB (LEAB)\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AFX_*.bgl*

16. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Moroccan AB scenery\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Airports\scenery"*.
    (*****) *MAIW_AFX_*.bgl*

17. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Geilenkirchen\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AFX_*.bgl

18. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Seymour Johnson AFB (KGSB)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

19. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Grand Forks AFB\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

20. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Kingsley Field (KLMT)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

21. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Portland ANG (KPDX)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

22. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Beaufort MCAS (KNBC)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

23. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\ MAIW Nellis AFB (KLSV)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Airports\scenery*".
    (*) MAIW_AF2_*.bgl

c. Migrate the Exclude files

The exclude files are literally all over the place. Because we have to go through all files anyway we will deal with them separately.

1. Move or copy these (*) files
   from: "*<Virtual FS9>\scenery\Name\scenery*"
   to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
   (*) KILGexcl.BGL

2. Move or copy these (*) files
   from: "*<Virtual FS9>\Addon Scenery\scenery*"
   to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
   *(*) *execlude*.bgl*
   *(*) *exclude*.bgl*
   *(*) *excl*.bgl*
   *(*) *exc*.bgl*
   (*) MAIW_*KRCAexcl.bgl*
   (*) 000_MAIW_LPMT.BGL

3. Move or copy these (*) files
   from: "*<Virtual FS9>\Addon Scenery\Osan AB, ROK\scenery*"

to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
(*****) **exec*.bgl*

4. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW RAF Coningsby\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *EGXC_excl-1.BGL*
   (*****) *EGXC_excl-2.BGL*
   (*****) *EGXC_excl-3.BGL*
   (*****) *EGXC_excl-4.BGL*
   (*****) *EGXC_excl-8.BGL*

5. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW Beale AFB\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *KBAB-excl-7.BGL*

6. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW RAF Lakenheath\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *egulexl.BGL*

7. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW (Works) Field\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *MAIW_EXCL_HOME.BGL*

8. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\EGYM\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *MAIW_EGYM_*.bgl*

9. Move or copy these (*****) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW Miramar NAS\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
   (*****) *mirex*.BGL*
   (*****) *towerxc.BGL*
   (*****) *KNKX_excl_mav_*.BGL*
   (*****) *EGXC_excl-4.BGL*
   (*****) *EGXC_excl-8.BGL*

10. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW Kauhava AB\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
    (*****) *EFKA_excl*.BGL*

11. Move or copy these (*****) files
    from: *"<Virtual FS9>\Addon Scenery\CFB Cold Lake\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Excludes\scenery"*.
    (*****) *exclude.bgl*

12. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\Hill AFB (KHIF)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) Hill Exclude Houses.BGL
    (*) Hill House Exclude.bgl
    (*) Hill Tank Exclude.bgl
    (*) Hill_AFB_Exclude.bgl

13. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW MCAS Yuma\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) MAIW_MCAS_Yuma.BGL
    (*) MAIW_EXCL1_*.bgl

14. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Lemoore (KNLC)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) Lemoore Default Beacon Exclude.bgl
    *(*) Lemoore Exclude *.bgl*

15. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Kaneohe Bay (PHNG)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    *(*) Exclude *.bgl*

16. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Meridian\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    *(*) Exclude *.bgl*

17. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Meridian\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) Kingsville Exclude.bgl*

18. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Raleigh-Durham (KRDU)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) MAIW_1RDU_exclude.BGL

19. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Scenery Library Objects\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) MAIW_Andrews_AFB.BGL
    (*) MAIW_IDF_PART1_Bases.BGL

20. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW French AB Scenery\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
    (*) MAIW_LFSC_Exclude.BGL*

21. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Luke AFB (KLUF)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (**1.**) → rename "**Exclude Default Buildings.BGL**" to
                     "**Exclude Default Buildings KLUF.BGL**"
    (*****) Exclude*****.BGL

22. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW_Brough\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) EGNB_Tower_Exclude.BGL

23. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Elmendorf AFB (PAED)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) Elmendorf Exclude Default Buildings.BGL
    (*****) MAIW_PAED_Exlcude.BGL
    (*****) MAIW_000_PAED.BGL
    (*****) Default OBS Exclude.bgl

24. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW McConnell AFB\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) McConnell Exclude*****.BGL

25. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Albacete AB (LEAB)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) MAIW_LEAB_Excludes.BGL

26. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Moroccan AB scenery\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) MAIW_GMSL_EXCLUDE.BGL
    (*****) MAIW_GMFM_EXCLUDE.BGL

27. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Geilenkirchen\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) ETNG_Tower_Exclude.BGL

28. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Seymour Johnson AFB (KGSB)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) Seymour Johnson Default Exclude.bgl
    (*****) Seymour Johnson Runway 8 Exclude.bgl
    (*****) Seymour Johnson Exclude*****.BGL

29. Move or copy these (*****) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Shaheed Mwaffaq (OJ0D)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Excludes\scenery**".
    (*****) MAIW_OJ0D_Exclude1.BGL

30. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW Grand Forks AFB\scenery*"
to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
(*) *MAIW_Grand_Forks_AFB_Exclude.BGL*
(*) *MAIW_Grand_Forks_AFB.BGL*

31. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW Kingsley Field (KLMT)\scenery*"
to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
(*) *Kingsley Rnwy 14*.BGL*
(*) *Kingsley Fire Exclude.BGL*
(*) *Kingsley_Exclude*.BGL*

32. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW Portland ANG (KPDX)\scenery*"
to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
(*) *Portland Exclude*.BGL*
(*) *Portland Default Tower Exclude.bgl*

33. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW Beaufort MCAS (KNBC)\scenery*"
to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
(*) *Beaufort Exclude*.BGL*

34. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW Nellis AFB (KLSV) \scenery*"
to "*<FSX>\Addon Scenery\MAIW Excludes\scenery*".
(*) *000_MAIW_Nellis_AFB_Default_Objects_Excludes.BGL*

d. Migrate the Library files

Recently MAIW has introduced a specific folder for library files: *"MAIW Scenery Library Objects".* We go one step further and combine all MAIW libraries and scenery files into a dedicated scenery folder.

1. Move or copy these (*) files
from: "*<Virtual FS9>\scenery\Generic\scenery*"
to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
(*) *GGv3_XTrees_lib9_0.BGL*

2. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\scenery*"
to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
(*) *MAIW_*Taxysigns.bgl*
(*) *MAIW_LPMT_OB1.BGL*

3. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\Osan AB, ROK\scenery*"
to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
(*) *OSAN*.bgl*

4. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\Osan AB, ROK\texture*"
to "*<FSX>\Addon Scenery\MAIW Scenery\texture*".
(*) *.**

5. Move or copy these (*) files
from: "*<Virtual FS9>\Addon Scenery\MAIW RAF Coningsby\scenery*"

to *"<FSX>\Addon Scenery\MAIW Scenery\scenery"*.
(*) *asplights.bgl*
(*) *egxcrwy.bgl*
(*) *egxc_bldgs_library.bgl*
(*) *EGXC_Mil_Objects.bgl*
(*) *EGXC_Ramp_Lights.bgl*
(*) *EGXC_Scenery.bgl*

6. Move or copy these (*) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW RAF Coningsby\texture"*
   to *"<FSX>\Addon Scenery\MAIW Scenery\texture"*.
   (*) **.* (do **not** overwrite if asked)*

7. Move or copy these (*) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW Beale AFB\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Scenery\scenery"*.
   (*) *Beale AFB Ramp Lights.bgl*
   (*) *Beale AFB Objects.bgl*

8. Move or copy these (*) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW Beale AFB\texture"*
   to *"<FSX>\Addon Scenery\MAIW Scenery\texture"*.
   (*) **.**

9. Move or copy these (*) files
   from: *"<Virtual FS9>\Addon Scenery\MAIW RAF Lakenheath\scenery"*
   to *"<FSX>\Addon Scenery\MAIW Scenery\scenery"*.
   (*) *egul.BGL*
   (*) *EGUL_Ramp_Lights.bgl*
   (*) *EGXC_Ldg_Support.bgl*

10. Move or copy these (*) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW RAF Lakenheath\texture"*
    to *"<FSX>\Addon Scenery\MAIW Scenery\texture"*.
    (*) **.* (do overwrite if asked)*

11. Move or copy these (*) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW (Works) Field\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery"*.
    (*) *MAIW_Airshow_Personnel.bgl*
    (*) *MAIW_Airshow_Scenery.bgl*
    (*) *maiw_bldgs_library.bgl*
    (*) *MAIW_Carnival _Rides.bgl*
    (*) *MAIW_Field_Scenery.bgl*
    (*) *MAIW_GSE.bgl*
    (*) *MAIW_Military_Displays.bgl*

12. Move or copy these (*) files
    from: *"<Virtual FS9>\Addon Scenery\MAIW (Works) Field\texture"*
    to *"<FSX>\Addon Scenery\MAIW Scenery\texture"*.
    (*) **.* (do **not** overwrite if asked)*

13. Move or copy these (*) files
    from: *"<Virtual FS9>\Addon Scenery\OBBS_By Rocket\scenery"*
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery"*.
    (*) *obbs.bgl*

14. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\EGYM\scenery_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
    (*****) *egym.bgl*

15. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\EGYM \texture_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
    (*****) **.* (do **not** overwrite if asked)*

16. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\MAIW Miramar NAS\scenery_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
    (*****) *miramar2.bgl*
    (*****) *KNKX_Cables.bgl*
    (*****) *KNKX_Bldgs_Library.bgl*

17. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\MAIW Miramar NAS\texture_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
    (*****) **.* (do overwrite if asked)*

18. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\CFB Cold Lake\scenery_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
    (*****) *Cold*.bgl*
    (*****) *EZ_*.BGL*
    (*****) *ag_tree_lib.BGL*
    (*****) *Cargo_Ramp_Lights.BG*
    (*****) *CYOD_Apron_Lights.BGL*
    (*****) *FenceLib.BGL*
    (*****) *GGSE.BGL*
    (*****) *Maple_Flag_Lights.BGL*
    (*****) *Support Building Library.BGL*

19. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\CFB Cold Lake\texture_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
    (*****) **.* (do overwrite if asked)*

20. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\Hill AFB (KHIF)\scenery_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
    (*****) *EZ_Hill*.BGL*
    (*****) *Hill Floodlight*.BGL*
    (*****) *Hill Object Library.BGL*
    (*****) *Hill_Beacon.BGL*
    (*****) *Hill_OBS_Lights.BGL*

21. Move or copy these (*****) files
    from: "**_<Virtual FS9>\Addon Scenery\Hill AFB (KHIF)\texture_**"
    to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
    (*****) **.* (do overwrite if asked)*

22. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW MCAS Yuma\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
    (*) FedExTrucks.BGL
    (*) MAIW_MCAS Yuma Lights.BGL
    (*) MAIW_MCAS_Yuma_OB1.BGL
    (*) maiw_yuma_objects library_2.bgl
    (*) Yuma fedex.bgl
    (*) Yuma-Matts Trees.bgl

23. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW MCAS Yuma\texture**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
    (*) *.*

24. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW NAS Lemoore (KNLC)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
    (*) EZ_Lemoore*.bgl
    (*) Lemoore Object Library.BGL
    (*) Lemoore_Beacon.BGL
    (*) Lemoore_OBS_Lights.BGL

25. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW NAS Lemoore (KNLC)\texture**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
    (*) *.* (do overwrite if asked)

26. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Kaneohe Bay (PHNG)\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
    (*) EZ_Kaneohe*.bgl
    (*) ag_tree_lib.BGL
    (*) FenceLib.BGL
    (*) Kaneohe_Beacon.BGL
    (*) Kaneohe_Fog_Light.BGL
    (*) Kaneohe_Fuel_Pit_Trigger.BGL
    (*) Kaneohe_OBS_Lights.BGL
    (*) MTtrees5.bgl
    (*) Kaneohe Object Library.BGL

27. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW Kaneohe Bay (PHNG)\texture**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
    *(*) *.* (do **not** overwrite if asked)*

28. Move or copy these (*) files
    from: "**<Virtual FS9>\Addon Scenery\MAIW NAS Meridian\scenery**"
    to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
    (*) EZ_Meridian*.bgl
    (*) Meridian Object Library.BGL
    (*) Meridian_Beacon.BGL
    (*) Meridian_OBS_Lights.BGL

29. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Meridian\texture*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\texture*".
    *(*) *.* (do **not** overwrite if asked)*

30. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Kingsville\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) EZ_Kingsville*.bgl
    (*) Kingsville_Beacon.BGL
    (*) Kingsville_Object_Library.BGL
    (*) Kingsville_OBS_Lights.BGL

31. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW NAS Kingsville\texture*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\texture*".
    *(*) *.* (do **not** overwrite if asked)*

32. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Raleigh-Durham (KRDU)\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) EZ_Raleigh*.bgl
    (*) Fence_JS.BGL
    (*) Raleigh-Durham_ANG_Object_Library.bgl

33. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Raleigh-Durham (KRDU)\texture*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\texture*".
    (*) *.*

34. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Scenery Library Objects\scenery*"
    to "*<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) *.txt
    (*) MT*.BGL
    (*) MAIW_Range_T*.bgl
    (*) Albacete_QRA_Shed.bgl
    (*) GGSE.BGL
    (*) HAS_Shelter_Spain.bgl
    (*) JGSE.BGL
    (*) MAIW_ABO.BGL
    (*) maiw_aircraft_shelter_library.bgl
    (*) MAIW_Andrews_AFB_OB1.BGL
    (*) MAIW_Andrews_scenery_objects.bgl
    (*) MAIW_Cargo.BGL
    (*) MAIW_Humvee_Library.bgl
    (*) MAIW_IDF_PART1_Bases_OB1.BGL
    (*) MAIW_IDF_PART1_scenery_objects.bgl
    (*) MAIW_RAF_Hangers_Library.BGL
    (*) MAIW_SW_USA_Range_Targets_effects.bgl
    (*) MAIW_SW_USA_Range_Targets_OB1.BGL
    (*) MAIW_Weapons.BGL
    (*) raf_gse_1980s.bgl

35. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW Scenery Library Objects\texture**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\texture**"*.
(*****) **.* (do overwrite if asked)*

36. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW French AB Scenery\scenery**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\scenery**"*.
(*****) *MAIW_????_scenery.bgl*
(*****) *MAIW_MirageF1_Objects_Library.bgl*

37. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW French AB Scenery\texture**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\texture**"*.
(*****) **.* (do **not** overwrite if asked)*

38. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW Luke AFB (KLUF)\scenery**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\scenery**"*.
(*****) *EZ_*.bgl*
(*****) *Luke Object Library.BGL*
(*****) *Luke_Beacon.BGL*
(*****) *Luke_Hangar_Lights.BGL*
(*****) *Luke_OBS_Lights.BGL*

39. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW Luke AFB (KLUF)\texture**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\texture**"*.
(*****) **.* (do **not** overwrite if asked)*

40. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW French AB Scenery\scenery**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\scenery**"*.
(*****) **.**

41. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW Indonesian Scenery\texture**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\texture**"*.
(*****) **.bmp (do **not** overwrite if asked)*

42. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW_Brough\scenery**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\scenery**"*.
(*****) *MAIW_Brough_Scenery.bgl*
(*****) *maiw_egnb_library.bgl*

43. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\MAIW_Brough\texture**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\texture**"*.
(*****) **.**

44. Move or copy these (*****) files
from: "**\<Virtual FS9>\Addon Scenery\ MAIW Elizabeth City\scenery**"
to *"**\<FSX>\Addon Scenery\MAIW Scenery\scenery**"*.
(*****) **.**

45. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\ MAIW Elizabeth City\texture**"
to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
(*****) *.*

46. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW Elmendorf AFB (PAED)\scenery**"
to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
(*****) *Elmendorf Object Library.BGL*
(*****) *Elmendorf_Apron_Lights.BGL*
(*****) *Elmendorf_Beacon.BGL*
(*****) *Elmendorf_OBS_Lights.BGL*
(*****) *EZ_Elmendorf_Objects.BGL*
(*****) *MAIW_PAED_TaxiSigns.BGL*

47. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW Elmendorf AFB (PAED)\texture**"
to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
(*****) *.* (do **not** overwrite if asked)

48. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW McConnell AFB\scenery**"
to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
(*****) *EZ_McConnell_*.bgl*
(*****) *MAIW_KIAB_TaxiSigns.BGL*
(*****) *MAIW_McConnell_AFB_LIbrary.bgl*
(*****) *MAIW_McConnell_AFB_RDR_Signs.bgl*
(*****) *McConnell 184_Lights.BGL*
(*****) *McConnell Apron_Lights.BGL*
(*****) *McConnell Arming_Lights.BGL*
(*****) *McConnell Object Library.BGL*
(*****) *McConnell_Beacon.BGL*
(*****) *McConnell_OBS_Lights.BGL*

49. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW McConnell AFB\texture**"
to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
(*****) *.* (do **not** overwrite if asked)

50. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW Portland ANG (KPDX)\scenery**"
to "**<FSX>\Addon Scenery\MAIW Scenery\scenery**".
(*****) *Fence_JS.BGL*
(*****) *Portland ANG Object Library.BGL*
(*****) *Portland Object Placement.bgl*

51. Move or copy these (*****) files
from: "**<Virtual FS9>\Addon Scenery\MAIW Portland ANG (KPDX)\texture**"
to "**<FSX>\Addon Scenery\MAIW Scenery\texture**".
(*****) *.* (do overwrite if asked)

52. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Albacete AB (LEAB)\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) MAIW_LEAB_GSE.bgl
    (*) MAIW_LEAB_scenery.bgl
    (*) MAIW_LEAB_Trees.bgl
53. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Moroccan AB scenery\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) MAIW_GMSL_Sidi_Slimane_Scenery.bgl
54. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Geilenkirchen\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) maiw_etng_library.bgl
    (*) MAIW_ETNG_Scenery.bgl
55. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Geilenkirchen\texture*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\texture*".
    (*) *.* (do overwrite if asked)
56. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Seymour Johnson AFB (KGSB)\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) Seymour Johnson O*.bgl
    (*) Seymour Johnson Apron Effects.BGL
    (*) Seymour Johnson Static F4.bgl
    (*) Seymour_Johnson_Trees_EZ.bgl
57. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Seymour Johnson AFB (KGSB)\texture*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\texture*".
    (*) *.* (do overwrite if asked)
58. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Shaheed Mwaffaq (OJ0D)\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) OJ0D_*.bgl
59. Move or copy these (*) files
    from: "*<Virtual FS9>\Addon Scenery\MAIW Grand Forks AFB\scenery*"
    to *"<FSX>\Addon Scenery\MAIW Scenery\scenery*".
    (*) MAIW_Grand Forks AFB_Beacon.BGL
    (*) MAIW_Grand_Forks_AFB Ramp Light Effects.BGL
    (*) maiw_grand_forks_afb_custom_library.bgl
    (*) MAIW_Grand_Forks_AFB_OB1.BGL
    (*) MAIW_Grand_Forks_AFB_Scenery_Objects.BGL

60. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Grand Forks AFB \texture_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
*(*) *.* (do **not** overwrite if asked)*

61. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Kingsley Field (KLMT)\scenery_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
(*) Kingsley Object Library.BGL
(*) Kingsley Object Placement.bgl
(*) Trees_Placement.bgl

62. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Kingsley Field (KLMT)\texture_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
(*) *.* (do overwrite if asked)

63. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Beaufort MCAS (KNBC)\scenery_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
(*) Beaufort Object*.BGL
(*) Beaufort Fence.bgl
(*) Beaufort Trees.bgl
(*) Beaufort_Beacon.BGL
(*) Beaufort_Fuel_Pit_Trigger.BGL
(*) Beaufort_OBS.BGL
(*) Beaufort_RED.BGL

64. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Beaufort MCAS (KNBC)\texture_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
*(*) *.* (do **not** overwrite if asked)*

65. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Nellis AFB (KLSV)\scenery_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\scenery_**".
(*) MAIW_Nellis_Scenery_*.BGL
(*) MAIW_Nellis_AFB_Taxisigns.BGL
(*) MAIW_Nellis_Hangar_Obects_Library.bgl
(*) MAIW_Nellis_Misc_Objects_Library.bgl
(*) MAIW_Nellis_Photo_Background_Library.bgl
(*) MAIW_Nellis_Tree_Objects_Library.bgl
(*) MAIW_Nellis_Walls_Library.bgl

66. Move or copy these (*****) files
from: "**_<Virtual FS9>\Addon Scenery\MAIW Nellis AFB (KLSV)\texture_**"
to "**_<FSX>\Addon Scenery\MAIW Scenery\texture_**".
(*) *.* (do overwrite older files if asked)

e. Register the folders in the FSX Library

To add the new MAIW folders to the FSX scenery library, start FSX, select Settings, and then Scenery Library. Make sure to add the folders in this order:

1. **"*<FSX>\Addon Scenery\ MAIW Landclass*"**
2. **"*<FSX>\Addon Scenery\ MAIW Excludes*"**
3. **"*<FSX>\Addon Scenery\ MAIW Airports*"**
4. **"*<FSX>\Addon Scenery\ MAIW Scenery*"**

This step is completed after all four new folders have been added to the FSX scenery library.

10. Remove the FS9 trees (Optional)

The FS9 trees don't look too well in FSX. I don't want to see them, others say that they prefer imperfect trees to having no trees at all. In case you want to get rid of the FS9 trees, you have to remove the following files.

- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\ag_tree_lib.BGL"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\Beaufort Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\EZ_Cold_Lake_Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\EZ_Hill Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\EZ_Kaneohe_Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\EZ_Lemoore_Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\EZ_McConnell_Trees.BGL"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\GGv3_XTrees_lib9_0.BGL"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\MAIW_LEAB_Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\MAIW_Nellis_Scenery_Objects_Trees.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\MAIW_Nellis_Tree_Objects_Library.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\MTtrees*.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\Seymour_Johnson_Trees_EZ.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\Trees_Placement.bgl"*
- *"<FSX>\Addon Scenery\MAIW Scenery\scenery\Yuma-Matts Trees.bgl"*

11. *Remove duplicate airports*

Depending on which MAIW packages you install you end up with any number of duplicate airports. In the table below you see the all airports installed at least once. The airport file listed in the first column is the most current one which you want to keep. If you have both the file in the first column **and in addition the one in the second column as well,** then please remove the later.
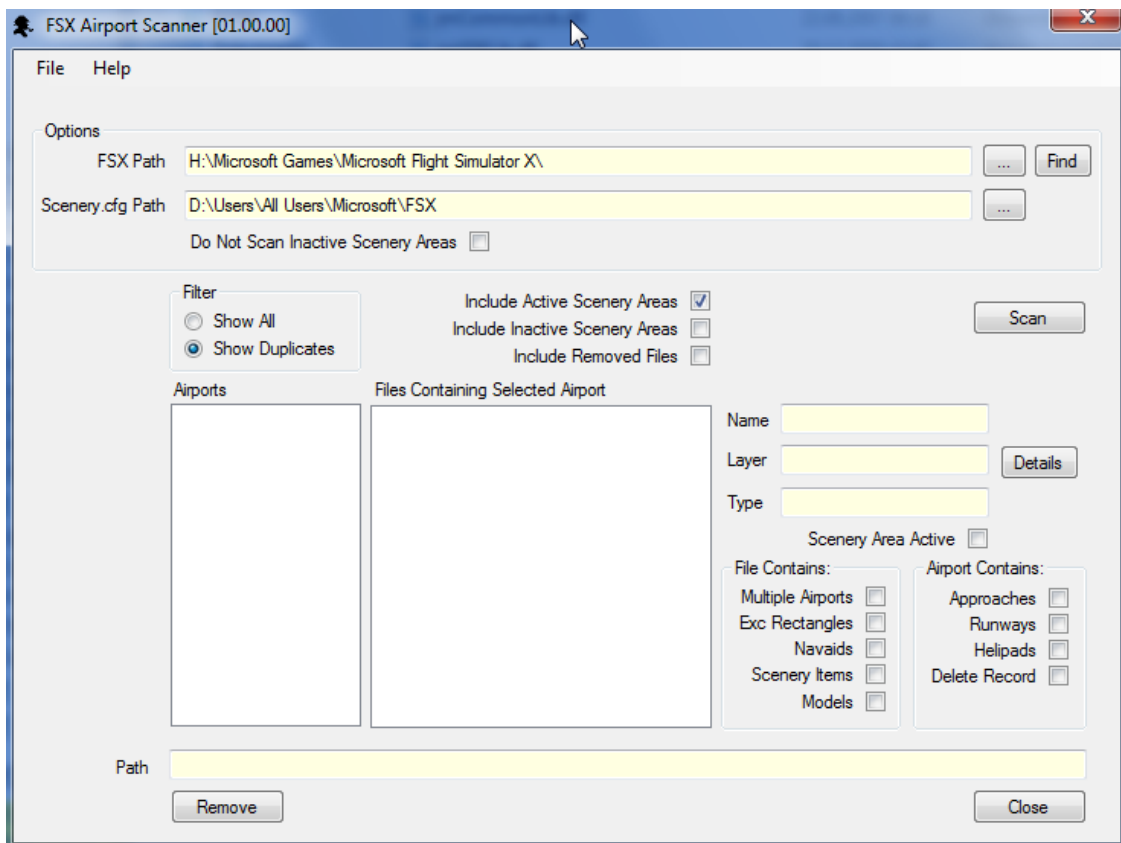
Keep file	Remove file(s)
MAIW_AF2_EGN0.bgl	AF2_EGN0.bgl
MAIW_AF2_EGN4.bgl	AF2_EGN4.bgl
MAIW_AF2_EGN9.bgl	AF2_EGN9.bgl
MAIW_AF2_EGU1.bgl	AF2_EGU1.bgl
MAIW_AF2_EGU3.bgl	AF2_EGU3.bgl
MAIW_AF2_EGU5.bgl	AF2_EGU5.bgl
MAIW_AF2_EGU6.bgl	AF2_EGU6.bgl
MAIW_AF2_EGU7.bgl	AF2_EGU7.bgl
MAIW_AF2_EGU8.bgl	AF2_EGU8.bgl
MAIW_AF2_EGX0.bgl	AF2_EGX0.bgl
MAIW_AF2_EGX3.bgl	AF2_EGX3.bgl
MAIW_AF2_EGX4.bgl	AF2_EGX4.bgl
MAIW_AF2_EGX8.bgl	AF2_EGX8.bgl
MAIW_AF2_EGX9.bgl	AF2_EGX9.bgl
MAIW_AF2_EGY5.bgl	AF2_EGY5.bgl
MAIW_AF2_EGY6.bgl	AF2_EGY6.bgl
MAIW_AF2_EGY7.bgl	AF2_EGY7.bgl
MAIW_AF2_EGY8.bgl	AF2_EGY8.bgl
MAIW_AF2_EGY9.bgl	AF2_EGY9.bgl
MAIW_AF2_EGZ7.bgl	AF2_EGZ7.bgl
MAIW_AF2_EGZ9.bgl	AF2_EGZ9.bgl AF2_EGZ9_DONNA NOOK RANGE_UKMIL.bgl
MAIW_AF2_K103.bgl	AF2_K103.bgl
MAIW_AF2_NR61.bgl	AF2_NR61.bgl
MAIW_AF2_NR62.bgl	AF2_NR62.bgl
MAIW_AF2_NR63.bgl	AF2_NR63.bgl
MAIW_AF2_NR64.bgl	AF2_NR64.bgl
MAIW_AF2_NR65.bgl	AF2_NR65.bgl
MAIW_AF2_NR6A.bgl	AF2_NR6A.bgl
MAIW_SPA1_Spadeadam Range_GB.bgl	AF2_SPA1.bgl
MAIW_AF2_1RDU_Custom.bgl	MAIW_AF2_1RDU_DEFAULT.bgl
MAIW_CYOD_DEFAULT.bgl	MAIW_AF2_CYOD_DEFAULT.bgl
MAIW_AF2_EGQS_DEFAULT_GL.bgl	MAIW_AF2_EGQS_GL.bgl
MAIW_AF2_KADW_DEFAULT_DB.bgl	MAIW_AF2_KADW_DEFAULT_DB_MG.bgl
MAIW_AF2_KHIF_DEFAULT.bgl	MAIW_AF2_KHIF_CUSTOM.bgl
MAIW_AF2_KNBG_DEFAULT.bgl	MAIW_AF2_KNBG_DEFAULT_DK.bgl
MAIW_AF2_KNKT_DEFUALT_DK.bgl	MAIW_AF2_KNKT_DEFAULT.bgl
MAIW_AF2_KNKX_DEFAULT_DK.bgl	MAIW_AF2_KNKX_RETRO.bgl
MAIW_AF2_KNTD_DEFUALT_DK.bgl	MAIW_AF2_KNTD_DEFAULT_DK.bgl
MAIW_AF2_KRDU_Custom.bgl	MAIW_AF2_KRDU_DEFAULT.bgl
MAIW_AFX_LFFS_Suippes_Range_GB.bgl	MAIW_AF2_LFFS_Suippes Range_GB.bgl
MAIW_LIRS_DEFAULT.bgl	MAIW_AF2_LIRS_DEFAULT_SP.bgl
MAIW_AFX_OOM1.bgl	MAIW_AF2_OOM1_GB.bgl
MAIW_AF2_PAED_DEFAULT_DB.bgl	MAIW_AF2_PAED_Custom.bgl

MAIW_SPA1_Spadeadam Range_GB.bgl	MAIW_AF2_SPA1_GB.bgl
MAIW_AF2_YSR1.bgl	MAIW_AF2_YSR1_WAYPOINT_DK.bgl
MAIW_AF2_CFR1 Capa Frasca Range_GB.bgl	MAIW_CFR1 Capa Frasca Range_GB.bgl
MAIW_AF2_EGNO_DEFAULT_DM.bgl	MAIW_EGNO_DEFAULT_DM.bgl
MAIW_AF2_ETAV siegenburg range_GB.bgl	MAIW_ETAV siegenburg range_GB.bgl
MAIW_AF2_KTIK_DEFAULT_CP.bgl	MAIW_KTIK_DEFAULT_CP.bgl
MAIW_AF2_OETB_DEFAULT_LF_DB.bgl	MAIW_OETB_DEFAULT.bgl
MAIW_AF2_TAI1_GB.bgl	MAIW_TAI1_Tain Range_GB.bgl
MAIW_AF2_WRA1_GB.bgl	MAIW_WRA1_Cape Wrath Range_GB.bgl
AF2_EGF1.bgl	UKMILAI_AF2_EGF1_BOMBING_RANGE_S[1].WALES.bgl
AF2_EGY1.bgl	UKMILAI_AF2_EGY1_BOMBING_RANGE_WASH1.bgl
AF2_EGY2.bgl	UKMILAI_AF2_EGY2_BOMBING_RANGE_WASH2.bgl

I like to point you to another very clever tool from Jon Masterson (creator of Airport Design Editor). With Airport Scanner you can check your activated (and even the non-activated) sceneries for duplicate airports.

The tool is free and you find it at the Scruffyduck Download Center in the section FSX Airport Scanner. Use it to confirm that you don't have duplicate airports installed.

If you have installed the Michael Carr's MSDMil Object Library (which you should!), then be aware that the file "**AF2_OAKN.bgl**" is a duplicate of the file **"MAIW_AF2_OAKN_DEFAULT_NB.bgl"** in the MAIW airport folder. Keep the MAIW version and remove the one from Michael.
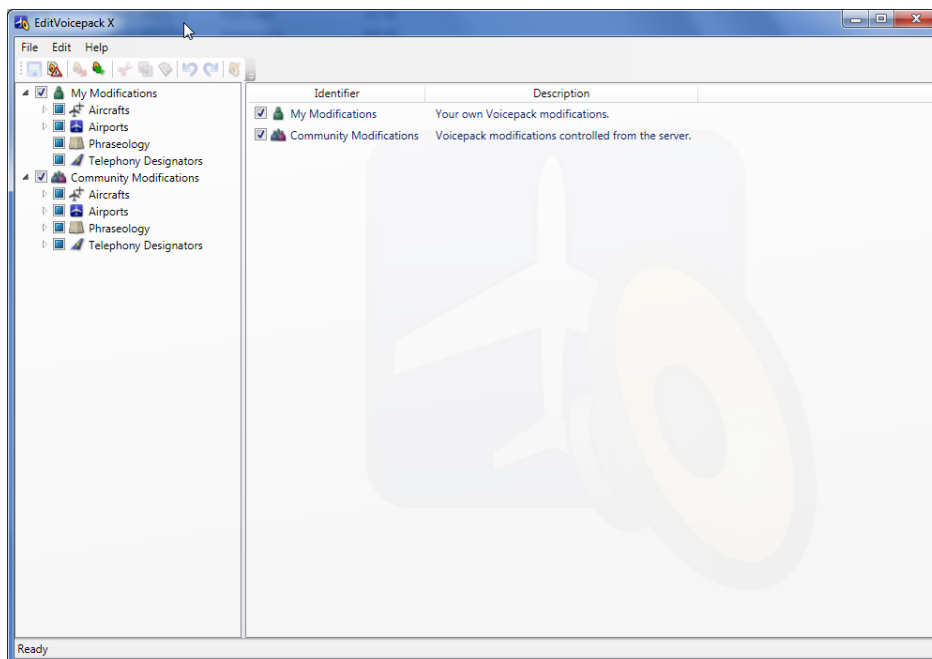
12. Migrate the MAIW Voicepack files to FSX

You need the FSX version of Lars Møllebjerg's EditVoicepack (EditVoicepack X 4.0) to install the Voicemod files (*.vcpmod) that come with the MAIW packages. You can download it from the Edit Voicepack Homepage. Lars has setup a Wiki with information about the new version.

The easiest approach is to combine all files with the extension '*.vcpmod' from *"<Virtual FS9>\ Military AI Works*"* into a temporary folder. You will notice that there are many duplicates. I did some checks and in many – but not all - cases the files are binary identical.

This time I do not volunteer for an in-detail analysis ☺. So either you trust that files with the same name are identical or you take care to keep the newest file.

Then download this missing vcpmod file from the German Armed Forces GAFFTC package.

After this has been done you start EditVoicepack X.

The program handling is straight forward. Steps 1-4 and 6-7 (quoted from the Wiki) are generic for first-time users of EditVoicepack, Step 5 is where we import the MAIW files:

1. Close Flight Simulator X if you have it running.
2. Run EditVoicepack X (the installer placed an icon in your start menu)
3. Once EditVoicepack is started, select "Update Voicepack..." from the "File" menu.
4. Step through the wizard, carefully reading the text on each screen and making the appropriate choices.
5. *Select menu 'File', 'Import Modifications' and point the next dialog to the folder where you have placed all MAIW vcpmod files. Select all and confirm the dialog.*
6. Close EditVoicepack.
7. You can now start Flight Simulator X.

13. *Replace the MAIW propeller textures*

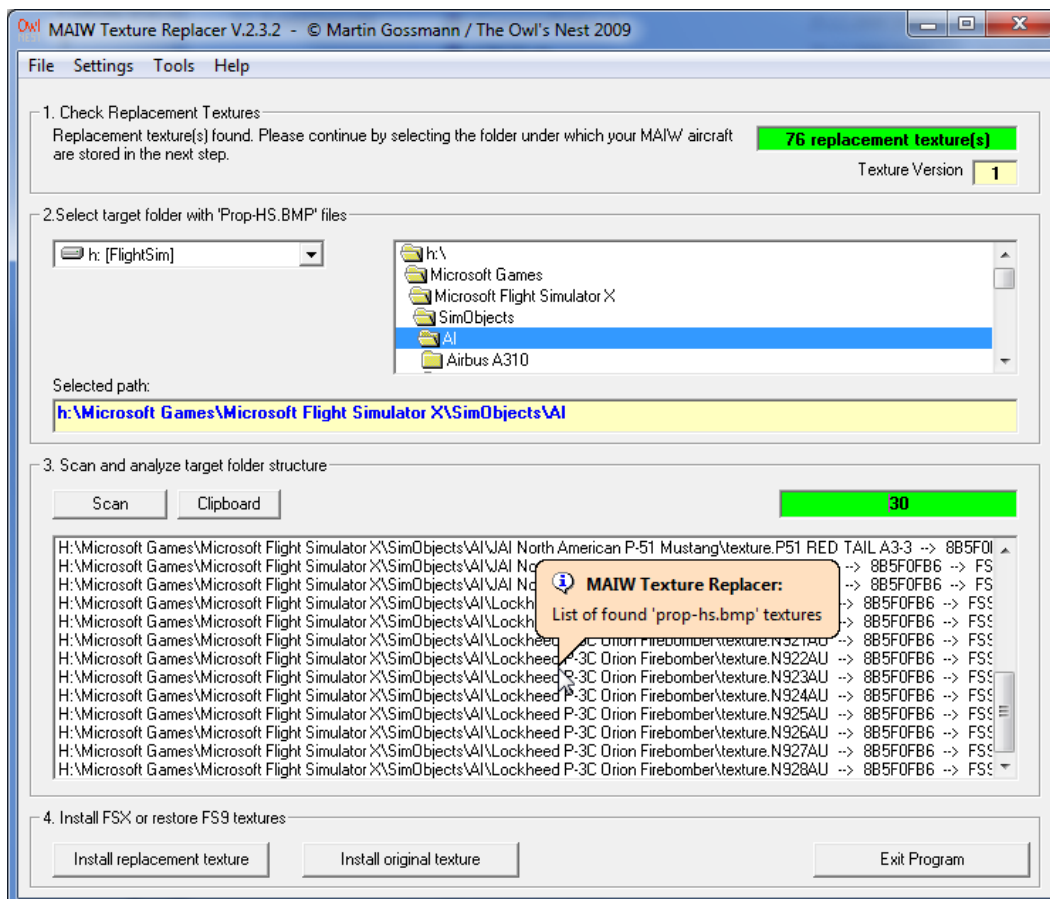**Note:** Graham King has released a set with reworked and very beautiful propeller textures for his C-130 aircraft. They are stunning in FS9, but in FSX (from my point of view) they emphasize the general compatibility issue. My suggestion is that you run the MAIW Texture Replacer first and afterwards check Graham's textures by manually replacing the texture of one aircraft. If you like the results then run his tool which will install the replacements for all his C-130.

The MAIW propeller blades are causing a solid circle which looks rather ugly. This is easily fixed by replacing the propeller texture **"prop-hs.bmp"**. Because this has to happen so many times I have written a tool to do the work. You can download it from the MAIW section of "The Owl's Nest". **Don't use these textures with FS9!**

Each texture is replaced with the foreseen original texture with a corrected alpha channel. The process is completely reversible, so you risk nothing.

Follow these steps to replace the textures.

    a. Select the folder directly above where your MAIW aircraft are stored

    b. Press the 'Scan' button to generate the replacement list

    c. Press 'Install replacement texture' to install the FSX compatible texture or press 'Install original texture' to revert to the MAIW original

14. Make the Tornado cockpit glassy again

The Tornados have an opaque cockpit in FSX. Luckily this can be fixed by adding an Alpha channel to the texture. And luckily the nice guys from MAIW have approved that I can offer the texture set on The Owl's Web.

Download it and extract it into a temporary folder. You will see the five MAIW aircraft folders:

> MAIW_FMAI_RAF Tornado F3
> MAIW_FMAI_RAF Tornado GR4
> MAIW_PAI Tornado RAF Coningsby
> MAIW_PAI_Tornado IDS_ECR Saudi AF
> WoA_PAI_Tornado

Copy and paste these five folders into your **"<FSX>\SimObjects\MAIW"** folder and confirm to overwrite the files. Then you are done. **Don't use these textures with FS9!**
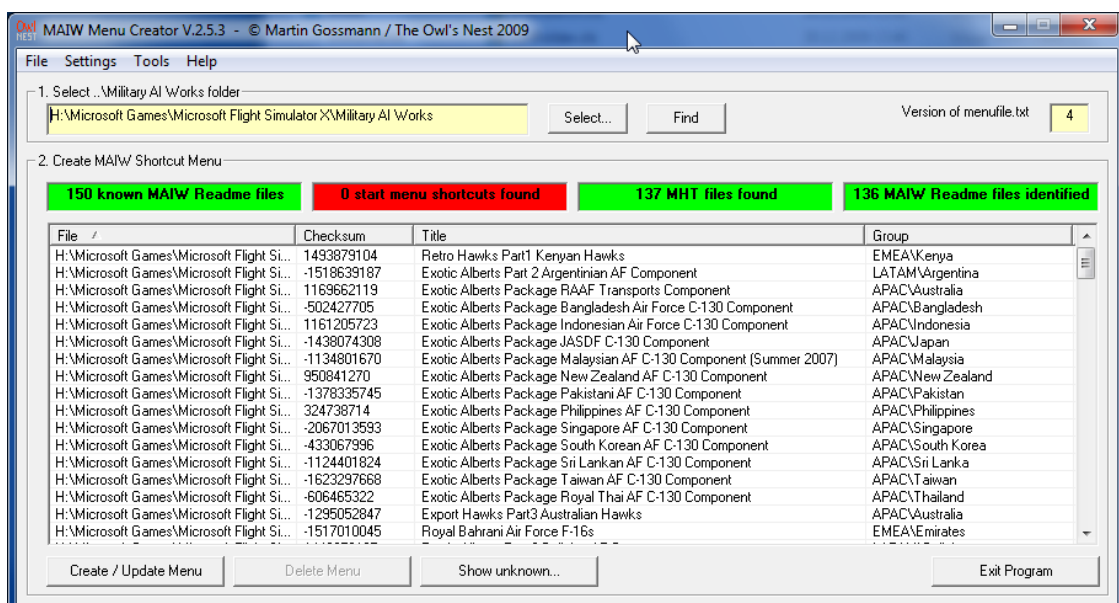
15. Migrate the Military AI Works Folder

MAIW uses a dedicated folder in the FS folder structure below which all package descriptions and Voicemods are stored. Move the complete folder **"<Virtual FS9>\Military AI Works"** to **"<FSX>\ Military AI Works"**.

Next search and delete the file **"~$IW_TOPGUN_Miramar_NAS_Readme.mht" (**a temporary file we don't want to have around).

These descriptions are nice documents with information about aircraft, units and airports that come with a package. They are displayed in your web browser at the end of each package installation. Not the best time, while you are eager to start the sim and see the real thing. .But if you want to have a look at the docu later you will have a hard time to find the file.

For this purpose I have written the MAIW Menu Creator, which you can download in the download section of The Owl's Nest. It comes with its own user manual, so I will not replicate that information here. The concept is that you press a button and have a new group in your start menu with a link to each found package description.

16. Final tasks

Remember to reset your FS9 registry path in case you have a productive FS9 installation running on your machine.

17. Conclusion

This concept has worked for me, and I tested the processes and instructions thoroughly, but I can not guarantee that it provides you with perfect MAIW traffic in FSX as well.

By following this instruction you are doing things which are neither foreseen nor encouraged by MAIW. If you don't see MAIW traffic in your Flight Simulator or if things are not working or behaving strange after following this procedure, don't expect official help on the MAIW forum.

Following the steps above you can – with the exceptions of the effects – always revert back. You do this by:

1. Removing the MAIW Sceneries from the FSX Scenery Library (always first step !!!)
2. Deleting the MAIW scenery folders from the file system.
3. Deleting the MAIW aircraft folder from the file system.
4. Deleting the MAIW aircraft entry from the FSX.cfg.
5. Deleting the MAIW flight plans from the file system.

Good luck and have fun ☺

Martin Gossmann, © 2010

You are not allowed to make this file available or use parts of it without my permission.

18. Appendix I: Fix MAIW installation errors

Package	MAIW "Shaw AFB" Complete Package
Error	Invalid Model entry in aircraft.cfg
Directory	Aircraft\MAIW_HTAI_F-16D_Shaw AFB
Section	Title=MAIW_HTAI_F16D_USAF_SW_91-0468
Action	Replace Model=air with Model=normal

Package	MAIW "NAS Corpus Christi"
Error	Invalid [fltsim.x] entries in aircraft.cfg
Directory	Aircraft\ MAIW_JAI_P-3B AEW NAS Corpus Christi
Section	n/a
Action	Delete sections [fltsim.0] to [fltsim.7] at the end of aircraft.cfg, keep only [fltsim.0] to [fltsim.7] at the beginning

Package	MAIW "NAS Corpus Christi"
Error	Invalid [fltsim.x] entries in aircraft.cfg
Directory	Aircraft\ MAIW_JAI_P-3B NAS Corpus Christi
Section	n/a
Action	Delete sections [fltsim.0] to [fltsim.3] at the end of aircraft.cfg, keep only [fltsim.0] to [fltsim.3] at the beginning

Package	MAIW "RAF Coningsby 121st Expeditionary Air Wing" Complete Package
Error	Missing ATC parking code in aircraft.cfg
Directory	Aircraft\MAIW_NBAI_JAG_T4 RAF Coningsby
Section	title=WoA_NBAI_T2A_RFR_ETPS_XX145
Action	Add atc_parking_codes=6F

Package	Export Hawks Part 5: Indian Hawks Complete AI Package
Error	Duplicate aircraft folder
Directory	Aircraft\MAIW_NBAI_Hawk_132_India_Factory
Section	n/a
Action	Delete folder (see above), keep only MAIW_NBAI_Hawk_132_India

Package	Exotic Alberts Part 2 Bolivian AF Component Complete AI Package
Error	Invalid texture entry in aircraft.cfg
Directory	Aircraft\MAIW_HTAI_C130E_EAP_BOLIVIA
Section	[Fltsim.0] & [Fltsim.1]
Action	[Fltsim.0] change to texture=BoAF_71_FAB-65 [Fltsim.1] change to texture=BoAF_71_FAB-66

Package	USN/USMC Special Use Mentors Complete AI Package
Error	Invalid texture entry in aircraft.cfg
Directory	Aircraft\MAIW_NBAI_Beechcraft T34C Special USN USMC
Section	title=MAIW_NBAI_T34C_USN_SFWPAC_161053

Action	Change to texture=USN_SFWPAC_161053

Package	USAF F-117A Nighthawk Complete Package
Error	Missing texture entry in aircraft.cfg
Directory	aircraft\WoA_KRAI_F-117A
Section	title=MAIW_NBAI_T34C_USN_SFWPAC_161053
Action	Add [fltsim.15] entry
	[fltsim.15] title=WoA_KRAI_Lockheed_YF-117A_USAF_ED_85-10831 sim=KRAI_F-117A_AI_ONLY model=clean texture=USAF_ED_85-10831 atc_airline=NIGHTHAWK atc_id=79-10831 atc_flight_number=3 atc_parking_types=MIL_COMBAT atc_parking_codes=410T ui_manufacturer=Kevin Reed AI ui_type=YF-117A ui_variation=T/N 79-10831 description=AI F-117A\n\n\n

Package	USAF F-117A Nighthawk Complete Package
Error	Wrong model assigned in aircraft.cfg
Directory	aircraft\WoA_KRAI_F-117A
Section	title=WoA_KRAI_Lockheed_YF-117A_USAF_HO_85-10819
Action	Replace model=gbu with model=clean

Package	MAIW/WOA "El Salvadoran Air Force A-37B Dragonfly" Complete Package & MAIW/WOA "Peruvian Air Force part 1" Complete Package
Error	[Fltsim.x] overwritten due to installer error
Directory	Aircraft\WoA_PSAI_A37B
Section	n/a
Action	Replace all [Fltsim.x] entries with following list
	[fltsim.0] title=WoA_PSAI_A-37B_FPR_116 fuel sim=PSAI_A37B_AI_ONLY model=fuel texture=FPR_711_116 atc_airline=Dragon' atc_parking_types=MIL_COMBAT atc_parking_codes=E711,E712 ui_manufacturer=PSAI ui_type=A-37B Dragonfly ui_variation=Fuerza Aerea del Peru 116 (fuel) description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by Michael MacIntyre - Repaint by Dan Bourque [fltsim.1] title=WoA_PSAI_A-37B_FPR_120 fuel sim=PSAI_A37B_AI_ONLY model=fuel texture=FPR_711_120 atc_airline=Dragon' atc_parking_types=MIL_COMBAT atc_parking_codes=E711,E712 ui_manufacturer=PSAI ui_type=A-37B Dragonfly ui_variation=Fuerza Aerea del Peru 120 (fuel) description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by Michael MacIntyre - Repaint by Dan Bourque [fltsim.2] title=WoA_PSAI_A-37B_FPR_124 fuel

```
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_124
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 124 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.3]
title=WoA_PSAI_A-37B_FPR_128 fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_128
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 128 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.4]
title=WoA_PSAI_A-37B_FPR_133 fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_133
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 133 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.5]
title=WoA_PSAI_A-37B_FPR_141 fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_141
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 141 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.6]
title=WoA_PSAI_A-37B_FPR_143 fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_143
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 143 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.7]
title=WoA_PSAI_A-37B_FPR_151 fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=FPR_711_151
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
```

ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 151 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.8]
title=WoA_PSAI_A-37B_FPR_116 full rocket
sim=PSAI_A37B_AI_ONLY
model=full_rocket
texture=FPR_711_116
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 116 (full rocket)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.9]
title=WoA_PSAI_A-37B_FPR_133 full rocket
sim=PSAI_A37B_AI_ONLY
model=Full_Rocket
texture=FPR_711_133
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 133 (full rocket)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.10]
title=WoA_PSAI_A-37B_FPR_120 napalm
sim=PSAI_A37B_AI_ONLY
model=napalm
texture=FPR_711_120
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 120 (napalm)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.11]
title=WoA_PSAI_A-37B_FPR_128 napalm
sim=PSAI_A37B_AI_ONLY
model=napalm
texture=FPR_711_128
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 128 (napalm)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.12]
title=WoA_PSAI_A-37B_FPR_124 maximum range
sim=PSAI_A37B_AI_ONLY
model=maximum_range
texture=FPR_711_124
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 124 (maximum range)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.13]
title=WoA_PSAI_A-37B_FPR_141 maximum range

```
sim=PSAI_A37B_AI_ONLY
model=maximum_range
texture=FPR_711_141
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 141 (maximum range)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.14]
title=WoA_PSAI_A-37B_FPR_143 maximum range
sim=PSAI_A37B_AI_ONLY
model=maximum_range
texture=FPR_711_143
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 143 (maximum range)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.15]
title=WoA_PSAI_A-37B_FPR_151 maximum range
sim=PSAI_A37B_AI_ONLY
model=maximum_range
texture=FPR_711_151
atc_airline=Dragon'
atc_parking_types=MIL_COMBAT
atc_parking_codes=E711,E712
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=Fuerza Aerea del Peru 151 (maximum range)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.16]
title=WoA_PSAI_A37_El_Salvador_420_rocket
sim=PSAI_A37B_AI_ONLY
model=rocket
texture=El_Salvador_420
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 420 (rocket)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.17]
title=WoA_PSAI_A37_El_Salvador_421_light
sim=PSAI_A37B_AI_ONLY
model=light
texture=El_Salvador_421
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 421 (light)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.18]
title=WoA_PSAI_A37_El_Salvador_422_fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=El_Salvador_422
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
```

```
ui_type=A-37B Dragonfly
ui_variation=El Salvador 422 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.19]
title=WoA_PSAI_A37_El_Salvador_424_light
sim=PSAI_A37B_AI_ONLY
model=light
texture=El_Salvador_424
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 424 (light)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.20]
title=WoA_PSAI_A37_El_Salvador_425_fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=El_Salvador_425
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 425 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.21]
title=WoA_PSAI_A37_El_Salvador_427_fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=El_Salvador_427
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 427 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.22]
title=WoA_PSAI_A37_El_Salvador_428_light
sim=PSAI_A37B_AI_ONLY
model=light
texture=El_Salvador_428
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 428 (light)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.23]
title=WoA_PSAI_A37_El_Salvador_432_light
sim=PSAI_A37B_AI_ONLY
model=light
texture=El_Salvador_432
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 432 (light)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque


[fltsim.24]
title=WoA_PSAI_A37_El_Salvador_433_rocket
```

```
sim=PSAI_A37B_AI_ONLY
model=rocket
texture=El_Salvador_433
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 433 (rocket)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque

[fltsim.25]
title=WoA_PSAI_A37_El_Salvador_434_fuel
sim=PSAI_A37B_AI_ONLY
model=fuel
texture=El_Salvador_434
atc_airline=Dragone
atc_parking_types=MIL_COMBAT
atc_parking_codes=CB37
ui_manufacturer=PSAI
ui_type=A-37B Dragonfly
ui_variation=El Salvador 434 (fuel)
description=Cessna A-37B Dragonfly for AI Use Only. Model by Pascal Suls - AI FDE by
Michael MacIntyre - Repaint by Dan Bourque
```

Package	Several, including: Seaboard ANG Complete AI Package MAIW/WOA - "Canadian Armed Forces C-130" Complete AI Package
Error	[Fltsim.x] overwritten due to installer error
Directory	Aircraft\WoA_HTAI_C-130H
Section	n/a
Action	Replace all [Fltsim.x] entries with following list

```
[fltsim.0]
title=WoA_HTAI_C130H_RCH_XX_39
sim=AI Lockheed C-130H
model=wing_tanks
panel=
sound=
texture=RCH_XX_39
atc_airline=HAZARD
atc_parking_types=MIL_CARGO
atc_parking_codes=39AS
atc_heavy=0
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 39th AS, 317th AG, Dyess AFB, Texas. 74-1680
description=Repaint by Graham King

[fltsim.1]
title=WoA_HTAI_C130H_RCH_XX_40
sim=AI Lockheed C-130H
model=wing_tanks
panel=
sound=
texture=RCH_XX_40
atc_airline=HAZARD
atc_parking_types=MIL_CARGO
atc_parking_codes=40AS
atc_heavy=0
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 40th AS, 317th AG, Dyess AFB, Texas. 74-1671
description=Repaint by Graham King

[fltsim.2]
title=WoA_HTAI_C130H_ASY_36_A97-001
model=wing_tanks
texture=ASY_36_A97-001
sim=AI Lockheed C-130H
atc_airline=STALLION
```

atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-001
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.3]
title=WoA_HTAI_C130H_ASY_36_A97-002
model=wing_tanks
texture=ASY_36_A97-002
sim=AI Lockheed C-130H
atc_airline=STALLION
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-002
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.4]
title=WoA_HTAI_C130H_ASY_36_A97-003
model=wing_tanks
texture=ASY_36_A97-003
sim=AI Lockheed C-130H
atc_airline=AUSSIE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-003
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.5]
title=WoA_HTAI_C130H_ASY_36_A97-004
model=wing_tanks
texture=ASY_36_A97-004
sim=AI Lockheed C-130H
atc_airline=PACER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-004
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.6]
title=WoA_HTAI_C130H_ASY_36_A97-005
model=wing_tanks
texture=ASY_36_A97-005
sim=AI Lockheed C-130H
atc_airline=AUSSIE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-005
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.7]
title=WoA_HTAI_C130H_ASY_36_A97-006
model=wing_tanks

```
texture=ASY_36_A97-006
sim=AI Lockheed C-130H
atc_airline=CHARGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
006
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.8]
title=WoA_HTAI_C130H_ASY_36_A97-007
model=wing_tanks
texture=ASY_36_A97-007
sim=AI Lockheed C-130H
atc_airline=STALLION
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
007
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.9]
title=WoA_HTAI_C130H_ASY_36_A97-008
model=wing_tanks
texture=ASY_36_A97-008
sim=AI Lockheed C-130H
atc_airline=CANTER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
008
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.10]
title=WoA_HTAI_C130H_ASY_36_A97-009
model=wing_tanks
texture=ASY_36_A97-009
sim=AI Lockheed C-130H
atc_airline=CHARGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
009
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.11]
title=WoA_HTAI_C130H_ASY_36_A97-010
model=wing_tanks
texture=ASY_36_A97-010
sim=AI Lockheed C-130H
atc_airline=STALLION
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
010
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003
```

```
[fltsim.12]
title=WoA_HTAI_C130H_ASY_36_A97-011
model=wing_tanks
texture=ASY_36_A97-011
sim=AI Lockheed C-130H
atc_airline=PACER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
011
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.13]
title=WoA_HTAI_C130H_ASY_36_A97-012
model=wing_tanks
texture=ASY_36_A97-012
sim=AI Lockheed C-130H
atc_airline=STALLION
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=RAAF - 36 Squadron, 86th Wing, RAAF Richmond, New South Wales. A97-
012
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.14]
title=WoA_HTAI_C-130H_TNIAU_32_A-1315
model=no_wing_tanks
texture=TNIAU_32_A-1315
sim=AI Lockheed C-130H
atc_airline=INDONESIAN AIR FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Indonesian Air Force - 32 Squadron, 2 Wing, Malang. A-1315
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.15]
title=WoA_HTAI_C-130H_JASDF_401_05-1084
model=wing_tanks
texture=JASDF_401_05-1084
sim=AI Lockheed C-130H
atc_airline=CONVOY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
05-1084
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.16]
title=WoA_HTAI_C-130H_JASDF_401_05-1085
model=wing_tanks
texture=JASDF_401_05-1085
sim=AI Lockheed C-130H
atc_airline=CAMEL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
05-1085
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
```

```
atc_parking_codes=C130,M003

[fltsim.17]
title=WoA_HTAI_C-130H_JASDF_401_35-1071
model=wing_tanks
texture=JASDF_401_35-1071
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
35-1071
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.18]
title=WoA_HTAI_C-130H_JASDF_401_35-1072
model=wing_tanks
texture=JASDF_401_35-1072
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
35-1072
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.19]
title=WoA_HTAI_C-130H_JASDF_401_45-1073
model=wing_tanks
texture=JASDF_401_45-1073
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
45-1073
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.20]
title=WoA_HTAI_C-130H_JASDF_401_45-1074
model=wing_tanks
texture=JASDF_401_45-1074
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
45-1074
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.21]
title=WoA_HTAI_C-130H_JASDF_401_75-1075
model=wing_tanks
texture=JASDF_401_75-1075
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
```

75-1075
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.22]
title=WoA_HTAI_C-130H_JASDF_401_75-1076
model=wing_tanks
texture=JASDF_401_75-1076
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
75-1076
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.23]
title=WoA_HTAI_C-130H_JASDF_401_75-1077
model=wing_tanks
texture=JASDF_401_75-1077
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
75-1077
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.24]
title=WoA_HTAI_C-130H_JASDF_401_75-1078
model=wing_tanks
texture=JASDF_401_75-1078
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
75-1078
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.25]
title=WoA_HTAI_C-130H_JASDF_401_85-1079
model=wing_tanks
texture=JASDF_401_85-1079
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
85-1079
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.26]
title=WoA_HTAI_C-130H_JASDF_401_85-1080
model=wing_tanks
texture=JASDF_401_85-1080
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=

ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
85-1080
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.27]
title=WoA_HTAI_C-130H_JASDF_401_85-1086
model=wing_tanks
texture=JASDF_401_85-1086
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
85-1086
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.28]
title=WoA_HTAI_C-130H_JASDF_401_95-1081
model=wing_tanks
texture=JASDF_401_95-1081
sim=AI Lockheed C-130H
atc_airline=CAMEL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
95-1081
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.29]
title=WoA_HTAI_C-130H_JASDF_401_95-1082
model=wing_tanks
texture=JASDF_401_95-1082
sim=AI Lockheed C-130H
atc_airline=JAPAN FORCE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
95-1082
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.30]
title=WoA_HTAI_C-130H_JASDF_401_95-1083
model=wing_tanks
texture=JASDF_401_95-1083
sim=AI Lockheed C-130H
atc_airline=CONVOY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Japan Air-Self Defence Force - 401 Squadron, 1 Tactical Airlift Wing, Komaki.
95-1083
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.31]
title=WoA_HTAI_C-130H_RMF_M30-01
model=wing_tanks
texture=RMF_20_M30-01
sim=AI Lockheed C-130H

```
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Royal Malaysian Air Force - 20 Squadron, RMAF Kuala Lumpur-Subang. M30-
01
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.32]
title=WoA_HTAI_C-130T_RMF_M30-02
model=wing_tanks
texture=RMF_20_M30-02
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=Royal Malaysian Air Force - 20 Squadron, RMAF Kuala Lumpur-Subang. M30-
02
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.33]
title=WoA_HTAI_C-130T_RMF_M30-07
model=wing_tanks
texture=RMF_20_M30-07
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=Royal Malaysian Air Force - 20 Squadron, RMAF Kuala Lumpur-Subang. M30-
07
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.34]
title=WoA_HTAI_C-130T_RMF_M30-08
model=wing_tanks
texture=RMF_20_M30-08
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=Royal Malaysian Air Force - 20 Squadron, RMAF Kuala Lumpur-Subang. M30-
08
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.35]
title=WoA_HTAI_C-130H_RMF_M30-05
model=wing_tanks
texture=RMF_14_M30-05
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Royal Malaysian Air Force - 14 Squadron, RMAF Labuan. M30-05.
Camouflage scheme
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.36]
title=WoA_HTAI_C-130H_RMF_M30-06
```

```
model=wing_tanks
texture=RMF_14_M30-06
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=Royal Malaysian Air Force - 14 Squadron, RMAF Labuan. M30-06.
Camouflage scheme
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.37]
title=WoA_HTAI_C-130T_RMF_M30-09
model=wing_tanks
texture=RMF_20_M30-09
sim=AI Lockheed C-130H
atc_airline=ANGKASA
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=Royal Malaysian Air Force - 20 Squadron, RMAF Kuala Lumpur-Subang. M30-
09
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=C130,M003

[fltsim.38]
title=WoA_HTAI_C-130H_RCH_XX_85-0035
model=wing_tanks
texture=RCH_XX_357_85-0035
sim=AI Lockheed C-130H
atc_airline=TOIL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0035. "City of
Montgomery" - Let's Roll decal
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.39]
title=WoA_HTAI_C-130H_RCH_XX_85-0036
model=wing_tanks
texture=RCH_XX_357_85-0036
sim=AI Lockheed C-130H
atc_airline=DOG
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0036
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.40]
title=WoA_HTAI_C-130H_RCH_XX_85-0037
model=wing_tanks
texture=RCH_XX_357_85-0037
sim=AI Lockheed C-130H
atc_airline=TOIL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0037
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.41]
```

```
title=WoA_HTAI_C-130H_RCH_XX_85-0038
model=wing_tanks
texture=RCH_XX_357_85-0038
sim=AI Lockheed C-130H
atc_airline=DOG
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0038
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.42]
title=WoA_HTAI_C-130H_RCH_XX_85-0039
model=wing_tanks
texture=RCH_XX_357_85-0039
sim=AI Lockheed C-130H
atc_airline=TOIL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0039
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.43]
title=WoA_HTAI_C-130H_RCH_XX_85-0040
model=wing_tanks
texture=RCH_XX_357_85-0040
sim=AI Lockheed C-130H
atc_airline=DOG
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0040. "Southern
Star"
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.44]
title=WoA_HTAI_C-130H_RCH_XX_85-0042
model=wing_tanks
texture=RCH_XX_357_85-0042
sim=AI Lockheed C-130H
atc_airline=TOIL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 85-0042. "Roll Tide"
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.45]
title=WoA_HTAI_C-130H_RCH_XX_89-9101
model=wing_tanks
texture=RCH_XX_357_89-9101
sim=AI Lockheed C-130H
atc_airline=TOIL
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USAF - 357th AS, 908th AW, Maxwell AFB, Alabama. 89-9101
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=357A

[fltsim.46]
title=WoA_HTAI_KC130_QD_160013
```

```
model=wing_tanks
texture=USMC_QD_152_160013
sim=AI Lockheed C-130H
atc_airline=SUMO
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130R Hercules
ui_variation=USMC - VMGR-152, MAG-36, MCAS Futenma, Japan. 160013
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=152,C130,M003

[fltsim.47]
title=WoA_HTAI_KC130_QD_160625
model=wing_tanks
texture=USMC_QD_152_160625
sim=AI Lockheed C-130H
atc_airline=SUMO
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130R Hercules
ui_variation=USMC - VMGR-152, MAG-36, MCAS Futenma, Japan. 160625
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=152,C130,M003

[fltsim.48]
title=WoA_HTAI_KC130_QD_160626
model=wing_tanks
texture=USMC_QD_152_160626
sim=AI Lockheed C-130H
atc_airline=SUMO
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130R Hercules
ui_variation=USMC - VMGR-152, MAG-36, MCAS Futenma, Japan. 160626
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=152,C130,M003

[fltsim.49]
title=WoA_HTAI_KC130_QD_160627
model=wing_tanks
texture=USMC_QD_152_160627
sim=AI Lockheed C-130H
atc_airline=SUMO
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130R Hercules
ui_variation=USMC - VMGR-152, MAG-36, MCAS Futenma, Japan. 160627
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=152,C130,M003

[fltsim.50]
title=WoA_HTAI_KC130_QD_160628
model=wing_tanks
texture=USMC_QD_152_160628
sim=AI Lockheed C-130H
atc_airline=SUMO
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130R Hercules
ui_variation=USMC - VMGR-152, MAG-36, MCAS Futenma, Japan. 160628
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=152,C130,M003

[fltsim.51]
title=WoA_HTAI_KC130_QD_160015
model=wing_tanks
texture=USMC_QD_152_160015
```

```
                     sim=AI Lockheed C-130H
                     atc_airline=SUMO
                     atc_id=
                     atc_heavy=
                     ui_manufacturer=Henry Tomkiewicz AI
                     ui_type=Lockheed KC-130R Hercules
                     ui_variation=USMC - VMGR-352, MAG-11, MCAS Miramar, CA. 160015
                     description=Repaint by Graham King
                     atc_parking_types=MIL_CARGO
                     atc_parking_codes=152,C130,M003

                     [fltsim.52]
                     title=WoA_HTAI_KC130_QD_160016
                     model=wing_tanks
                     texture=USMC_QD_152_160016
                     sim=AI Lockheed C-130H
                     atc_airline=SUMO
                     atc_id=
                     atc_heavy=
                     ui_manufacturer=Henry Tomkiewicz AI
                     ui_type=Lockheed KC-130R Hercules
                     ui_variation=USMC - VMGR-352, MAG-11, MCAS Miramar, CA. 160016
                     description=Repaint by Graham King
                     atc_parking_types=MIL_CARGO
                     atc_parking_codes=152,C130,M003

                     [fltsim.53]
                     title=WoA_HTAI_KC130_QB_160017
                     model=wing_tanks
                     texture=USMC_QB_352_160017
                     sim=AI Lockheed C-130H
                     atc_airline=RAIDER
                     atc_id=
                     atc_heavy=
                     ui_manufacturer=Henry Tomkiewicz AI
                     ui_type=Lockheed KC-130R Hercules
                     ui_variation=USMC - VMGR-352, MAG-11, MCAS Miramar, CA. 160017
                     description=Repaint by Graham King
                     atc_parking_types=MIL_CARGO
                     atc_parking_codes=352,C130,M003

                     [fltsim.54]
                     title=WoA_HTAI_KC130_QH_162308
                     model=wing_tanks
                     texture=USMC_QH_234_162308
                     sim=AI Lockheed C-130H
                     atc_airline=RANGER
                     atc_id=
                     atc_heavy=
                     ui_manufacturer=Henry Tomkiewicz AI
                     ui_type=Lockheed KC-130T Hercules
                     ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162308
                     description=Repaint by Graham King
                     atc_parking_types=MIL_CARGO
                     atc_parking_codes=234,C130,M003

                     [fltsim.55]
                     title=WoA_HTAI_KC130_QH_162309
                     model=wing_tanks
                     texture=USMC_QH_234_162309
                     sim=AI Lockheed C-130H
                     atc_airline=RANGER
                     atc_id=
                     atc_heavy=
                     ui_manufacturer=Henry Tomkiewicz AI
                     ui_type=Lockheed KC-130T Hercules
                     ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162309
                     description=Repaint by Graham King
                     atc_parking_types=MIL_CARGO
                     atc_parking_codes=234,C130,M003

                     [fltsim.56]
                     title=WoA_HTAI_KC130_QH_162310
                     model=wing_tanks
                     texture=USMC_QH_234_162310
                     sim=AI Lockheed C-130H
                     atc_airline=RANGER
```

atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162310
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003

[fltsim.57]
title=WoA_HTAI_KC130_QH_162311
model=wing_tanks
texture=USMC_QH_234_162311
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162311
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003

[fltsim.58]
title=WoA_HTAI_KC130_QH_162785
model=wing_tanks
texture=USMC_QH_234_162785
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162785
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003

[fltsim.59]
title=WoA_HTAI_KC130_QH_162786
model=wing_tanks
texture=USMC_QH_234_162786
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 162786
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003

[fltsim.60]
title=WoA_HTAI_KC130_QH_163022
model=wing_tanks
texture=USMC_QH_234_163022
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 163022
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003

[fltsim.61]
title=WoA_HTAI_KC130_QH_163023
model=wing_tanks
texture=USMC_QH_234_163023
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=

```
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 163023
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003


[fltsim.62]
title=WoA_HTAI_KC130_QH_163310
model=wing_tanks
texture=USMC_QH_234_163310
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 163310
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003


[fltsim.63]
title=WoA_HTAI_KC130_QH_164441
model=wing_tanks
texture=USMC_QH_234_164441
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 164441
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003


[fltsim.64]
title=WoA_HTAI_KC130_QH_165000
model=wing_tanks
texture=USMC_QH_234_165000
sim=AI Lockheed C-130H
atc_airline=RANGER
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-234, MAG-41, NAS Fort Worth, Texas. 165000
description=\n
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003


[fltsim.65]
title=WoA_HTAI_KC130_NY_163311
model=wing_tanks
texture=USMC_NY_452_163311
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 163311
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=234,C130,M003


[fltsim.66]
title=WoA_HTAI_KC130_NY_163591
model=wing_tanks
texture=USMC_NY_452_163591
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
```

ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 163591
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.67]
title=WoA_HTAI_KC130_NY_163592
model=wing_tanks
texture=USMC_NY_452_163592
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 163592
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.68]
title=WoA_HTAI_KC130_NY_164105
model=wing_tanks
texture=USMC_NY_452_164105
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 164105
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.69]
title=WoA_HTAI_KC130_NY_164106
model=wing_tanks
texture=USMC_NY_452_164106
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 164106
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.70]
title=WoA_HTAI_KC130_NY_164180
model=wing_tanks
texture=USMC_NY_452_164180
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 164180
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.71]
title=WoA_HTAI_KC130_NY_164181
model=wing_tanks
texture=USMC_NY_452_164181
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 164181
description=Repaint by Graham King

```
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.72]
title=WoA_HTAI_KC130_NY_164442
model=wing_tanks
texture=USMC_NY_452_164442
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 164442
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.73]
title=WoA_HTAI_KC130_NY_165315
model=wing_tanks
texture=USMC_NY_452_165315
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 165315
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.74]
title=WoA_HTAI_KC130_NY_165316
model=wing_tanks
texture=USMC_NY_452_165316
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 165316
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.75]
title=WoA_HTAI_KC130_NY_165352
model=wing_tanks
texture=USMC_NY_452_165352
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 165352
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003

[fltsim.76]
title=WoA_HTAI_KC130_NY_165353
model=wing_tanks
texture=USMC_NY_452_165353
sim=AI Lockheed C-130H
atc_airline=YANKEE
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USMC - VMGR-452, MAG-49, Stewart ANGB, New York. 165353
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=452,C130,M003
```

```
[fltsim.77]
title=WoA_HTAI_C130_RU_165378
model=wing_tanks
texture=USN_RU_VR55_165378
sim=AI Lockheed C-130H
atc_airline=NAVY ROMEO UNIFORM
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USN - VR-55, Fleet Logistics Support Wing, NAS Point Mugu, California.
165378
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR55,C130,M003

[fltsim.78]
title=WoA_HTAI_C130_JW_165379
model=wing_tanks
texture=USN_JW_VR62_165379
sim=AI Lockheed C-130H
atc_airline=NAVY JULIET WHISKEY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130H Hercules
ui_variation=USN - VR-62, Fleet Logistics Support Wing, NAS Brunswick, Maine. 165379
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR62,C130,M003

[fltsim.79]
title=WoA_HTAI_C130_AX_164994
model=wing_tanks
texture=USN_AX_VR53_164994
sim=AI Lockheed C-130H
atc_airline=NAVY ALPHA X-RAY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-53, Fleet Logistics Support Wing, NAF Washington, Maryland.
164994
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR53,C130,M003

[fltsim.80]
title=WoA_HTAI_C130_AX_164995
model=wing_tanks
texture=USN_AX_VR53_164995
sim=AI Lockheed C-130H
atc_airline=NAVY ALPHA X-RAY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-53, Fleet Logistics Support Wing, NAF Washington, Maryland.
164995
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR53,C130,M003

[fltsim.81]
title=WoA_HTAI_C130_AX_164997
model=wing_tanks
texture=USN_AX_VR53_164997
sim=AI Lockheed C-130H
atc_airline=NAVY ALPHA X-RAY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-53, Fleet Logistics Support Wing, NAF Washington, Maryland.
164997
description=Repaint by Graham King
```

```
                        atc_parking_types=MIL_CARGO
                        atc_parking_codes=VR53,C130,M003


                        [fltsim.82]
                        title=WoA_HTAI_C130_AX_164998
                        model=wing_tanks
                        texture=USN_AX_VR53_164998
                        sim=AI Lockheed C-130H
                        atc_airline=NAVY ALPHA X-RAY
                        atc_id=
                        atc_heavy=
                        ui_manufacturer=Henry Tomkiewicz AI
                        ui_type=Lockheed C-130T Hercules
                        ui_variation=USN - VR-53, Fleet Logistics Support Wing, NAF Washington, Maryland.
                        164998. 'Old Man Winter'
                        description=Repaint by Graham King
                        atc_parking_types=MIL_CARGO
                        atc_parking_codes=VR53,C130,M003


                        [fltsim.83]
                        title=WoA_HTAI_C130_CW_164762
                        model=wing_tanks
                        texture=USN_CW_VR54_164762
                        sim=AI Lockheed C-130H
                        atc_airline=NAVY CHARLIE WHISKEY
                        atc_id=
                        atc_heavy=
                        ui_manufacturer=Henry Tomkiewicz AI
                        ui_type=Lockheed C-130T Hercules
                        ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana.
                        164762
                        description=Repaint by Graham King
                        atc_parking_types=MIL_CARGO
                        atc_parking_codes=VR54,C130,M003


                        [fltsim.84]
                        title=WoA_HTAI_C130_CW_165158
                        model=wing_tanks
                        texture=USN_CW_VR54_165158
                        sim=AI Lockheed C-130H
                        atc_airline=NAVY CHARLIE WHISKEY
                        atc_id=
                        atc_heavy=
                        ui_manufacturer=Henry Tomkiewicz AI
                        ui_type=Lockheed C-130T Hercules
                        ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana.
                        165158
                        description=Repaint by Graham King
                        atc_parking_types=MIL_CARGO
                        atc_parking_codes=VR54,C130,M003


                        [fltsim.85]
                        title=WoA_HTAI_C130_CW_165159
                        model=wing_tanks
                        texture=USN_CW_VR54_165159
                        sim=AI Lockheed C-130H
                        atc_airline=NAVY CHARLIE WHISKEY
                        atc_id=
                        atc_heavy=
                        ui_manufacturer=Henry Tomkiewicz AI
                        ui_type=Lockheed C-130T Hercules
                        ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana.
                        165159
                        description=Repaint by Graham King
                        atc_parking_types=MIL_CARGO
                        atc_parking_codes=VR54,C130,M003


                        [fltsim.86]
                        title=WoA_HTAI_C130_CW_165160
                        model=wing_tanks
                        texture=USN_CW_VR54_165160
                        sim=AI Lockheed C-130H
                        atc_airline=NAVY CHARLIE WHISKEY
                        atc_id=
                        atc_heavy=
                        ui_manufacturer=Henry Tomkiewicz AI
                        ui_type=Lockheed C-130T Hercules
```

ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana. 165160
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR54,C130,M003

[fltsim.87]
title=WoA_HTAI_C130_CW_165161
model=wing_tanks
texture=USN_CW_VR54_165161
sim=AI Lockheed C-130H
atc_airline=NAVY CHARLIE WHISKEY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana. 165161
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR54,C130,M003

[fltsim.88]
title=WoA_HTAI_C130_CW_165314
model=wing_tanks
texture=USN_CW_VR54_165314
sim=AI Lockheed C-130H
atc_airline=NAVY CHARLIE WHISKEY
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-54, Fleet Logistics Support Wing, JRB New Orleans, Louisiana. 165314
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR54,C130,M003

[fltsim.89]
title=WoA_HTAI_C130_RU_165350
model=wing_tanks
texture=USN_RU_VR55_165350
sim=AI Lockheed C-130H
atc_airline=NAVY ROMEO UNIFORM
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-55, Fleet Logistics Support Wing, NAS Point Mugu, California. 165350
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR55,C130,M003

[fltsim.90]
title=WoA_HTAI_C130_RU_165351
model=wing_tanks
texture=USN_RU_VR55_165351
sim=AI Lockheed C-130H
atc_airline=NAVY ROMEO UNIFORM
atc_id=
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed C-130T Hercules
ui_variation=USN - VR-55, Fleet Logistics Support Wing, NAS Point Mugu, California. 165351
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR55,C130,M003

[fltsim.91]
title=WoA_HTAI_C130_JW_165313
model=wing_tanks
texture=USN_JW_VR62_165313
sim=AI Lockheed C-130H
atc_airline=NAVY JULIET WHISKEY
atc_id=

```
                    atc_heavy=
                    ui_manufacturer=Henry Tomkiewicz AI
                    ui_type=Lockheed C-130T Hercules
                    ui_variation=USN - VR-62, Fleet Logistics Support Wing, NAS Brunswick, Maine. 165313
                    description=Repaint by Graham King
                    atc_parking_types=MIL_CARGO
                    atc_parking_codes=VR62,C130,M003

                    [fltsim.92]
                    title=WoA_HTAI_C130_JW_165348
                    model=wing_tanks
                    texture=USN_JW_VR62_165348
                    sim=AI Lockheed C-130H
                    atc_airline=NAVY JULIET WHISKEY
                    atc_id=
                    atc_heavy=
                    ui_manufacturer=Henry Tomkiewicz AI
                    ui_type=Lockheed C-130T Hercules
                    ui_variation=USN - VR-62, Fleet Logistics Support Wing, NAS Brunswick, Maine. 165348
                    description=Repaint by Graham King
                    atc_parking_types=MIL_CARGO
                    atc_parking_codes=VR62,C130,M003

                    [fltsim.93]
                    title=WoA_HTAI_C130_JW_165349
                    model=wing_tanks
                    texture=USN_JW_VR62_165349
                    sim=AI Lockheed C-130H
                    atc_airline=NAVY JULIET WHISKEY
                    atc_id=
                    atc_heavy=
                    ui_manufacturer=Henry Tomkiewicz AI
                    ui_type=Lockheed C-130T Hercules
                    ui_variation=USN - VR-62, Fleet Logistics Support Wing, NAS Brunswick, Maine. 165349
                    description=Repaint by Graham King
                    atc_parking_types=MIL_CARGO
                    atc_parking_codes=VR62,C130,M003

                    [fltsim.94]
                    title=WoA_HTAI_C130_BD_164996
                    model=wing_tanks
                    texture=USN_BD_VR64_164996
                    sim=AI Lockheed C-130H
                    atc_airline=Navy Bravo Delta
                    atc_id=
                    atc_heavy=
                    ui_manufacturer=Henry Tomkiewicz AI
                    ui_type=Lockheed C-130T Hercules
                    ui_variation=USN - VR-64, Fleet Logistics Support Wing, JRB Willow Grove, Pennsylvania.
                    164996
                    description=Repaint by Graham King
                    atc_parking_types=MIL_CARGO
                    atc_parking_codes=VR64,C130,M003

                    [fltsim.95]
                    title=WoA_HTAI_KC130_AX_164999
                    model=wing_tanks
                    texture=USN_AX_VR53_164999
                    sim=AI Lockheed C-130H
                    atc_airline=NAVY ALPHA X-RAY
                    atc_id=
                    atc_heavy=
                    ui_manufacturer=Henry Tomkiewicz AI
                    ui_type=Lockheed KC-130T Hercules
                    ui_variation=USN - VR-53, Fleet Logistics Support Wing, NAF Washington, Maryland.
                    164999
                    description=Repaint by Graham King
                    atc_parking_types=MIL_CARGO
                    atc_parking_codes=VR53,C130,M003

                    [fltsim.96]
                    title=WoA_HTAI_KC130_CW_164993
                    model=wing_tanks
                    texture=USN_CW_VR54_164993
                    sim=AI Lockheed C-130H
                    atc_airline=Navy Bravo Delta
                    atc_id=
```

```
atc_heavy=
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KC-130T Hercules
ui_variation=USN - VR-64, Fleet Logistics Support Wing, JRB New Orleans, Louisiana.
164993
description=Repaint by Graham King
atc_parking_types=MIL_CARGO
atc_parking_codes=VR54,C130,M003

[fltsim.97]
title=WoA_HTAI_C-130H_CFC_424_130334
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_424_130334
atc_airline=CANFORCE
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 424 Transport and Rescue Squadron, 8 Wing, CFB
Trenton, Ontario. 130334
description=Repaint by Graham King

[fltsim.98]
title=WoA_HTAI_C-130H_CFC_426_130335
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_426_130335
atc_airline=HUSKY
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 426 Transport Training Squadron, 8 Wing, CFB
Trenton, Ontario. 130335
description=Repaint by Graham King

[fltsim.99]
title=WoA_HTAI_C-130H_CFC_429_130337
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_429_130337
atc_airline=TRAPPER
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 429 Transport Squadron, 8 Wing, CFB Trenton,
Ontario. 130337
description=Repaint by Graham King

[fltsim.100]
title=WoA_HTAI_C-130H_CFC_435_130332
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130332
atc_airline=BOXCAR
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130332
description=Repaint by Graham King

[fltsim.101]
title=WoA_HTAI_C-130H_CFC_435_130336
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130336
atc_airline=SKYLARK
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130336
```

```
description=Repaint by Graham King

[fltsim.102]
title=WoA_HTAI_C-130H_CFC_436_130333
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_436_130333
atc_airline=OILER
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed CC-130H Hercules
ui_variation=Canadian Armed Forces - 436 Transport Squadron, 8 Wing, CFB Trenton,
Ontario. 130333
description=Repaint by Graham King

[fltsim.103]
title=WoA_HTAI_C-130H_CFC_435_130338
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130338
atc_airline=BULLSEYE
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KCC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130338
description=Repaint by Graham King

[fltsim.104]
title=WoA_HTAI_C-130H_CFC_435_130339
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130339
atc_airline=OILER
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KCC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130339
description=Repaint by Graham King

[fltsim.105]
title=WoA_HTAI_C-130H_CFC_435_130340
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130340
atc_airline=BULLSEYE
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KCC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130340
description=Repaint by Graham King

[fltsim.106]
title=WoA_HTAI_C-130H_CFC_435_130341
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130341
atc_airline=OILER
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KCC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130341
description=Repaint by Graham King

[fltsim.107]
title=WoA_HTAI_C-130H_CFC_435_130342
sim=AI Lockheed C-130H
model=wing_tanks
texture=CFC_435_130342
```

atc_airline=BULLSEYE
atc_parking_types=MIL_CARGO
atc_parking_codes=M003,C130
ui_manufacturer=Henry Tomkiewicz AI
ui_type=Lockheed KCC-130H Hercules
ui_variation=Canadian Armed Forces - 435 Transport and Rescue Squadron, 17 Wing, CFB
Winnipeg, Manitoba. 130342
description=Repaint by Graham King

[fltsim.108]
title=WoA_HTAI_C-130H_RCH_XX_142_84-0206
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_142_84-0206
atc_airline=CARMEN
atc_heavy=0
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
ui_variation=USAF Seaboard
visual_damage=0
atc_parking_types=MIL_CARGO
atc_parking_codes=142A,C130
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.109]
title=WoA_HTAI_C-130H_RCH_XX_142_84-0208
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_142_84-0208
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=CARMEN
atc_parking_codes=142A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.110]
title=WoA_HTAI_C-130H_RCH_XX_142_84-0212
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_142_84-0212
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=CARMEN
atc_parking_codes=142A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.111]
title=WoA_HTAI_C-130H_RCH_XX_142_84-0213
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_142_84-0213
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=CARMEN
atc_parking_codes=142A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.112]
title=WoA_HTAI_C-130H_RCH_XX_156_93-1453
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_156_93-1453
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=EPIC
atc_parking_codes=156A,C130
atc_parking_types=MIL_CARGO

```
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.113]
title=WoA_HTAI_C-130H_RCH_XX_156_93-1454
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_156_93-1454
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=EPIC
atc_parking_codes=156A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.114]
title=WoA_HTAI_C-130H_RCH_XX_156_93-1458
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_156_93-1458
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=EPIC
atc_parking_codes=156A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.115]
title=WoA_HTAI_C-130H_RCH_XX_156_93-1459
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_156_93-1459
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=EPIC
atc_parking_codes=156A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.

[fltsim.116]
title=WoA_HTAI_C-130H_RCH_XX_156_93-1561
sim=AI Lockheed C-130H
model=wing_tanks
texture=RCH_XX_156_93-1561
ui_variation=USAF Seaboard
ui_manufacturer=Henry Tomkiewicz
ui_type=Lockheed C-130H
atc_airline=EPIC
atc_parking_codes=156A,C130
atc_parking_types=MIL_CARGO
atc_heavy=0
description=AI Lockheed C-130H Hercules by Henry Tomkiewicz.
```

19. *Appendix II: List of MAIW installed textures and effects*

This summary is current as of package Nellis AFB

f. List of Textures

..\Texture\c130e_l.bmp
..\Texture\c130J-30_l.bmp
..\Texture\Dark_Road.bmp
..\Texture\Dark_Road_LM.bmp
..\Texture\djc_ai_metroIII_l.bmp
..\Texture\djc_ai_metroIII_prop.bmp
..\Texture\f16c_l.bmp
..\Texture\f16d_l.bmp
..\Texture\JAI_EP-3E_L.bmp
..\Texture\JAS39_weapons.bmp
..\Texture\MAIW_canopy_clear.bmp
..\Texture\MAIW_canopy_smoked.bmp
..\Texture\MGAI_M1025_L.bmp
..\Texture\NBAI_A4_Skyhawk_L.bmp
..\Texture\NBAI_AH64_Apache_L.bmp
..\Texture\NBAI_Apache_Rotors.bmp
..\Texture\NBAI_Apache_tail_rotor.bmp
..\Texture\NBAI_Brake_Chute.bmp
..\Texture\NBAI_F14_Tomcat_L.bmp
..\Texture\NBAI_F15_Eagle_L.bmp
..\Texture\NBAI_F15E_StrikeEagle_L.bmp
..\Texture\NBAI_F22_Raptor_l.bmp
..\Texture\NBAI_F4E_Phantom_L.bmp
..\Texture\NBAI_FA-18CD_Hornet_L.BMP
..\Texture\NBAI_Harrier_AV8B_L.bmp
..\Texture\NBAI_Harrier_GR9_L.bmp
..\Texture\NBAI_Harrier_GR9_T.bmp
..\Texture\NBAI_Harrier_T10_L.bmp
..\Texture\NBAI_Harrier_TAV8B_L.bmp
..\Texture\NBAI_Hawk_100_L.bmp
..\Texture\NBAI_Hawk_200_L.bmp
..\Texture\NBAI_Hawk_51_L.bmp
..\Texture\NBAI_Hawk_60_L.bmp
..\Texture\NBAI_Hawk_63_L.bmp
..\Texture\NBAI_Hawk_67_L.bmp
..\Texture\NBAI_Hawk_T1_L.bmp
..\Texture\NBAI_Hawk_T45_L.bmp
..\Texture\NBAI_Jaguar.bmp
..\Texture\NBAI_Mirage_F1_L.bmp
..\Texture\NBAI_T-34C_Mentor_L.bmp
..\Texture\NBAI_T-34C_Mentor_Prop.bmp
..\Texture\NBAI_Vinka_L.bmp
..\Texture\NBAI_Vinka_Prop.bmp
..\Texture\NBAI_Weapons.bmp
..\Texture\NBAI_Weapons2.bmp
..\Texture\PA31_l.bmp
..\Texture\PAI_KC135R_BY_RAID_L.BMP
..\Texture\prop-hs.bmp
..\Texture\refl_texture.bmp
..\Texture\rwai_a10_l.bmp
..\Texture\WSAI_JAS39C_L.bmp
..\Texture\WSAI_JAS39D_L.bmp
..\Texture\WSAI_JAS39X_L.bmp

..\scenery\world\Texture\Ground_Poly_Asphalt.bmp
..\scenery\world\Texture\Ground_Poly_Asphalt_LM.bmp
..\scenery\world\Texture\Ground_Poly_Blank.bmp
..\scenery\world\Texture\Ground_Poly_Blank_LM.bmp
..\scenery\world\Texture\Ground_Poly_Concrete.bmp
..\scenery\world\Texture\Ground_Poly_Concrete_LM.bmp
..\scenery\world\Texture\Ground_Poly_Gravel.bmp
..\scenery\world\Texture\Ground_Poly_Gravel_LM.bmp
..\scenery\world\Texture\Ground_Poly_Tarmac.bmp
..\scenery\world\Texture\Ground_Poly_Tarmac_LM.bmp
..\scenery\world\Texture\MAIW_Desert_1.bmp
..\scenery\world\Texture\MAIW_Desert_4.bmp
..\scenery\world\Texture\Nellis_Base.bmp
..\scenery\world\Texture\Nellis_Base_LM.bmp
..\scenery\world\Texture\Nellis_golf_poly.bmp
..\scenery\world\Texture\Nellis_golf_poly_LM.bmp
..\scenery\world\Texture\Nellis_Housing_1.bmp
..\scenery\world\Texture\Nellis_Housing_1_LM.bmp
..\scenery\world\Texture\Nellis_Housing_2.bmp
..\scenery\world\Texture\Nellis_Housing_2_LM.bmp
..\scenery\world\Texture\Nellis_Red_Ground.bmp
..\scenery\world\Texture\Nellis_Red_Ground_LM.bmp

g. List of Effects

Effect folder:

..\Effects\Apron_Flood_10.fx
..\Effects\Apron_Flood_11.fx
..\Effects\Apron_Flood_12.fx
..\Effects\Apron_Flood_13.fx
..\Effects\Apron_Flood_14.fx
..\Effects\CYOD_Light1.fx
..\Effects\CYOD_Light2.fx
..\Effects\fx_A_I_Contrail.fx
..\Effects\fx_ai_fighter_contrail.fx
..\Effects\fx_beacon.fx
..\Effects\fx_beaconb.fx
..\Effects\fx_engFire.fx
..\Effects\fx_f16_ab.fx
..\Effects\fx_f16_ab_f4.fx
..\Effects\fx_f16_beconredm.fx
..\Effects\fx_f16_navgrem.fx
..\Effects\fx_f16_navredm.fx
..\Effects\fx_f16_navwhih.fx
..\Effects\fx_f16_strobeGREEN.fx
..\Effects\fx_f16_strobeh.fx
..\Effects\fx_f16_strobeRED.fx
..\Effects\fx_f16_strobeWHITE.fx
..\Effects\fx_Fog_light.fx
..\Effects\fx_ForestFireMedium.fx
..\Effects\fx_krai_jas39_ab.fx
..\Effects\fx_krai_u2_tchdwn.fx
..\Effects\fx_MAIW_Range_Fire.fx
..\Effects\fx_MAIW_Range_Smoke.fx
..\Effects\fx_NBAI_B1B_AB.fx
..\Effects\fx_nbai_F15_ab.fx
..\Effects\fx_nbai_F15_ab_extended.fx
..\Effects\fx_nbai_f18_navgrem_delayed.fx
..\Effects\fx_nbai_f18_navredm_delayed.fx
..\Effects\fx_nbai_hornet_ab.fx
..\Effects\fx_nbai_jaguar_ab.fx
..\Effects\fx_nbai_mirage_F1_ab.fx
..\Effects\fx_nbai_tomcat_ab.fx
..\Effects\fx_nbai_typhoon_ab.fx
..\Effects\fx_nicks_tchdwn_l.fx
..\Effects\fx_nicks_tchdwn_m.fx
..\Effects\fx_nicks_tchdwn_s.fx
..\Effects\fx_nicksmokeAI_707.fx
..\Effects\fx_nicksmokeAI_747.fx
..\Effects\fx_nicksmokeAI_lrglear-MD-7x.fx
..\Effects\fx_nicksmokeAI_nbai_b1b.fx
..\Effects\fx_nicksmokeAI_nbai_jaguar.fx
..\Effects\fx_nicksmokeAI_sm_lear.fx
..\Effects\fx_nicksmokeC130.fx
..\Effects\fx_nicksmokelear.fx
..\Effects\fx_obslight5.fx
..\Effects\fx_obslight5a.fx
..\Effects\fx_obslight5b.fx
..\Effects\fx_obslight5c.fx
..\Effects\fx_obslight5d.fx
..\Effects\fx_obslight5e.fx
..\Effects\fx_obslight_steady.fx
..\Effects\fx_paratroopers.fx
..\Effects\fx_t38_ab.fx
..\Effects\fx_tchdwn_s.fx
..\Effects\Tatz_sauhu.fx

Texture folder:

..\Effects\texture\Apron_Flood_10.bmp
..\Effects\texture\Apron_Flood_11.bmp
..\Effects\texture\CYOD._FLood.bmp
..\Effects\texture\fx_1.bmp
..\Effects\texture\fx_2.bmp
..\Effects\texture\fx_aniburner1a.bmp
..\Effects\texture\fx_aniburner1b.bmp
..\Effects\texture\Fx_aniburner3a.bmp
..\Effects\texture\fx_burner1.bmp
..\Effects\texture\fx_burner2.bmp
..\Effects\texture\fx_burner3.bmp
..\Effects\texture\fx_burner5.bmp
..\Effects\texture\fx_jaguar.bmp
..\Effects\texture\fx_t38.bmp
..\Effects\texture\fx_typhoon.bmp
..\Effects\texture\fx_wake_2.bmp
..\Effects\texture\Paratrooper.bmp
..\Effects\texture\TR2.bmp