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Military AI Works USAF AK and the Islands ANG AI Package



NOTE: You must uninstall the WOAI package for the Hickam C-17s. It is package woamil4.zip. Also, if you have the Dan Bourque AK and the Islands Pack, you must remove all the necessary components from it as some of the squadrons have disbanded or have received a different type of aircraft.

**Version: 1.0
For FS 2004 / FS9
Project Manager: Aaron Haase**

This freeware AI package, produced by [Military AI Works](#) contains everything needed to activate ANG squadrons from Alaska, Hawaii and Puerto Rico. These squadrons include the 65th AS flying the C-40B and C-37, the 199FS flying F-15C's, the 203rd ARS flying KC-135R, and the 535th AS flying the C-17A out of Hickam AFB, the 144th AS flying the C-130H, and the 211th RQS flying the HC-130N from Ted Stevens Anchorage International Airport, the 168th ARS flying KC-135R's from Eielson AFB, and the 198th AS flying the C-130E from Luis Munoz Marin International Airport. As a bonus, you will also be able to include 18th AGRS flying the F-16C/D based at Eielson.

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1. About MAIW

Military AI Works (MAIW) is a loosely affiliated, international group of flightsim enthusiasts who share the common goal of seeing realistic military AI traffic in MS Flightsim. Our goals:

- 1) Produce only high-quality, freeware packages and products
- 2) Create military AI traffic accurately within the bounds of MS Flightsim
- 3) Promote new freeware military AI models, scenery and products
- 4) Advance military AI modeling of countries around the globe
- 5) Respect the rights of designers and contributors

To learn more about MAIW or to become a contributor, visit our website at <http://militaryaiworks.com>.

2. Credits

AFCAD:

- PAEI and PHNL- Desmond Burrell, updated by Aaron Haase and Tony Dalton
- TJSJ and PANC- by Aaron Haase, updated by Tony Dalton

Models:

- F-16C/D, C-130E/H, and C-37 by Henry Tomkiewicz
- Boeing C-40B by the AIA Team
- F-15C by Nick Black AI
- C-17 and KC-135R by PAI

Repaints:

- Aaron Haase
- Graham King
- Mark Heimer

Serial Research:

- Aaron Haase, Graham King, and Mark Heimer

Voicepacks:

- Aaron Haase and Stewart Pearson

Flightplans:

- Aaron Haase

FDE/Effects:

- Henry Tomkiewicz, Edith Black , Michael MacIntyre, Nick Needham

Pre-Beta:

- Steve Holland

Beta Testing:

- Willy Elliker, Lewis Magruder, Tony Dalton, Mark Campbell, Mathew Ciao, Les Heinke



3. Units Included in this Package



Hickam AFB

65th Airlift Squadron (C-40B and C-37)



AFB

199th Fighter Squadron (F-15C) Hickam



203rd Aerial Refueling Squadron (KC-135R) Hickam AFB



535th Airlift Squadron (C-17A) Hickam AFB



144th Airlift Squadron (C-130H) Ted Stevens Anchorage International Airport



211th Rescue Squadron (HC-130N) Ted Stevens Anchorage International Airport



Eielson AFB

168th Aerial Refueling Wing (KC-135R)



18th Aggressor Squadron (F-16C/D)

Eielson AFB



198th Airlift Squadron (C-130E)

Luis Muñoz Marin IAP, PR



4. Installation

Step 1) Install this package

Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate AFCAD files

If you installed the original MAIW/WOAI Hickam AFB C-17 package, please remove the following files from the original package, failure to do so may result in duplicate entries and problems with the new package.

Also, you need to uninstall all files of the Dan Bourque package AK and the Islands package as well.

If you have the installed version from the WOAI website, open the WOAI Installer and uninstall the woamil4.zip.

Here is a list of files from the original Hickam AFB C-17's package that need to be removed to prevent duplication problems:

FS9/Addon Scenery/Scenery folder:
MAIW_AF2_PHNL_DEFAULT_DB

FS9/Aircraft folder:
MAIW_RWAI_PAIC-17

FS9/Scenery/World/Scenery:
Traffic_MAIW_USAF_Hickam

ALSO:

Here is a list from the Dan Bourque package of files that need to be removed:

FS9/Addon Scenery/Scenery folder:
AF2_PAEI_DEFAULT_DB
AF2_TJSJ_DEFAULT_DB
AF2_PANC_DEFAULT_DB
AF2_PHNL_DEFAULT_DB

FS9/Aircraft folder:
AI C-130E ANG - AK and Islands
AI C-130H ANG - AK and Islands
AI F15 ANG - AK and Islands

FS9/Scenery/World/Scenery:
Traffic_USAF_ANG_AKIslands
Traffic_USAF_ANG_AKIslands_Eielson
Traffic_USAF_ANG_AKIslands_f15

FS9/Scenery/World/namw:
PANCexcl

FS9/Scenery/World/ocen:
TJSJexcl
TJSJexcl2
TJSJexcl3
TJSJexcl4

- FS9/AK and the Islands (not necessary but recommended to avoid possible conflicts)

Open your “Flight Simulator 9/Addon Scenery/scenery” folder and remove any previously installed AFCAD’s for the following airports (e.g. “AF2_XXXX.bgl,” “AF2_XXXX_DEFAULT_XX.bgl” or “PAI_AF2_XXXX_DEFAULT.bgl”)

PAEI
PANC
PHNL
TJSJ
3LSV

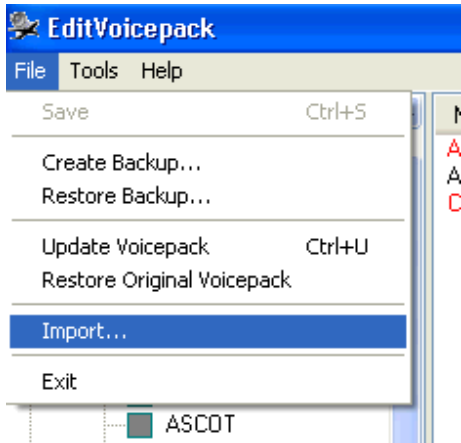
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly detailed. If you are already using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the add-on scenery, but instead remove the MAIW AFCAD file (e.g. MAIW_XXXX_DEFAULT.bgl) after installation.

Step 3) Install voicepack callsigns

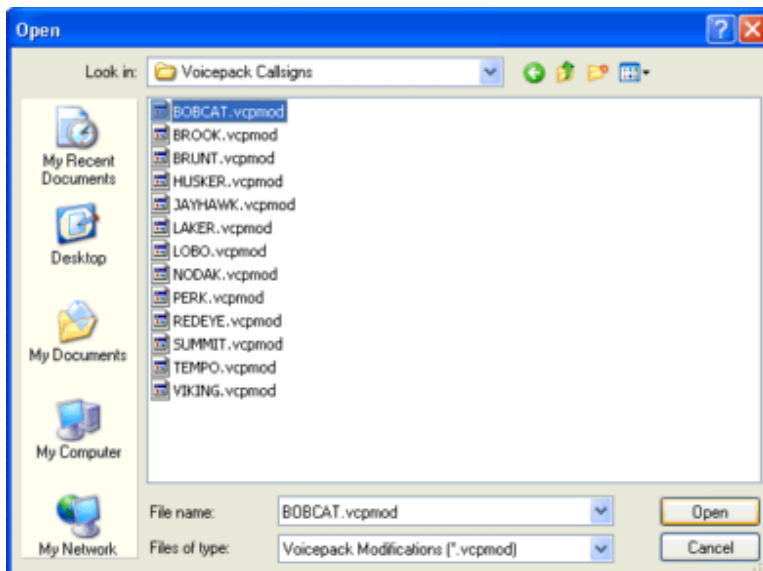
3a) If you don’t have the EditVoicepack 3.1 freeware installed, go to [EditVoicepack](#) and download it.

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

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



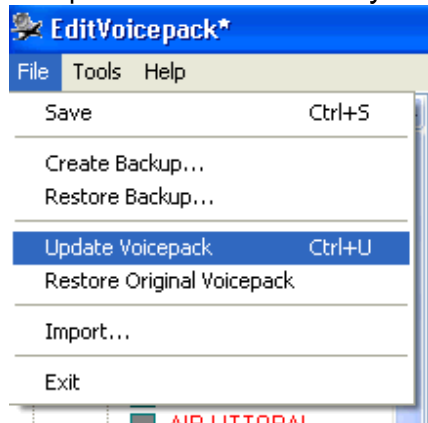
3d) Find the folder “Flight Simulator 9/Military AI Works/USA/USAF/USAF AK and the Islands/Voicepack Callsigns” in the “Look in:” window



3e) Click “open” for the following file.

HOKU
MAITAI
PACAF
RICAN
SCARS
MOOSE
CHENA
KING
LAVA
TREK
BUCANERO

3f) Update the Voicepack for FS9 by choosing “Update Voicepack” from the “File” menu--ensure the “Custom/Callsigns” box is checked in the left hand window. (note: the update may take a few minutes—do not attempt to start FS9 until the update is complete. Look for “Ready” in the lower left corner)



3g) When ready press save to keep the modifications



5. Troubleshooting

Problems addressed:

[“I’ve installed the package, but there are no Military AI aircraft at the airports”](#)

[“When I go to an airport, there are AI planes parked on top of one another”](#)

[“I can’t find the aircraft in the aircraft selection menu”](#)

[“When the Military AI planes talk to ATC, they use only numbers, not callsigns”](#)

[“I’m following the Military AI aircraft, and they won’t come back for touch-and-gos”](#)

Problem: “I’ve installed the package, but there are no Military AI aircraft at the airports”

Potential issue: FS9 AI traffic density set too low

Fix action: In FS9, set the AI traffic density slider to at least 10%.

Problem: “When I go to an airport, there are AI planes parked on top of one another”

Potential issue: Multiple AFCADs active for the same airport

Fix action: Using Windows Explorer, open the folder "Flight Simulator 9/Addon scenery/scenery." Look for duplicate entries for the following airport identifier:

PAEI
PANC
PHNL
TJSJ
3LSV

Files may be named in several ways. The most common are "AF2_KXXX.bgl," "AF2_KXXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl." Keep the file names starting with MAIW and remove all others with duplicate airport identifiers.

Problem: "I can't find the aircraft in the aircraft selection menu"

Issue: These are AI aircraft and have been programmed to not show up in the flyable aircraft selection menu

Fix action: If you simply must select these aircraft, use an editing program such as AirEd and change the Aircraft type from "2" to "0"

Problem: "When the Military AI planes talk to ATC, they use only numbers, not callsigns"

Potential issue: Callsign Voicepacks were not installed correctly

Fix action: Run the EditVoicepack software. Look for the following callsigns in the "custom modifications/callsigns" section of the program:

HOKU
MAITAI
PACAF
RICAN
SCARS
MOOSE
CHENA
KING
LAVA
TREK
BUCANERO

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

Flight Simulator 9/Military AI Works/USA/USAF/USAF AK and the Islands/Voicepack Callsigns"

Once this is complete, or if all callsigns are present, ensure the "Custom/Callsigns" box is checked in the left hand window and choose "File/Update Voicepack" to install them into FS9 (this may take a few minutes, do not open FS9 until the lower left of the EditVoicepack screen says "Ready.")

Problem: "I'm following the Military AI aircraft, and they won't come back for touch-and-gos"

Potential issue: You're following your AI aircraft

Fix action: Stop following your AI aircraft. For some reason, a watched AI aircraft does not always behave the way it is programmed to. If you wait for the aircraft at the airport, it will arrive on schedule



5. Notes and Resources

This package was built by the [Military AI Works](#) online community. If you are interested in making Military AI traffic more realistic, visit this site!

Flightplans:

The flightplans are fictional, but have been researched via Internet and message forums. We have tried to make the plans as "realistic" as possible and have had to use our own judgment

All flightplans were created using Notepad.

Flightplans were installed using Lee Swordy's [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are actual callsigns used by these units, based on information obtained in manuals and on internet.

HOKU
MAITAI
PACAF
RICAN
SCARS
MOOSE
CHENA
KING
LAVA
TREK
BUCANERO

All callsigns were created using the ingenious [EditVoicepack](#) freeware. This program is extremely simple and fun to use—if you need a new AI callsign, give it a try!

AFCADs:

Some AFCADs were created using Lee Swordy's [AFCAD v2.21](#). This has got to be one of the finest freeware programs ever created. Want to add some AI parking to your local airport? AFCAD makes it fun!

- **AFX was used to create a couple as well. Do not open these in afcad because it may cause unexpected errors in your flight sim!!**



7. Permissions and Disclaimers

Adverse Effects:

The contents of this package should not adversely affect your FS9 or computer operation if installed according to the instructions. The authors make no guarantee and bear no responsibility for adverse operation or lost/overwritten files on your computer.

Use of Contents:

THESE FILES MAY ONLY BE UPLOADED TO AVSIM BY THE AUTHOR(S)

THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE AUTHOR'S WRITTEN PERMISSION. THESE MODELS, REPAINTS AND FLIGHTPLANS ARE FREWARE AND MAY NOT BE SOLD, OR PUT ON ANY SITE THAT CHARGES FOR DOWNLOADING FREE FILES. THE FILES FOUND IN THIS ARCHIVE MAY NOT BE DISTRIBUTED ON CD OR ANY MEDIUM FOR ANY KIND OF FEE, INCLUDING THE COST OF PRODUCTION, MATERIALS OR POSTAGE. THE MODELS, REPAINTS AND FLIGHTPLANS OWNERSHIP REMAIN WITH THE AUTHORS AS MENTIONED IN THE PACKAGE

Upload to FSPLANET.com and Wingz of Silence will never be allowed by Military AI Works.

Any questions, suggestions and feedback on the contents may be directed to the forums at [Military AI Works](#).

Sources:

All information used to create this package was obtained via online, open-source research. All flight plans and schedules, while reasonable for military units, are

fictional. The custom scenery included with this package is fictional and is only meant to simulate real aircraft from the AK and the Islands military bases.

