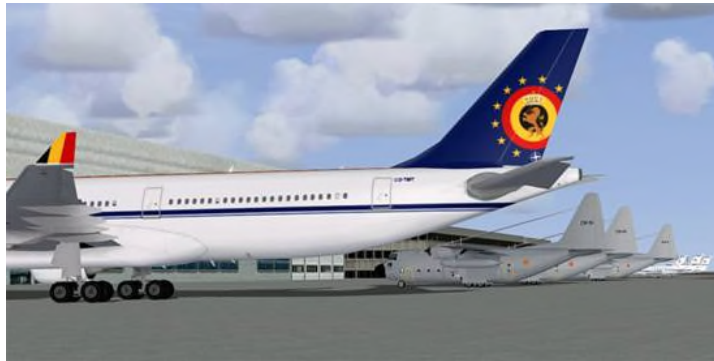NOTE: If you receive a security warning, the "active content" used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click "allow blocked content."

Military AI Works Belgian Air Component 15th Air Transport Wing AI Package

Version: 1.0
For FS 2004 / FS9
Project Manager: Greg Loones

This freeware AI package, produced by Military AI Works contains everything needed to activate the 15th Air Transport Wing of the Belgian Air Component (former "Belgian Air Force").

The 15th Wing groups all the transport aircraft of the Belgian Air Component in two flights: 11 C-130 Hercules aircraft for tactical transport and 9 white liaison aircraft.

Due to the location of EBMB Melsbroek, the military airbase, on the northern side of EBBR Brussels Airport, the 15th Wing is able to operate 24/7, wherever they are needed in the world.

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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

AFD File:
- Greg Loones (Military AI Works) and Tom Cunningham (Alpha India Group)

Models:
- C130 by Henry Tomkiewicz
- A310 & A333 by The Fruit Stand
- ERJ135/145 by AI Malcontent
- Falcon 20 by JBSimulations
- Falcon 900 by Project AI

Repaints:
- Graham King

Flightplans:
- Greg Loones

Voicepacks:
- Greg Loones

C130 Smoke Effect
- Nick Needham

Beta Testing:
- Les Heinke
- Christophe Schmitt
- Tony Dalton

3. Units Included in this Package

Flight Tactical Transport

✈ C130

Flight Liaison & Long Haul

✈ **A330-300**
✈ **A310**
✈ **ERJ135/145**
✈ **Falcon 20**
✈ **Falcon 900**

4. Installation

Step 1) Install this package

Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate AFD files

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

EBBR

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 AFD's 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 AFD file for the add-on scenery, but instead remove the MAIW AFD file (e.g. MAIW_XXXX_DEFAULT.bgl) after installation.

Step 3) Install voicepack callsigns
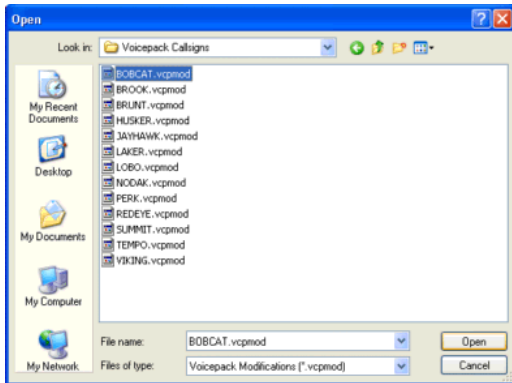
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by clicking here.

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

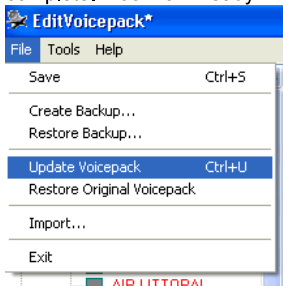**3c)** Choose "Import" from the "File" menu:
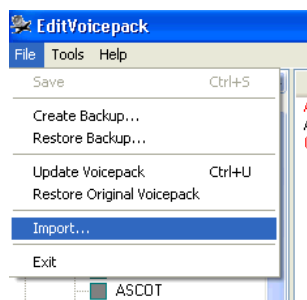
3d) Find the folder "Flight Simulator 9\Military AI Works\Belgium\15th Air Transport Wing\Voicepack Callsigns" in the "Look in:" window

3e) Select all following voicepack files with ctrl+a and click "open".

HERKY
ISAF
JULIET BRAVO GOLF

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)

EditVoicepack*
File   Tools   Help
Save   Ctrl+S
Create Backup...
Restore Backup...
Update Voicepack   Ctrl+U
Restore Original Voicepack
Import...
Exit
AIR LITTORAL

3g) When ready press save to keep the modifications

That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9

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 AFD's 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:

EBBR

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:

HERKY
ISAF
JULIET BRAVO GOLF

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:
"Flight Simulator 9\Military AI Works\Belgium\15th Air Transport Wing\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

6. Notes and Resources

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

Flightplans:
The flightplans are fictional in order not to compromise OPSEC, but are based on real life operations.

All flightplans were created manually 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 this unit.

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!

AFD's:
The EBBR Brussels AFD file was created using ScruffyDuck's ADE9.

Due to the complex runway configurations at Brussels Airport in real life and the difficulties to simulate this, you will always get the most common configuration in the sim. This means RWY 25R for take-off and RWY 25L for landing.

A very special thank you goes to Tom Cunningham from Alpha India Group for the civilian gate coding.

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 FREEWARE AND MAY NOT BE SOLD, OR PUT ON ANY SITE THAT CHARGES FOR DOWNLOADING FREE FILES. THE FILES FOUND IN THIS ARCHIVE MAY NOT BE DISTRIBUTED ON CD OR ANY MEDIUM FOR ANY KIND OF FEE, INCLUDING THE COST OF PRODUCTION, MATERIALS OR POSTAGE. THE MODELS, REPAINTS AND FLIGHTPLANS OWNERSHIP REMAIN WITH THE AUTHORS AS MENTIONED IN THE PACKAGE

Upload to FSPLANET.com and warez sites like 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 www.militaryaiworks.com.

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