

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.”



French Air Force Mirage 2000's – Part 3 Orange-Caritat Airbase



For Microsoft Flight Simulator 2004 / FS9
Project Manager: Nick Black nickblack423@hotmail.co.uk

This package, from Military AI Works, is one of a series of packages depicting the Dassault Mirage 2000 aircraft in service with the French Armee de l'air. The Mirage 2000s of the French Air Force have been in service since 1982 and have seen combat operations in the Gulf, Bosnia and Afghanistan. This package features the Mirage 2000s of EC 02.005 based at BA115, Orange-Caritat in the South of France.

Table of Contents (use hyperlinks to navigate)

1. [About MAIW](#)

2. [Credits](#)
3. [Units Included in This Package](#)
4. [Installation](#)
5. [Troubleshooting](#)
6. [Notes and Resources](#)
7. [Permissions and Disclaimers](#)

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 www.militaryaiworks.com

2. Credits

Models:

- Mirage 2000 by Fernando Martinez

Textures:

- Graham King and Aaron Haase

AFD's:

- Nick Black

Flightplans:

- Nick Black

Callsigns:

- Nick Black

Scenery Enhancements:

- Nick Black

Scenery Objects:

- John Stinstrom, Edith Black, Mathew Tomkins and Ted Andrews

Effects:

- Henry Tomkiewicz

BETA Testing:

- Willy Elliker, Matthew Ciao and Steve Holland

3 . Units Included in this Package

Armee de l'air (Air Force)

BA 115 Orange-Caritat AB (LFMO)

EC 02.005



4. Installation

Step 1) Install this package

1a) 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", "AFX_XXXX.bgl," or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFDS BEGINNING WITH "MAIW" as they were installed with step 1:

LFMO

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 AFDs included in this package are thoroughly researched and highly detailed. If you are using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFD for the add-on scenery, but instead remove the MAIW AFD file (e.g. MAIW_AF2_EXXX_DEFAULT.bgl) after installation.

Step 3) Install callsign voicepacks

3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9\Military AI Works\France\Armee de l'air\French Mirage 2000s\Callsigns" in the "Look in:" window

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

COTTON
JANE
SHACKLE
TRIDENT
MIR2

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

3g) When ready press save to keep the modifications

Step 4) Install Custom Scenery

Included in this package is a set of buildings as custom scenery to spruce up the airports. It should be noted that not installing the scenery will not detract from your enjoyment or use of this package however. To install this scenery you need to do the following:

1) The folders "MAIW French AB Scenery" and "MAIW Scenery Library Objects" have already been installed into the "Addon Scenery" folder of your FS directory. In order

to activate this scenery you must start FS9, go to Settings and find the Scenery Library.

2) Click on "ADD AREA" and navigate to the "MAIW French AB Scenery" and "MAIW Scenery Library Objects" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". *****Note it is important that you place the "MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move Down button. Ideally they should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.**

3) Shut down FS and then when you restart the scenery will be installed and ready to use.

***** Please Note ***** - The scenery enhancements included with this package are created from the MAIW Scenery Libraries, which are a collection of objects that can be used to enhance default FS airports. This scenery is not intended to be accurate, but instead to be a representation of the buildings situated at each base.

Optional Splash Screen for FS2004

Installed in this package is an optional splash screen for your pleasure, in order to install this splash screen please follow the instructions:

The automatic installation of this package has placed a file called "dlgsplash_m2000_3.bmp" in your folder "Flight Simulator 9\UIres". Go to this folder and find this file. Also find a file called "dlgsplash.bmp". This is the current default splash screen for FS. Rename it to "original_dlgsplash.bmp" and then select the file "dlgsplash_m2000_3.bmp". Rename the selected file to "dlgsplash.bmp". And that's it; you now have a new Splash screen for FS. The old original splash screen is still there, and if you want to revert to it at any time, simply rename the file you currently have as "dlgsplash.bmp" to another name, and rename your file "original_dlgsplash.bmp" back to "dlgsplash.bmp".

Enjoy.

Any feedback and questions can be posted in the Technical Support section of our forums at <http://www.militaryaiworks.com>.

That's it! You've successfully installed this package.

5. Troubleshooting

Problems addressed:

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

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

["I can't find the aircraft in the aircraft selection menu"](#)

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

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

Problem: "I've installed the package, but there are no Military AI aircraft at the airports"

Potential issue: FS9 AI traffic density set too low

Fix action: In FS9, set the AI traffic density slider to at least 20%.

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

Potential issue: Multiple AFDs 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:

LFMO

Files may be named in several ways. The most common are "AF2_EXXX.bgl," "AF2_EXXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl." Keep the file names starting with MAIW and remove all others with duplicate airport identifiers.

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

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

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

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

Potential issue: Callsign Voicepacks were not installed correctly

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

COTTON
JANE
SHACKLE
TRIDENT
MIR2

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

“Flight Simulator 9\Military AI Works\France\Armee de l’air\French Mirage 2000s\Callsigns”

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

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

Potential issue: You’re following your AI aircraft

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

6. Notes and Resources

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

Flightplans:

The Flightplans are fictional, but have been researched via Internet and message forums. We have tried to make the plans as “realistic” as possible and have had to use our own judgment. Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

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

Callsigns:

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

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

AFDs:

All AFDs were created using AFX from [Flight1 Software](#).

7. Permissions and Disclaimers

Adverse Effects:

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

Use of Contents:

THESE FILES MAY ONLY BE UPLOADED TO AVSIM or FLIGHTSIM.COM BY THE AUTHOR(s)

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

Upload to FSPLANET.com will never be allowed by Military AI Works.

Any questions, suggestions and feedback on the contents may be directed to the forums at www.militaryaiworks.com

Sources:

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

fictional.

Thanks to everyone who made this possible.