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Military AI Works VFA-106 Gladiators Complete AI Package



Version: 1.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by Desmond Burrell in conjunction with [Military AI Works](#), heads back to NAS Oceana located in Virginia Beach and depicts the largest unit stationed there, VFA-106; the “Gladiators”. VFA-106 is the United States Navy’s east coast Hornet and Super Hornet FRS (Fleet Replacement Squadron) which trains new and transitioning pilots and weapon systems officers (WSO) from

the USN and USMC how to fly and fight in the Hornet or Super Hornet. This package depicts the operations at NAS Oceana as well as the detachments at NAS Key West and NAF El Centro. Also included in this package are the F-5's of VFC-111 which are stationed alongside the VFA-106 detachment at NAS Key West. This package contains flightplans, callsigns and afcads depicting each unit.

NOTE: This package includes an UPDATED version of the KNTU AFCAD that was included in the [USN/USMC Special Use Mentors V2 Package](#). If you install that package AFTER this package, be sure to copy the updated AFCAD into your Addon Scenery/Scenery folder to have the most recent version of the KNTU AFCAD. A backup copy in case you accidentally overwrite the most current version is in the Military AI Works/ USA/USN/Gladiators/Back-up AFCAD folder.

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1. About MAIW

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

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

5) Respect the rights of designers and contributors

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

2. Credits

AFCADs:

- Desmond Burrell
- John Stinstrom

Models:

- Nick Black
- Jake Burrus

Repaints:

- Graham King
- Mark Heimer
- Lewis Magruder

FDE/Effects:

- Mike MacIntyre
- Steve Holland
- Henry Tomkiewicz
- Nick Needham

Voicepacks:

- Desmond Burrell
- Stewart Pearson

Flightplans:

- Desmond Burrell

Custom Scenery:

- John Stinstrom
- Marcel Ritzema (IFOLS Objects)



3. Units Included in this Package



VFA-106

Callsign: Roman, Empire

Aircraft: F/A-18 A/B/C/D/E/F

Base: NAS Oceana (KNTU) and NAS Key West (KNQX)



VFC-111

Callsign: Sundowner

Aircraft: F-5E/F

Base: NAS Key West (KNQX)



4. Installation

Step 1) Install this package

1a) Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate AFCAD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCAD's for the following airports (e.g. "AF2_XXXX.bgl," "AF2_XXXX_DEFAULT_XX.bgl" or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

KNQX
KNTU
KNJK

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

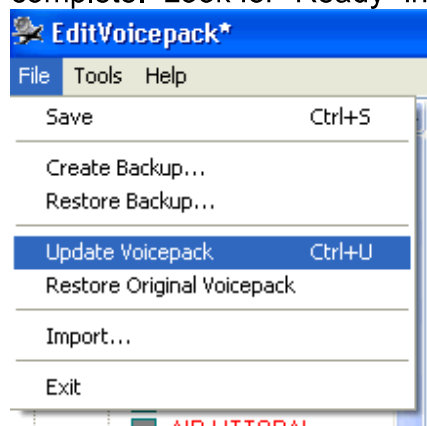
3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USN/Gladiators/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1GSB, 1LFI, 1NQX, 1NTU, 2LFI, 2NQX, 2NTU, 3LFI, 3NQX, DARE COUNTY RANGE, EMPIRE, ROMAN

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) Activate MAIW Scenery

Note: The MAIW EI Centro NAF (KNJK) scenery included with this package is the EXACT SAME scenery that was included in the MAIW NAS Pensacola package. You may allow the installer to overwrite your present installation of this scenery if you wish. However if you have made personal modifications to your copy of the EI Centro NAF scenery, install this package to a temporary folder FIRST and then do a manual install to prevent losing your modifications.

Included in this package are two excellent freeware sceneries for NAS Key West and NAF EI Centro by John Stinstrom. These sceneries will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Key West (KNQX)", "MAIW EI Centro NAF (KNJK)", "MAIW Scenery Library Objects" and "MAIW Land Class" 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 Key West (KNQX)", "MAIW EI Centro NAF (KNJK)", "MAIW Scenery Library Objects" and "MAIW Land Class" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". ***Note it is important that you place the "MAIW Land Class" folder and "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. The "MAIW Land Class" folder should be below the "MAIW Scenery Library Objects" folder. This will assure that you do not have any missing scenery or land class.

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

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 30%

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:

KNQX
KNTU
KNJK

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:

EMPIRE
ROMAN

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/USN/Gladiators/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, 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 [RPP FPGen](#).

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 AF2 files were created using Lee Swordy’s [AFCAD v2.21](#).

All AFX files were created using the payware Flight 1 [Airport Facilitator X](#).

Warning do not open the AFX files using AFCAD v2.21, you may lose data. Only use Airport Facilitator to open AFX files.



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 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 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.

Hello Jackie

