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GREECE
Part 2

ELLINIKI POLEMIKI AEROPORIA
Hellenic Air Force
MAIW Hellenic Air Force A-7 Package Araxos AB





Version: 1.0
For FS 2004 / FS9
Project Manager: Gary Barker

This freeware AI package, produced by Gary Barker of [Military AI Works](#), contains everything needed to fully activate HELLENIC AIR FORCE A-7 traffic at all HELLENIC AIR FORCE A-7 bases. Package contains afcads, flightplans (all current HELLENIC AIR FORCE A-7 Squadrons) and custom voice pack call signs for each squadron. Also included are repaints for all HELLENIC AIR FORCE A-7's in service.

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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 creation:

- Gary Barker

Models:

- A-7 by Jake Burrus

AI Flight Dynamics and Effects:

- Mike MacIntyre
- Nick Needham
- Henry Tomkiewicz

Repaints:

- A-7 by Ray Parker

Voicepacks:

- Gary Barker
- Mark Campbell

Scenery Placement & Objects Design

- Gary Barker
- Ground Equipment – John Stinstrom – Jim Dhaenens – Paul Mitchell
- MAIW Objects – Edith Black and Various Authors
- Trees – Matthew Tomkins

Flightplans:

- Gary Barker



3. Units Included in this Package

ARAXOS AB (LGRX)

116PM

335 Mira

Aircraft: A-7E TA-7C

Callsigns: *Tigris* (Tigers)

Note this Squadron will convert or is converting to F-16C/D-52 but we have covered the A-7 as this was its operational aircraft at the start of this package



336 Mira
Aircraft: A-7E TA-7C
Callsigns: "Olympos"

116 PM SMET (Skoli Meteklaidefseos or OCU Operational Conversion Unit)

Aircraft: A-7E TA-7C
Borrowed from above units

**Please note that the callsign number in this package references the aircraft serial i.e.:-
Tigris 551 = Aircraft No 551**

I have shied away from repetitive hourly plans as in true life many modern air forces don't work or fly at the weekends on a regular basis; therefore the utilization in these plans is relatively low but probably reflects real life actuals



4. Installation

Step 1) Install this package

1) 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" "AFX_XXXX.bgl," "ADE_XXXX.bgl,") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

LGRX

The following waypoints are included but may not be used within this package but will be required by additional packages

1FBC

GR01 to GR22

AND1 to AND4

AP01 to AP03

CUX1

CUX2

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.

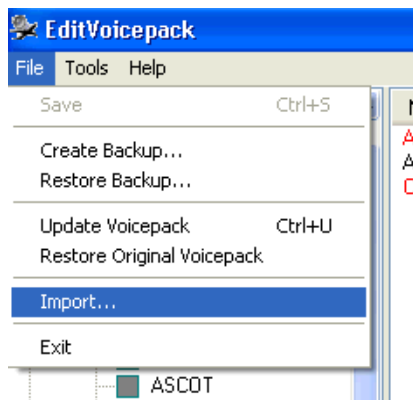
NOTE: There will also be some exclude files installed for the above these are labeled MAIW_exc_XXXXXXXXXXXX these remove autogen scenery items i.e. trees etc that may impinge on taxiways etc.

Step 3) Install callsign voicepacks

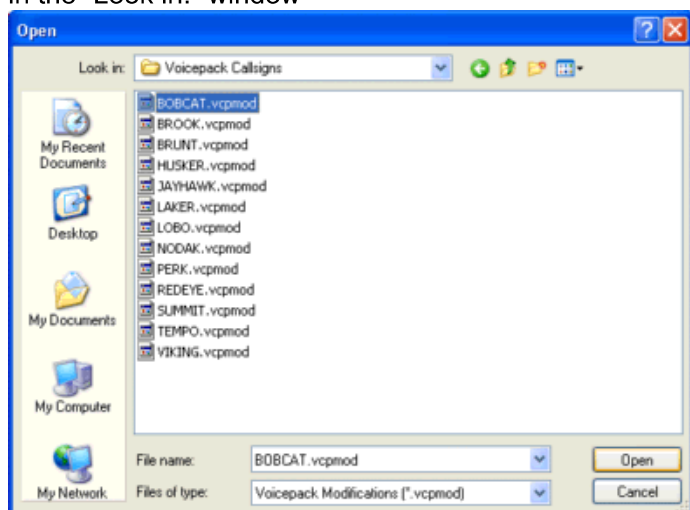
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



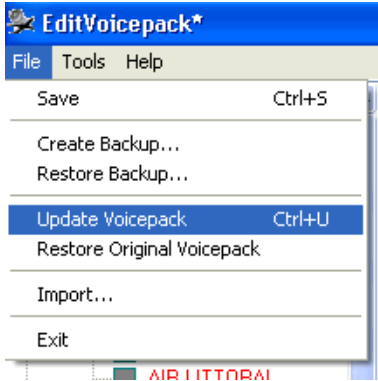
3d) Find the folder “Flight Simulator 9/Military AI Works/Greece/Part 2 A-7/Voicepack Callsigns” in the “Look in:” window



3e) Click “open” for each file

TIGRIS
OLYMBOS

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

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_HELLENIC AIR FORCE BASES” 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_HELLENIC AIR FORCE BASES” and “MAIW Scenery Library Objects” folders which should be, by default after installation, located in “Flight Simulator 9\Addon Scenery”. **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 it 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. ****NOTE, If you do not install this scenery and library to FS before using this package your aircraft will not appear parked in the correct locations. Please ensure that you install this scenery package and library in order to use this package correctly.**

PLEASE DO NOT OPEN AFX OR ADE FILES WITH AFCAD AS THIS MAY DESTROY ENCODED ITEMS

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 60%.

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:

1FBC
GR01 to GR22
AND1 to AND4
AP01 to AP03
CUX1
CUX2

Files may be named in several ways. The most common are "AF2_KXXX.bgl," "AF2_KXXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl." "AFX_XXXX.bgl," "ADE_XXXX.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:

TIGRIS
OLYMBOS

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

"Flight Simulator 9/Military AI Works/ Greece/ Part 2 A-7/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, but as the HAF do not publish their weekly A-7 flightplans we 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.

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:

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!

ADE <http://www.airportdesigneditor.co.uk/>

Airport Design Editor (ADE) is a graphical design tool to create and enhance airports for Microsoft Flight Simulator X. It takes its inspiration from the excellent AFCAD2 developed for FS9 by Lee Swordy. ADE does for FSX what AFCAD does for FS9 and adds support for new FSX features such as fences, jetways and terrain. ADE is being developed with the help of a small group of dedicated airport designers with a wealth of knowledge and experience.

AFX Another commercial tool by Flight1



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.

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

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.

Enjoy it...

