Military AI Works Israeli AF Part 3 - Hatzor Air Base

Version: 1.0
For FS 2004 / FS9
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Hatzor is an Israeli Air Force military airbase, located in central Israel, near kibbutz Hatzor after which it is named. Hatzor Airbase began its life as a British base known as Qastina. With the British withdrawal from Israel, soldiers from the Givati brigade took control of the base. A few months later the "First Fighter" Squadron was relocated from Herzliya Airfield.
Hatzor has a network of eight simulator pods, which use satellite footage of border countries including Lebanon and Syria, to train pilots for deep strike missions.

On the morning of August 16, 1966, an Iraqi MiG-21 jet landed in Hatzor AFB. Munir Redfa, an Iraqi Air Force pilot, had been persuaded by the Mossad (The Blue Bird – Operation Diamond) to fly the flagship of the Soviet export aircraft industry to Israel. The MiG was the most advanced aircraft in Arab inventories at the time.

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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 <u>only</u> 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:
- Giorgio Perotti; John Burtenshaw; Dan Martinez; MAIW Team

Models:
- Henry Tomkiewicz

FDE and Effects Design:
- Mike McIntyre
- Henry Tomkiewicz
- Nick Needham

Repaints:
- Maurizio Coren

Voicepacks:
- Stewart Pearson

Flightplans:
- Giorgio Perotti

Custom Scenery:
- Giorgio Perotti

Scenery objects:
- Edith Black, John Stinstrom, Ted Andrews

3. Units Included in this Package

101th Squadron "First Combat"
Hatzor Air Base (LLHS)
Callsign: Combat
F-16C

105th Squadron "Scorpion"
Hatzor Air Base (LLHS)
Callsign: Scorpion
F-16D

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:

02LL; 03LL; 05LL
DEC1; DEC2
LL01; LL04
LLEK
LLHS
LLNV
LLRD
LLRM
MED2; MED3; MED8

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.

IMPORTANT NOTE:
If you have installed the previously released package "IDF Ben Gurion" you must delete also the following files from your Addon Scenery\Scenery directory:

MAIW_AF2_2LHS.bgl
MAIW_AF2_3LHS.bgl
MAIW_AF2_LL0D.bgl
MAIW_AF2_LLEK.bgl
MAIW_AF2_LLHS.bgl
MAIW_AF2_LLOV.bgl
MAIW_AF2_LLRD.bgl
MAIW_LL0D_excl.BGL
MAIW_LLEK_excl.BGL

MAIW_LLHS_excl.BGL
MAIW_LLOV_excl.BGL
MAIW_LLRD_excl.BGL
MAIW_LLNV_excl.BGL

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/Israel/Israeli AF/Part 3 - Hatzor Air Base/Voicepack Callsigns"

3e) Click "open" for each file

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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)
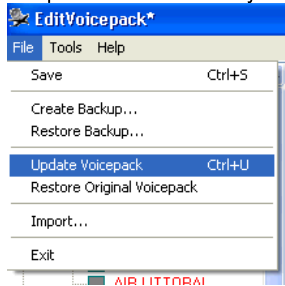
3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery

Included in this package is the excellent freeware scenery for Hatzor Air Force Base (LLHS).This scenery will be automatically placed into the correct directory for installation when you install this package.
1) The folders "MAIW Israeli 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 Israeli Air Force bases", "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 folder "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. 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 50%.

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:

02LL; 03LL; 05LL
DEC1; DEC2
LL01; LL04
LLEK
LLHS
LLNV
LLRD
LLRM
MED2; MED3; MED8

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:

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If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/Israel/Israeli AF/Part 3 - Hatzor Air Base/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 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:
All AFCADs were created using Lee Swordy's AFCAD v2.21 and/or Jon Masterson's ADE9X. These have got to be two of the finest freeware programs ever created. Want to add some AI parking to your local airport? AFCAD or ADE made it fun!

IMPORTANT NOTE: please only open ADE9 formatted AFD with Airport Design Editor. Opening the ADE9 formatted AFD with any other AFD program will lose important and needed data.

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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)

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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

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