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Military AI Works MCAS Beaufort Complete AI Package

Version: 1.0
For FS 2004 / FS9
Project Manager: Desmond Burrell, reconmercs@militaryaiworks.com

This freeware AI package, produced by Military AI Works contains everything needed to activate MCAS Beaufort, popularly known as "Fightertown East" in FS2004. MCAS Beaufort is the home for all east coast stationed active duty Marine Corps Hornet squadrons and currently hosting seven Marine Corps and one Navy F/A-18C/D squadrons. This package contains flightplans, callsigns and paints for each depicted unit as well as custom designed scenery for MCAS Beaufort.

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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
- Tony Dalton

Custom Scenery:
- John Stinstrom

Models:
- F/A-18 C/D (Nick Black)
- King Air 200 (Henry Tomkiewicz)

FDE and Effects Design:
- Mike MacIntyre
- Nick Needham
- Steve Holland
- John Stinstrom
- Henry Tomkiewicz

Repaints:
- Nick Black
- Mark Walsh
- Mark Heimer

Voicepacks:
- Desmond Burrell
- Edith Black
- Stewart Pearson

Flightplans:
- Desmond Burrell

Serial Number Research:
- Marco Kostermann

Beta Testing:
- MAIW Beta Team

3. Units Included in this Package

Squadron	Aircraft	Service	Wing/Group
VFA-86	F/A-18C	USN	CAW-7
VMFA-115	F/A-18A+	USMC	MAG-31
VMFA-122	F/A-18C	USMC	MAG-31
VMFA-251	F/A-18C	USMC	MAG-31
VMFA-312	F/A-18C	USMC	MAG-31

VMFA (AW)-224	F/A-18D	USMC	MAG-31
VMFA (AW)-533	F/A-18D	USMC	MAG-31
H&HS	UC-12B	USMC	MAG-31

CALLSIGNS:

VFA-86: WINDER
VMFA-115: BLADE
VMFA-122: NICKLE
VMFA-251: TBOLT
VMFA-312: CHECK
VMFA (AW)-224: BENGAL
VMFA (AW)-533: HAWK
H&HS: KAISER

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:

KNBC

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
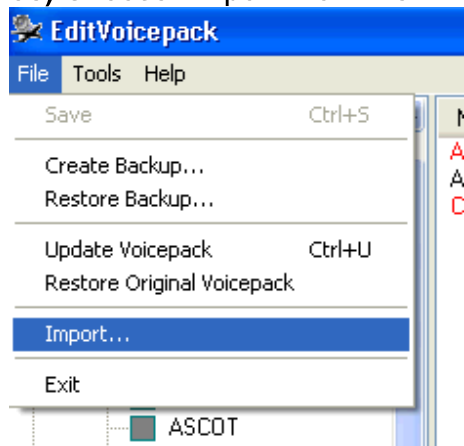
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USMC/MCAS Beaufort/Voicepack Callsigns" in the "Look in:" window
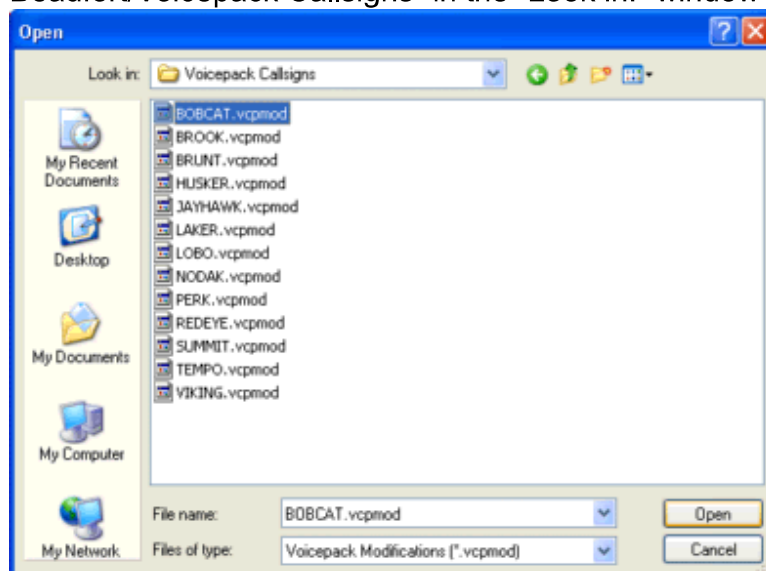
3e) Press SHIFT+A to select all files and then click "open"

1GSB, 1MMT, 1NBC, 1NQX, 2NBC, 3NQX, 4NBC, 5NBC, 6NBC, WINDER, BLADE, NICKLE, TBOLT, CHECK, BENGAL, HAWK, KAISER

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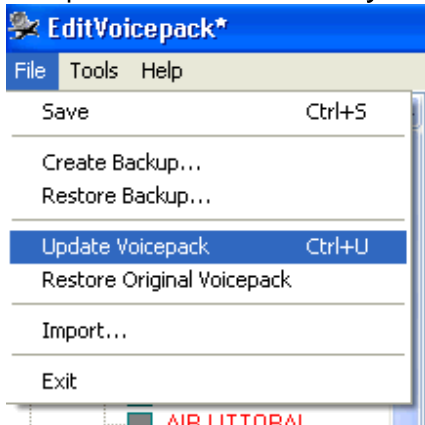
3g) When ready press save to keep the modifications

Step 4) Install Custom Scenery

Included in this package is the superb scenery of Beaufort MCAS by John Stinstrom. To install this scenery you need to do the following:

1) The folders "**MAIW Beaufort MCAS (KBNC)**", "**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 Beaufort MCAS (KNBC)" folder and add that folder, then navigate to the "MAIW Scenery Library Objects" folder and add it to your scenery library. Finally locate the "MAIW Land Class" folder and add it to your scenery library.

***Note it is important that you place the "**MAIW Scenery Library Objects**" and "**MAIW Land Class**" sceneries 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. This is especially important for the land class scenery. The "**MAIW Land Class**" scenery should be just above the default scenery folders with "**MAIW Scenery Library Objects**" scenery just above that.

1) 3) Shut down FS and then when you restart, the scenery and land class 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 20%.

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:

KNBC

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:

WINDER
BLADE
NICKLE
TBOLT
CHECK
BENGAL
HAWK
KAISER

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/USA/USMC/MCAS Beaufort/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.

CALLSIGNS:
VFA-86: HAMMER
VMFA-115: EAGLE
VMFA-122: VIPER
VMFA-251: TBOLT
VMFA-312: BLACKJACK
VMFA (AW)-224: BENGAL
VMFA (AW)-533: HAWK
H&HS: KAISER

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. 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!

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:

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 firsthand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.