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Military AI Works RAAF East Sale Package



Version: 1
For FS 2004 / FS9
Project Manager: Mark Campbell

This package, from Military AI Works, features all of the PC-9A of the Central Flying School and the Roulettes aerobatic team. Based at The Royal Australian Air Force's Base East Sale, in Victoria's Gippsland region, is the location of several specialist training schools. It is probably best known as home to the [Roulettes aerobatic display team](#) from Central Flying School. Central Flying School (CFS) is a [Royal Australian Air Force](#) training unit. It operates the [Pilatus PC-9](#) turboprop trainer. The school is responsible for training flight instructors, setting flying standards, and auditing flying practices. Included in this package are 15 KRMG Pilatus PC-9A Turbo prop trainers.

The Roulettes are the [Royal Australian Air Force](#)'s formation [aerobatic](#) display team. They provide about 150 flying displays a year, in [Australia](#) and in friendly countries around the [South-east Asian](#) region. The Roulettes form part of the RAAF Central Flying School (CFS). These brand new AI models here at MAIW RAAF East Sale, are produced by the very talented AI modeller's Kevin Reed and Mark Griggs, with realistic FDE produced by Mick MacIntyre. Also included in this package is the complete custom scenery of RAAF East Sale, produced in outstanding realism and quality by Mark Griggs. All the usual voicepacks, AFD's and effects are supplied to MAIW standard.

In this package I have created a formation flypast at RAAF East Sale of the Roulettes training on Monday to Thursday. Below is the timings of the event:

Mon-Thu: Local time 09:05 Roulettes 1-6 depart RAAF East Sale, to their training area designated as YME1 (there is no AFD required) around a 45 minute flight to YME1.

At the same local time 09:05 a 6 ship wielded model will spawn at YME1 and fly the 45 minute flight to RAAF East Sale to do 40 minutes of IFR TNG's. There are two versions of this wielded model in two types of formation which I have rotated daily. After the TNG are completed the wielded model will return to YME1, at this time all 6 individual Roulettes will spawn at YME1 and fly back to RAAF East Sale for recovery.

There is a downside to this which is no fixable due to the FS9 AI Engine, if you join the game at the time the 6 ship wielded model is performing its flypasts, it will appear on the ground at RAAF East Sale. As the wielded model has no gear it will look a little weird and out of place, so please accept this as is. I recommend not joining game between 09:45 and 10:30 local time to limit the chance of seeing the wielded model on the ground.

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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

Models:

- Kevin Reed
- Mark Griggs

FDE & Effects Design

- Mike MacIntyre
- Nick Needham
- Henry Tomkiewicz

Textures:

- Andrew Hall
- Mark Griggs

AFD's:

- Mark Griggs
- Mark Campbell

Flightplans:

- Mark Campbell

Callsigns:

- Mark Campbell

Scenery Objects:

- Mark Griggs
- Anthony Lynch
- Laurie Nichols



3. Units Included in this Package



Unit: Central Flying School

Callsign: Aladdin (callsign is not included as it is included with Edit Voice Pack)

Aircraft: 8 de Havilland Australia PC-9A



Unit: Roulettes

Callsign: Roulettes

Aircraft: 7 de Havilland Australia PC-9A



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:

YMES

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

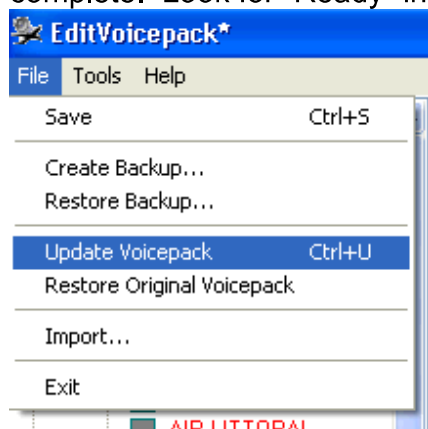
3d) Find the folder "Flight Simulator 9/Military AI Works/Australia/RAAF/RAAF East Sale/Voicepack Callsigns in the "Look in:" window

3e) Click "open" for each file

Roulette, Roulettes

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 RAAF East Sale. This scenery will be automatically placed into the correct directory for installation when you install this package.

- 1) The folder “MAIW RAAF Bases” has 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 RAAF Bases” folders which should be, by default after installation, located in “Flight Simulator 9\Addon Scenery”.
- 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 10%.

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:

YMES

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:

ROULETTE, ROULETTES

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

"Flight Simulator 9/Military AI Works/Australia/RAAF/RAAF East Sale/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!

AFDs:

All AFDs were created using Flight 1’s [Airport Facilitator X](#). **Note please only open AFX formatted AFD with Flight 1 Airport Facilitator X, opening the AFX formatted AFD with any other AFD program will lose important and needed data.**



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, REPAIRS 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, REPAIRS 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

