



Military AI Works Whiteman AFB Complete Package



Version: 2.0

For FS 2004 / FS9

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This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com) contains everything needed to activate Whiteman Air Force Base in FS2004. The units depicted in this package are those assigned to the 509th Bomb Wing and the 442nd Fighter Wing. And for the first

time in a MAIW package included is Nick Blacks new AI B-2A Spirit model for your traffic spotting enjoyment. This package contains repaints, AFCADs, flight plans and custom call signs for each depicted unit.

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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 “reconmercs” Burrell

Models:

- B-2A (Nick “nickblack423” Black)
- T-38A and T-38C (Kevin “Weescotty” Reed and Jake “aerogater” Burrus)
- A-10A (Rysiek “RipPipPip” Winawer)

FDE and Effects Design:

- Mike “mikewmac” MacIntyre

Repaints:

- Kevin “Weescotty” Reed (T-38A and T-38C)
- Graham King (B-2A and A-10A)

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond “Reconmercs” Burrell

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
13 th Bomb Squadron	DARTH	B-2A	Whiteman AFB	USAF
393 rd Bomb Squadron	NASTY	B-2A	Whiteman AFB	USAF
394 th Combat Training Squadron	CATMAN	T-38A/C	Whiteman AFB	USAF
442 nd Fighter Squadron	KAYCEE	A-10A	Whiteman AFB	USAF



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:

KSZL

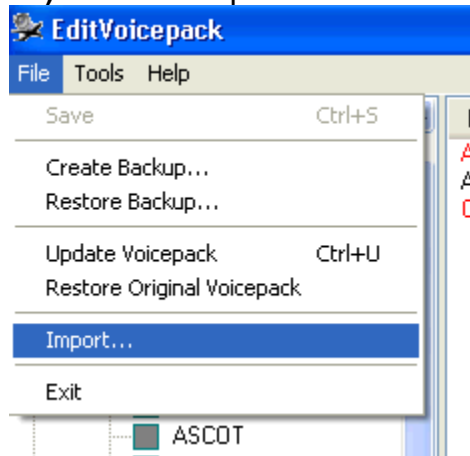
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly 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

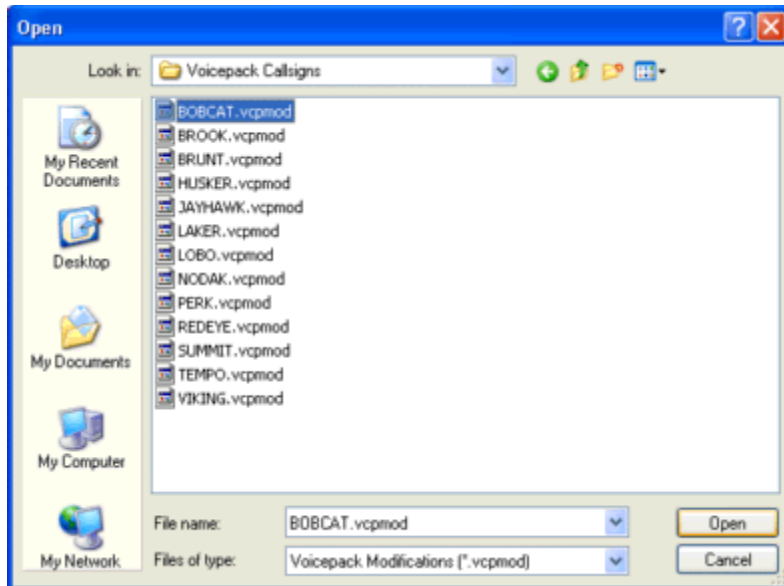
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



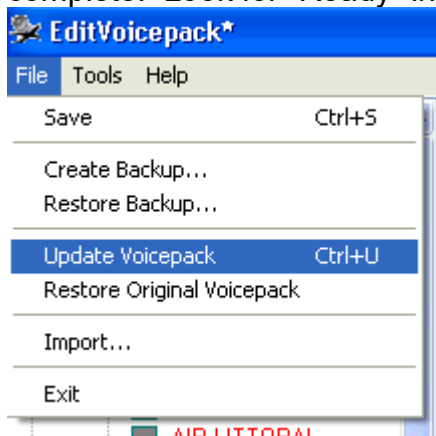
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Whiteman AFB/Voicepack Callsigns" in the "Look in:" window



3e) Click “open” for each file

CATMAN, DARTH, DEATH, FAST, FURY, KAYCEE, NASTY, SANDY, SAUCER, SPIRIT

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

While there is no MAIW custom scenery included in this package, I strongly recommended that you download the Whiteman AFB scenery by John Stinstrom. This

scenery is very nice and compliments this package very well and can be found on Avsim.com by following these links:

<http://library.avsim.net/download.php?DLID=101328>

<http://library.avsim.net/download.php?DLID=101910>

John was nice enough to work with me on this scenery and has created a file that removes all the static aircraft at the base. I have included this file along with a modified AFCAD to allow you to use his scenery and this package in unison without any parking issues. These files may be found in the following directory:

X:\Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\Whiteman AFB\Optional Files

Once you have installed his scenery following the directions included in John's readme, go back into the scenery folder of the Whiteman AFB scenery and delete these file and replace them with the ones in Optional Files folder:

Whiteman_AFB_EZ.bgl

AF2_KSZL.bgl (this file will be replaced by a file titled "MAIW_AF2_KSZL_RM")

If you chose this option, you also need to remove the AFCAD and Excludes that the installer installed for the default Whiteman AFB airport. These are located in your Addon Scenery/Scenery folder and are titled:

MAIW_AF2_KSZL_DEFAULT_RM

MAIW_KSZL_Excl

MAIW_KSZL_Excl2

MAIW_KSZL_Excl3

Questions concerning the actual Whiteman AFB scenery should be directed to John, any questions concerning the modified AFCAD can be directed to me via email or to the support forum for this package.

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:

KSZL

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:

CATMAN
DARTH
DEATH
FAST
FURY
KAYCEE
NASTY
SANDY
SAUCER
SPIRIT

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/USAF/Whiteman AFB/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](#). 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:

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 FREWARE 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.

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