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***Israel Air and Space Arm, Ben Gurion International and Sde
Dov – Summer 2007***



Version: 1.0
For FS 2004 / FS9
Initial Release Date: December 07
Package Lead: John “VulcanDriver” Burtenshaw

This freeware AI package, produced by [Military AI Works](#) contains everything needed to fully activate the Israeli Air Force units operating out of Tel Aviv-Ben Gurion and Sde Dov airports. It includes flightplans for 103/131 squadrons (C-130s / KC-130), 100/135 squadrons (Beech 200T) 191 squadron (Beech RC-12), 122 squadron (Gulfstream V), 120 squadron (Boeing KC-707), 134 squadron (Boeing RC-707) and 195 squadron (IAI Seascans).

Future IAF packages will include the combat units operated by the IAF.

The Primary Roles of the Israeli Air Force are:

1. The defence of Israel's airspace and the Israel Defence Forces' (IDF) operational region.
2. To achieve air superiority above the battlefield.
3. To support the ground war.
4. The attacking of strategic and tactical targets in enemy territory.
5. The participation in naval actions
6. To provide aerial intelligence as part of the general intelligence picture.
7. The performing of photo reconnaissance missions for all IDF needs.
8. To provide air transport operations for the IDF and in support of other national requirements.
9. To perform aerial search-and-rescue missions.
10. To provide control and communications assistance to civil air traffic authorities (as required).

Note that the IAF plan to move their operations from Ben Gurion International to a purpose built facilities at Nevatim by the end of the decade.

During the early part of 2005 the name of the Air Force was changed to "Israel Defence Force / Air and Space Arm" to reflect Israel's ambitions to launch its own satellites and to protect Israel from ballistic missiles. We have used the terminology "IAF" and "Israeli Air Force" as shorthand for the new name.

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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

Models

- Beechcraft 200T (used as RC-12) by Henry Tomkiewicz
- IAI Westwind (used as IAI SeaScan) by Henry Tomkiewicz
- Gulfstream V by Henry Tomkiewicz
- Boeing KC-707 and RC-707 by Elvis
- Lockheed C-130 by Henry Tomkiewicz

Sde Dov scenery

- Edith Black

Repaints

- Graham King

AFCADs

- John Burtenshaw and Dan Martinez

Flightplans

- John Burtenshaw

Voicepacks

- Stewart Pearson



3. Units Included in this Package

Tel Aviv-Ben Gurion / Lod (LLBG)

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Aircraft: Boeing 707
Callsign: "Israeli Air Force" or 'IAF' (pronounced phonetically as 'India Alpha Foxtrot')



103 Squadron 'The Elephants'

Aircraft: C-130E/H, KC130H
Callsign: "Elephant"



131 Squadron 'The Yellow Bird Squadron'

Aircraft: C-130E/H, KC-130H
Callsign: "Bird"



122 Squadron 'The Dakota Squadron'

Aircraft: Gulfstream V
Callsign: "Dakota"

195 Squadron

No Squadron badge

Aircraft: IAI Seascan
Callsign: "Horse"

-

134 Squadron (note that due to its intelligence gathering mission this squadron is not listed in the IDF Order of Battle.)
No Squadron badge

Aircraft: Boeing RC-707
Callsign: "IAF"

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Sde Dov / Tel Aviv-Dov Hoz (LLSD)

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100 Squadron 'The Flying Camels'

Aircraft: Beech 200T
Callsign: "Jujube"

-



135 Squadron 'The Light Transport Squadron'

Aircraft: Beech 200T
Callsign: "Honeydew"

-
No Squadron Badge

191 Squadron

Aircraft: Beech RC-12D/K
Callsign: "Nightingale"



4. Installation

Step 1) Install this package

Step 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 AFCADs for the following airports (e.g. "AF2_LLXX.bgl," "AF2_LLXX_DEFAULT_XX.bgl" or "PAI_AF2_LLXX_DEFAULT.bgl")

LLBG
LLHS
LLNV
LLOV
LLRD
LLRM
LLSD

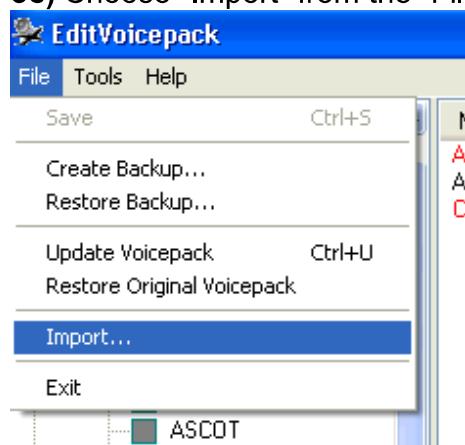
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly 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_LLXX_DEFAULT_XX.bgl) after installation. These will be found in the "Flight Simulator 9/Addon Scenery/ MAIW IDF" folder. However the Sde Dov scenery included in this package may not work correctly with third-party AFCADs.

Step 3) Install callsign voicepacks

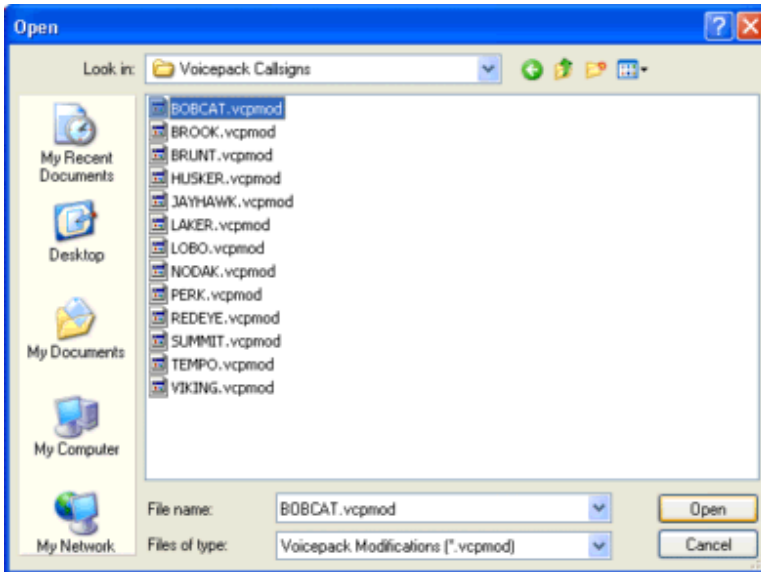
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



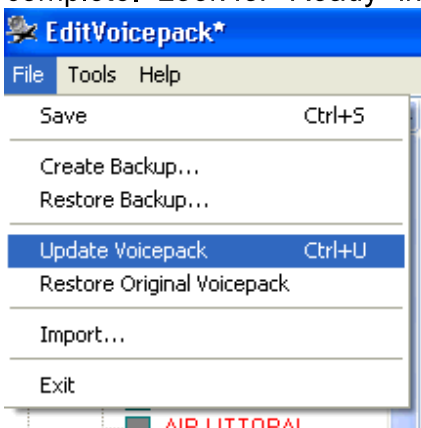
3d) Find the folder "Flight Simulator 9/Military AI Works/Israel/IDF/Ben Gurion/Callsigns" in the "Look in:" window



3e) Click “open” for each file or highlight all and click “open”

“BIRD” “DAKOTA” “ELEPHANT” “HONEYDEW” “HORSE” “IAF” “ISRAELI AIRFORCE” “JUJUBE” “NIGHTINGALE”

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

Optional Splash Screen

There is an optional FS9 splash screen for you to use if required. Full installation instructions are included in the Optional Splash Screen folder.

Activate MAIW Scenery

Included in this package is an enhancement for the default scenery of Sde Dov, (LLSD) by Edith Black. This uses custom scenery objects and default objects.

The Installer will already have installed a folder called "MAIW Scenery Library Objects" in your "Flight Simulator 9/Addon Scenery" directory. This folder contains all the scenery and exclude files for this enhanced scenery. To enable this scenery, start FS9 and go to the scenery library in Settings, select "ADD AREA" and then select the path of the folder "Flight Simulator 9/Addon Scenery/ MAIW Scenery Library Objects". Click OK. To view the scenery you will now need to restart Flight Simulator.

The installer will also have installed the required AFCAD files into your "Flight Simulator 9/Addon Scenery/ Scenery" directory. The next time you start up FS9, the MAIW IDF scenery enhancements will all be installed and enabled so that you can visit the FS9 Sde Dov airport using the MAIW IDF scenery enhancements.

****Note: You may already have the folder "MAIW Scenery Library Objects" installed and activated from a previous MAIW package. If so you may skip the scenery folder activation process. The IDF scenery files will be placed into that pre-existing folder and will already be active.**



5. Troubleshooting

Problems addressed:

- ["I've installed the package, but there are no Military AI aircraft at the airports"](#)
- ["I've been watching the AI aircraft for simulated hours, and I haven't seen them move"](#)
- ["When I go to an airport, there are AI planes parked on top of one another"](#)
- ["When I go to an airport, the military planes are parked at the gates"](#)
- ["When I go to an airport, there are general aviation aircraft on the military ramps"](#)
- ["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"](#)
- ["I can't see any national markings on some aircraft"](#)
- ["I've installed the scenery enhancements per your instructions, but nothing shows up"](#)
- ["Only some of the scenery enhancements are showing up"](#)

["I've got other scenery buildings interfering with the MAIW scenery enhancements"](#)

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 75%.

Problem: "I've been watching the AI aircraft for simulated hours, and I haven't seen them move"

Potential issue: Watching at the wrong times

Fix action: There is a lot of activity from throughout Monday to Friday.

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 identifiers:

LLBG
LLHS
LLNV
LLOV
LLRD
LLRM
LLSD

Files may be named in several ways. The most common are "AF2_LLXX.bgl," "AF2_LLXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl." Keep the files named "AF2_LLXX_DEFAULT_DB.bgl" and remove all others with duplicate airport identifiers.

Problem: "When I go to an airport, the military planes are parked at the gates"

Potential issue: Old AFCAD still active for the airport

Fix action: Using Windows Explorer, open the folder "Flight Simulator 9/Addon scenery/scenery." Look for duplicate entries for the following airport identifiers:

LLBG
LLHS

LLNV
LLOV
LLRD
LLRM
LLSD

Files may be named in several ways. The most common are “AF2_LLXX.bgl,” “AF2_LLXX_DEFAULT_XX.bgl” and “PAI_AF2_DEFAULT.bgl.” Keep the files named “AF2_LLXX_DEFAULT_DB.bgl” and remove all others with duplicate airport identifiers.

Problem: “When I go to an airport, there are general aviation aircraft on the military ramps”

Potential issue: No parking type assigned to GA aircraft

Fix action: Add a “RAMP” parking type to all of your GA aircraft.cfg entries. Copy the following line into each [fltsim.x] entry for all GA aircraft used as AI.

```
atc_parking_types=RAMP
```

This entry can be anywhere, but needs to be placed in each individual [fltsim.x] section for each GA aircraft. If you are using the default GA aircraft, this includes the following aircraft folders within the “Flight Simulator 9/Aircraft” folder:

```
beech_baron_58  
beech_king_air_350  
c172  
c182  
c208B (c208 should be “DOCK”)  
lear45  
pa28_180  
Piper_J3Cub
```

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:

BIRD
DAKOTA
ELEPHANT
HONEYDEW
HORSE
IAF
ISRAELI AIRFORCE
JUJUBE
NIGHTINGALE

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder “Flight Simulator 9/Military AI Works/Israel/IDF/Ben Gurion/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

Problem: “I can’t see any national markings on some aircraft”

Resolution: Because of the unique situation regarding Israel's status in the World resulting from many Arab states and non-Arab Islamic states refusing to recognise the country and its symbol, the Star of David, the a/c can fly in their airspace en route as long as they do not carry the 'banned' Star of David (more correctly the 'Shield of David'), the national insignia.

Problem: “I’ve installed the scenery enhancements per your instructions, but nothing shows up.”

Potential issue: You failed to activate the scenery enhancements folder by restarting Flight Simulator.

Fix action: Close Flight Simulator and restart.

Problem: “Only some of the scenery enhancements are showing up.”

Potential issue: Your scenery complexity slider is not set high enough.

Fix action: Open up your “Settings” menu, select a higher slider level for the “Scenery Complexity”.

Problem: “I’ve got other scenery buildings interfering with the MAIW scenery enhancements.”

Potential issue: You’ve got conflicting sceneries for the same location.

Fix action: You must decide which files to keep and which to discard. If you have other sceneries for this location, you may be able to selectively delete certain objects, one at a time to prevent conflicts from the other scenery files. You cannot delete individual objects from the MAIW scenery, they are all contained in one file.



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 yield realistic appearing operations. The included flightplans include touch-and-gos at the home base and nearby airports as well as cross-country flights. There are also flights over the Mediterranean Sea and also training flights to the IAF weapon ranges in the south of Israel. The IAF operate 7 days a week, every day. There are weekly flights of C-130’s and Boeing KC-707 tankers to Nellis AFB for ‘Red Flag’ in the USA, various VIP Government flights.

Flightplans were installed using Lee Swordy’s [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are fictional callsigns, if you know the actual callsigns please contact me. The IAF, like many air forces, use several callsigns and frequently change them.

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:

The AFCADs will work with the FS9 default scenery. I cannot guarantee that the AFCADs will work with any other third-party scenery.

All AFCADs were created using Lee Swordy’s [AFCAD v2.21](#).



7. Permissions and Disclaimers

Credits:

Henry Tomkiewicz: for his continued support and continued permission to use his AI aircraft.

Marco Kosterman: for his help in supplying unit strength and aircraft markings.

Edith Black: Sde Dov scenery.

Stewart Pearson: Callsigns.

Graham King: Repaints.

The MAIW BETA testing team, thanks guys.

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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 MAIW.

THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE AUTHOR'S WRITTEN PERMISSION. THESE MODELS, REPAINTS 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, 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.

