Elmendorf Air Force Base

Version: 2.0
For FS 2004 / FS9
Initial Release Date: Spring 2009
Package Integrator: Cornelius Black

Version 2.0 of this package adds the last 7 C-17's added to the 517th AS. The flight plans for the F-22s are also fleshed out more. Version 1.0 contained the beta plans for the Raptors which greatly limited their activity. Several new Raptors also join the ranks to really add to the firepower on the Elmendorf flight line. Also included in this latest version is custom scenery by the incomparable John Stinstrom. Alaska has never looked better!

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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

Flightplans

- Cornelius Black

Elmendorf Afcad
- Edith Black

Scenery
- John Stinstrom

Waypoints
- Cornelius Black

Repaints
- Graham King
- Michael Pearson

Voicepacks:
- Stewart Pearson

Effects:
- Mike MacIntyre
- John Stinstrom
- Nick Needham
- Henry Tomkiewicz

Models
- Nick Black's F-22
- Nick Black's F-15
- PAI's C-17
- Henry Tomkiewicz's C-12

FDE Design
- Mike MacIntyre

Beta Testing
- MAIW Beta Testers

3. Units Used in This Package

90TH Fighter Squadron
  F-22
  Callsigns: Ghost, Dice, Casino

12th Fighter Squadron
  F-15 C/D
  Callsigns: Eagle, Lance, Knife, Shogun,

19th Fighter Squadron
  F-15 C/D
  Callsigns: Grizzly, Voodoo, Eagle, Lance, Retro
                Devil, Bader

517th Airlift Squadron
  C-17 & C-12
  Callsigns: Bench, Totem, Reach

4. Installation

Step 1) Install this package

1) Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate files

If you installed the original MAIW Elmendorf AFB package, please remove the following files from the original package, failure to do so may result in duplicate entries and problems with the new package and scenery.

Here is a list of files from the original Elmendorf package that need to be removed to prevent duplication problems:

FS9/Addon Scenery/Scenery folder:
000_MAIW_PAED.BGL
MAIW_AF2_MAI0.bgl
MAIW_AF2_MAI2.bgl
MAIW_AF2_MAI3.bgl
MAIW_AF2_MAI4.bgl
MAIW_AF2_MAI5.bgl
MAIW_AF2_PAED_DEFAULT_DB_MG.bgl
MAIW_PAED_Exclude.BGL
MAIW_PAED_OB1.BGL
Maiw_paed_objects.bgl

FS9/Aircraft folder:
MAIW_C-12F_Elmendorf AFB folder
MAIW_NBAI_Boeing F15C Elmendorf AFB folder
MAIW_NBAI_Boeing F15D Elmendorf AFB folder
MAIW_NBAI_Boeing_F22 Elmendorf AFB folder
MAIW_NBAI_Boeing_F22_Raptor_Elmendorf AFB folder
MAIW_PAI_C17_RPP_Elmendorf AFB folder

FS9/Scenery/World/Scenery folder:
Traffic_MAIW_Elmendorf.bgl

FS9/Texture folder:
BAK_12.bmp
Ramp_lights_alpha.bmp

2a) If you did not install the original version of this package, please remove any duplicate afcads for Elmendorf AFB. Files may be named in several ways. The most common are "AF2_KXXX.bgl," "AF2_KXXX_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl."

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.

Step 3) Install callsign voicepacks

Note: If you installed the original MAIW Elmendorf AFB package, you may skip this step as the callsigns used are the same.

A) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it.

B) Run EditVoicepack and import all .vcpmod files included in with this installation

C) Choose "Import" from the "File" menu

D) Find the folder "Program Files/Microsoft Games/Flight Simulator 9/Military AI Works/USA/USAF/Elmendorf AFB/Voicepack Callsigns

Callsigns" in the "Look in:" window

E) Click CTL +A and select all files, then click "open"

F) 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)

Step 4) Activate MAIW Elmendorf AFB Scenery (there are multiple scenery folders)

The Installer will already have installed folders called "MAIW Elmendorf AFB (PAED)" and "MAIW Scenery Library Objects" into your "Flight Simulator 9/Addon Scenery" directory. These folders contain all the scenery and exclude files. To enable these sceneries, start FS9 and go to the scenery library in "SETTINGS", select "ADD AREA" and then select the path of the above folders. The "MAIW Scenery Library Objects" folder should be moved down the list of addon sceneries as far as possible so that it sits just above the FS9 default object libraries.

Note: As our scenery continues to get more complex, there is a need to keep all of the various object files and scenery files in the same location for each and every package. This allows our installer to install the files in the same place every time and allows us to update existing scenery, scenery libraries and land class. The installer can only do this if you leave the files in their predetermined folder locations. If you chose to move the MAIW scenery files to another folder, please keep in mind that every new scenery installation will place the files into these pre-existing folder locations and you will need to manually move the files to the folder/s you are using.

We are now placing all MAIW land class scenery files in the FS9/Scenery/Base/Scenery folder. A known bug in the FS9 code allows a memory leak to occur eventually causing a hard crash to desktop if a land class file is not

isolated in certain scenery folders. Therefore it cannot be located in the same folder as the rest of the Elmendorf scenery. Placing it in the above mentioned location keeps in it a safe folder that is already active on your system and will prevent any kind of memory leak problem from occurring. If you like to keep your land class folders in a different location MAIW cannot be held responsible for any effects this might have on the performance of the AI package and scenery. As always, if you need help or have support related questions, you can visit our forums at www.militaryaiworks.com at any time.
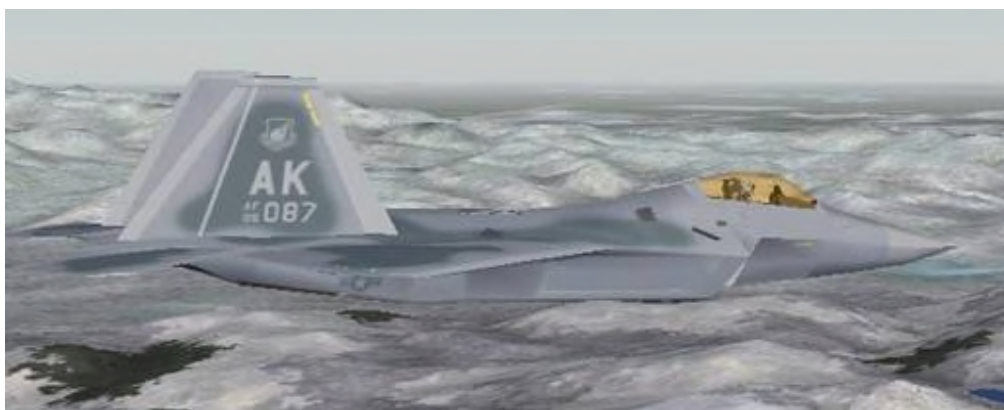
5. Troubleshooting

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-go's"

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:

PAED

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 files 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 in the "custom modifications/callsigns" section of the program and check that all the callsigns in the folder "Program Files/Microsoft Games/Flight Simulator 9/Military AI Works/USA/USAF/Elmendorf AFB/Voicepack Callsigns" were added.

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder "Program Files/Microsoft Games/Flight Simulator 9/Military AI Works/USA/USAF/Elmendorf 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-go's"

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 usually 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:
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 found online. While squadrons generally use several different callsigns for training missions, the aircraft in this pack have all been assigned at random.

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

Credits:

Alex Serenkov: As a former paratrooper I absolutely love Alex's effect. Watch C17s 0169 and 0170 drop a stick of steely-eyed airborne troops!
Henry Tomkiewicz: for his continued support and continued permission to use his stunning AI afterburner effects.
Marco Kosterman: Thanks to the man who always knows the serials! A very huge benefit to MAIW.

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:
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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.