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Military AI Works, French Mirage F1 Package

ARMÉE DE L'AIR

For FS 2004 / FS9
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This package, from Military AI Works, depicts the Dassault Mirage F1's currently in service with the French Air Force (Armee de l'air). The Mirage F1 has been in service with the Armee de l'air since May 1967 and is currently used in 3 variants, the F-1CT (tactical attack aircraft), F1CR (tactical reconnaissance aircraft and the F1B (twin seat trainer).

French Air Force Mirage F1s saw their first operational deployment in 1984 during Operation Manta, the French intervention in the Chad, to counter growing Libyan encroachment. Four Mirage F1C-200s provided air cover for a force of four Jaguars, and took part in skirmishes against the pro-Libyan GUNT rebels. In 1986, French Mirage F1s returned to Chad, as part of Operation Epervier, with four F1C-200s providing fighter cover for a strike package of eight Jaguars during the air raid against the Libyan airbase at Ouadi Doum, on February 16. Two F1CRs also flew pre and post-strike reconnaissance missions.

More recently, in October 2007, three Mirage 2000s and three Mirage F1s were deployed at Kandahar Air Force Base, where they flew close air support and tactical reconnaissance missions in support of international forces in Southern Afghanistan.

Unfortunately the Mirage F1 is coming to the end of its useful lifespan within the French Military and the type is to be retired from service following closures to the 2 main bases Reims-Champagne and Colmar-Meyenheim in 2009-2010.

This package contains every Mirage F1 currently in service with the Armee de l'air, current as of 01/Aug/08. There is some confusion as to what has happened to the F1-CT's previously based at Colmar-Meyenheim as part of GC01.030 which were scheduled to be retired and sold off in June 2008, and so these aircraft have not been included.

Disclaimer During development and testing of this package it emerged that, on certain setups of Flight Simulator 2004, some aircraft disappear for no apparent reason during random parts of the day. In this package the problem can only be seen happening at Reims-Champagne (LFSR). Unfortunately we have not been able to find a reason or a fix for this and so those of you who experience it will have to accept our apologies. Hopefully with the amount of aircraft available here it will not spoil your enjoyment too much!!

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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:
- Mirage F1B, F1CT and F1CR by Nick Black

AFCADs:
- Nick Black, John Burtenshaw, Gary Barker and UKMil AI

Flight Dynamics:
- Mike "mikewmac" MacIntyre

Textures and Repaints:
- Nick Black

Voicepacks:
- Nick Black

Flightplans:
- Nick Black

Mirage Afterburner Effect
- Steve Holland

Custom Scenery placement and AFX cosmetics
- John Burtenshaw

Scenery Objects and Textures
- Edith Black, John Stinstrom, Danny Martinez and Matthew Tomkins

Serial Number Research
- Marco Kosterman

Beta Testing:
- MAIW Beta Team

**A special thank you to Frank Safranek for his in depth knowledge and advice regarding the Mirage F1. His help was invaluable in the making of this model.

3. Units Included in this Package

GC 01.030 – Colmar - Meyenheim (LFSC)
Mirage F1B

RC 02.030 – Colmar - Meyenheim (LFSC)
Mirage F1CT

ER 01.033 – Reims - Champagne (LFSR)
Mirage F1CR

ER 02.033 – Reims - Champagne (LFSR)
Mirage F1CR

ECE 05.330 – Mont-de-Marsan (LFBM)
Mirage F1CR

NOTE The aircraft of GC01 at Colmar and ER01 and ER02 at Reims wear different insignia on either side of the tail, which is usually a mixture of 2 of the "Escadrons" from the Unit. These markings have been extremely difficult to research and therefore some degree of artistic license was used in painting them. Some of them may not be entirely accurate as they are also constantly changing.

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:

LFSR
LFSC
LFBM

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_AF2_EXXX_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\France\Armee de l air\Mirage F1\Callsigns" in the "Look in:" window

3e) Select all the files and click open The following callsigns should be added:

BATMAN
CANAPE
CANDID
DIVINE
FRENCHAF
MAKI
MENTHOL
MELBA
PICNIC
VOLTAGE
MIRF1

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 a set of buildings as custom scenery to spruce up the airports. It should be noted that not installing the scenery will not detract from your enjoyment or use of this package however. To install this scenery you need to do the following:

1) The folders "MAIW French AB Scenery" and "MAIW Scenery Library Objects" 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 French AB Scenery" and "MAIW Scenery Library Objects" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". **It is important that you place the "MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move Down button. Ideally it should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.**

1) 3) Shut down FS and then when you restart the scenery will be installed and ready to use. **NOTE, If you do not install this scenery and library to FS before using this package your aircraft will not appear parked in the correct locations. Please ensure that you install this scenery package and library in order to use this package correctly.

Step4) Optional Splash Screen for FS2004

Installed in this package is a additional optional splash screen for your pleasure, in order to install this splash screen please follow the instructions:

The automatic installation of this package has placed a file called "dlgsplash_mirf1.bmp in your folder "Flight Simulator 9\Uires" Go to this folder and find this file. Also find a file called

"dlgsplash.bmp". This is the current default splash screen for FS. Rename it to "original_dlgsplash.bmp" and then select the file "dlgsplash_mirf1.bmp". Rename the selected file to "dlgsplash.bmp". And that's it, you now have a new Splash screen for FS. The old original splash screen is still there, and if you want to revert to it at any time, simply rename the file you currently have as "dlgsplash.bmp" to another name, and rename your file "original_dlgsplash.bmp" back to "dlgsplash.bmp".

Enjoy.

That's it! You've successfully installed this package.

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 or you have not installed the scenery correctly.
Fix action: In FS9, set the AI traffic density slider to at least 10%. And check that you have installed the included scenery correctly from the installation instructions above.

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:

LFSR
LFSC
LFBM

Files may be named in several ways. The most common are "AF2_EXXX.bgl," "AF2_EXXX_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:

BATMAN
CANAPE
CANDID
DIVINE
FRENCHAF
MAKI
MENTHOL
MELBA
PICNIC
VOLTAGE
MIRF1

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9\Military AI Works\France\Armee de l air\Mirage F1\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)

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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.

Thanks to everyone who made this possible.
Hello Jackie