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Military AI Works Langley AFB Complete AI Package



**Version: 2.0
For FS 2004 / FS9**

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This freeware AI package, produced by [Military AI Works](#) contains everything needed to fully activate Langley Air Force Base in FS2004. The units depicted in this package are those assigned to the 1st Fighter Wing and the 375th Airlift Wing and as a bonus the lone Boeing 757-200 assigned to NASA at the co-located NASA Langley Research Facility. This package contains repaints, AFCAD, flight plans and custom call signs for each depicted unit. This updated version completely revamps the

flightplans with new destinations, adds new waypoints, new vcpmods and does NOT need the version 1 of this package.

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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

- Danny “BadPvtDan” Martinez

Models:

- F-22A and F-15C/D (Nick “nickblack423” Black)
- C-21A (Henry Tomkiewicz)
- Boeing 757-200 (AI Aardvark)

FDE and Effects Design for the F-22A and F-15C/D:

- Mike “mikewmac” MacIntyre

Repaints:

- Mike “mikeblaze” Pearson (F-22A and F-15C/D)
- Graham King (C-21A)
- Billy Rutherford (Boeing 757-200)

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond “Reconmercs” Burrell

Aircraft Serial Number Research:

- Marco “Dakotafreak” Kostermann

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package

Squadron	Aircraft	Home Base	Service
27 th Fighter Squadron	F-22A	Langley AFB	USAF
94 th Fighter Squadron	F-22A	Langley AFB	USAF
71 st Fighter Squadron	F-15C/D	Langley AFB	USAF
12 th Airlift Flight	C-21A	Langley AFB	USAF

N/A

B752

Langley Research
Center

N/A

CALLSIGNS:

27th FS: FIRST, FAZER,

94th FS: RAPTOR, KNIFE, KILLER, CYLON

71st FS: BANYON, KING, AIRGUN, VAPOR,

12th ALF: JOSA



4. Installation

Step 1) Install this package

1) 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:

KLFI

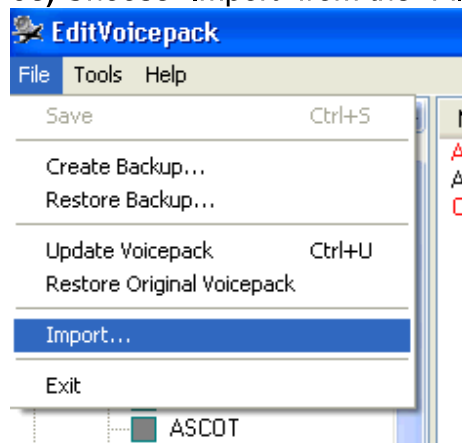
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

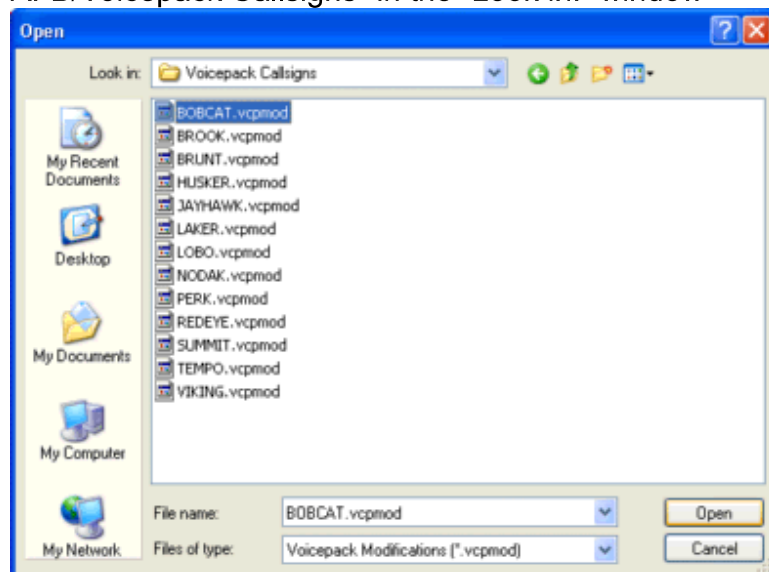
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



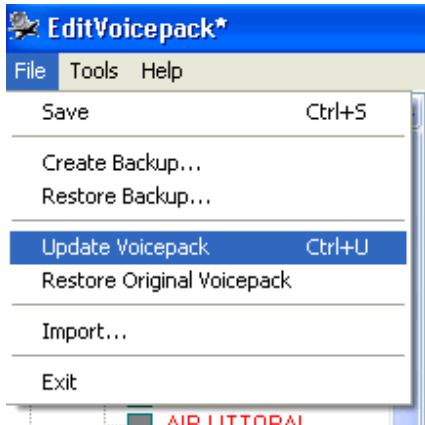
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Langley AFB/Voicepack Callsigns" in the "Look in:" window



3e) Press SHIFT+A to select all files and then click "open"

1LFI, 2LFI, 2LSV, 3LFI, 3LSV, 4LSV, AIRGUN, BANYON, CYLON, FIRST, FAZER, JOSA, KILLER, KING, KNIFE, NASA, RAPTOR, VAPOR

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 Not applicable

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:

KLFI

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:

AIRGUN
BANYON
CYLON
FAZER
FIRST
JOSA
KILLER
KING
KNIFE
NASA
RAPTOR
VAPOR

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.

CALLSIGNS:

27th FS: FIRST, FAZER,

94th FS: RAPTOR, KNIFE, KILLER, CYLON

71st FS: BANYON, KING, AIRGUN, VAPOR,

12th ALF: JOSA

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.

Hello Jackie

