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Military AI Works, MAIW UK Seakings Part 1



Version: 1.0

Release Date: Winter 2008/2009

For FS 2004 / FS9

Project Manager: Barry Taylor and Greg Loones

This package contains all UK bases RAF Rescue Seakings in active service. Please note that custom AI Helicopter AFCADS have been created at each airport to ensure no conflict with other non Seaking based traffic. The Seaking was created by Chris 'Elvis' Jones from the UKMIL-AI website and we are thankful he passed over this model to us before he stepped away from the AI scene.

Thanks Chris!

Note the Falklands Seakings will be released in another pack.

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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:

- Greg Loones

Models:

- Chris "Elvis" Jones - UKMIL AI

Additional LOD work/Model Enhancements

- Rob Nieuwenhoven (www.aussim.com) Thanks Rob.

Flight Dynamics / FDE

- Mike “mikewmac” MacIntyre - **BIG** Thanks to Mike here, as he’s really made the Seaking FLY!

Repaints:

- Andrew Nott and Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Barry Taylor and Greg Loones

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package



RAF Lossiemouth (EGQS)

202sq / D Flt



RAF Boulmer (EGQM)

202sq / A Flt



RAF Valley(EGOV)

22sq/C Flt

Leconfield (EGXV)
202sq/E Flt



Wattisham (EGUW)
22sq/B Flt



RMB Chivenor (EGDC)
22sq/A Flt



RAF St.Mawgan (EGDG)
203(R)sq



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:

EGN0 – Waypoints

EGN4
EGN9
EGU1
EGU3
EGU5
EGU6
EGU8
EGX0
EGX3
EGX4
EGX8
EGX9
EGY6
EGY7
EGY8
EGY9
K103

E1DC – Airport AFCAD's

E1OV
EGD1
EGDC
EGDG
EGOV
EGQ1
EGQM
EGQS
EGUW
EGXV
SPA1
TAI1
WRA1

EGDC - Exclude's
EGDG
EGUW

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

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/UK/RAF/RAF Seaking/Callsigns" in the "Look in:" window

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

RESCUE

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

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

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:

EGN0 – Waypoints

EGN4

EGN9

EGU1

EGU3

EGU5

EGU6

EGU8

EGX0

EGX3

EGX4

EGX8

EGX9

EGY6

EGY7

EGY8

EGY9

K103

E1DC – Airport AFCAD’s

E1OV ‘

EGD1

EGDC

EGDG

EGOV

EGQ1

EGQM

EGQS

EGUW

EGXV

SPA1

TAI1

WRA1

EGDC - Exclude's
EGDG
EGUW

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:

RESCUE

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-

"Flight Simulator 9/Military AI Works/UK/RAF/RAF Seaking/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.

Hello Jackie

