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USAF
T-37 Tweet Package

Version: 1.0
For FS 2004 / FS9
Release Date: 15 December 2006
Integrated by BadPvtDan

This freeware AI package contains the latest AI model release by Pascal Suls, the venerable T-37 Tweet. This frame rate friendly model has 9 LOD's and many eye-pleasing features! This

all in one package includes flight plans for more than 140 aircraft from three USAF bases: Columbus AFB, MS, Randolph AFB, TX and Sheppard AFB, TX. Everything you need to get started is in this package: Afcads for Columbus, Randolph and Sheppard AFB; complete AI model of the T-37 Tweet, realistic call signs and fictional flight plans!

For more military AI packages, visit **Military AI Works** at http://militaryaiworks.com

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1. Credits

Models:
- T-37 Tweet by Pascal Suls

Repaints:
- Dan Bourque

AFCADs:
- Mike G.

Flightplans:
- Danny Martinez

Voicepacks:
- Stewart Pearson

Easy-to-install package by World of AI

2. Units Included in this Package

37th and 41st Flying Training Squadron

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37th Flying Training Squadron
Location: Columbus AFB, MS (KCBM)
Aircraft: T-37 Tweet
Callsign: "Valor"

41st Flying Training Squadron
Location: Columbus AFB, MS (KCBM)
Aircraft: T-37 Tweet
Callsign: "Cutlass"

89th Flying Training Squadron

<u>89th FTS</u>
Location: Sheppard AFB, TX (KSPS)
Aircraft: T-37 Tweet
Callsign: "Dicey"

<u>559th Flying Training Squadron</u>

<u>559th FTS</u>
Location: Randolph AFB, TX (KRND)
Aircraft: T-37 Tweet
Callsign: "Goat and Luzon"

3. Installation

Step 1) Remove old files

1) Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCADs for the following airports (ex. "AF2_KXXX.bgl," "AF2_KXXX_DEFAULT_XX.bgl" or "PAI_AF2_KXXX_DEFAULT.bgl"):

KCBM
KSPS
KRND

Failure to remove these 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, I do not think you will need them again as the AFCADs included in this package are thoroughly researched and highly detailed.
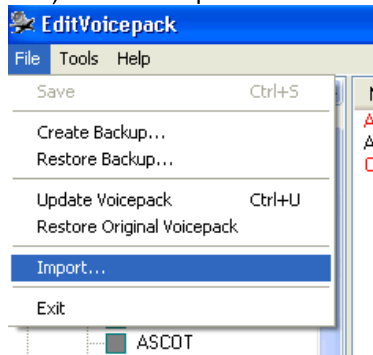
Step 2) Install this package

2a) Unzip the entire contents of this zip into a temporary folder

### 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 the ANG – Seaboard Package

3b1) Choose "Import" from the "File" menu

3b2) Find the folder "Flight Simulator 9/Military AI Works/USA/T-37 Tweet/Voicepack Callsigns" in the "Look in:" window
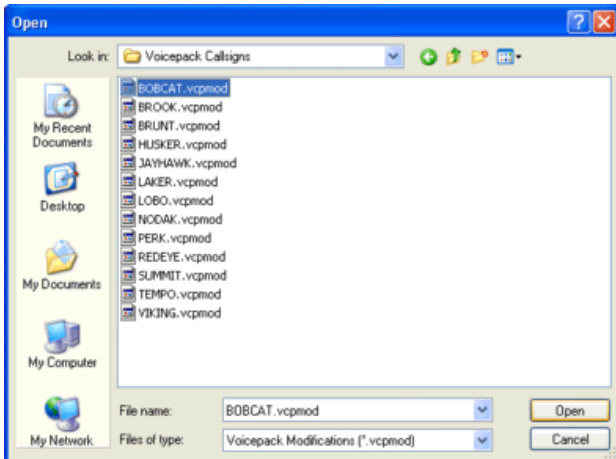
4b3) Click "open" for each file

4c) 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)
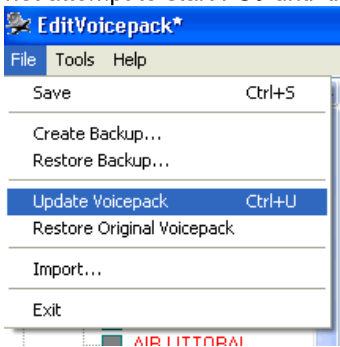
That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9.

6. Troubleshooting

Problems addressed:
"I've installed the package, but there are no 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 AI planes talk to ATC, they use only numbers, not callsigns"
"Why do the AI planes use only two-digit numbers instead of tail numbers"
"I'm following the T-37 AI aircraft, and they won't come back for touch-and-gos"

Problem: "I've installed the package, but there are no 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 50%.

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: Most of these flights are training flights and take place during the day. There are some that do take place at night but you should see the most action during the time from 0800-1800.

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:

KCBM
KSPS
KRND

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 named
"MAIW_AF2_KXXX_DEFAULT_MG.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:

KCBM
KSPS
KRND

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 named
"MAIW_AF2_KXXX_DEFAULT_MG.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 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:

CUTLASS
DICEY
HOT WAX
VALOR
CUTTY
GOAT
LUZON

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder "Flight Simulator 9/Military AI Works/USA/T-37 Tweet/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: "Why do the AI planes use only two-digit numbers instead of tail numbers"

This is not a problem, per se, but I've received enough questions that it warrants explanation. Bottom line, this is realistic. Most USAF aircraft don't use their tail number or a scheduled flight number when talking to ATC and other aircraft. Many USAF flights are made up of multiple aircraft, so a standard means of addressing each flight and each member within a flight is used. Most follow this format: callsign, flight number, aircraft designator. For example, "Bama 4-2" is Bama 4 flight, aircraft number 2. The callsign (**Bama** 4-2) can be anything, but most squadrons tend to have ones they use regularly (like those included in this package). The flight number (Bama **4**-2) is a means to distinguish between flights of aircraft which may be using the same callsign. ATC or AWACS might address the flight using only the callsign and flight number (i.e. if AWACS calls "Bama 4," Bama 4-1 will respond for the entire flight). The aircraft number (Bama 4-**2**) is important, especially in the fighter community. "1" always designates the flight lead. "2" is lead's wingman, and they comprise the first 2-ship. "3" is the second 2-ship flight lead, and "4" is 3's wingman. Fighters almost always travel in 2-ships or 4-ships, and that's the way they will move in this package. I hope this clears up my thought process on why I chose the flight numbers I did.

Problem: "I'm following the T-37 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: "Do I need to install these flightplan.txt files"

NO, if you followed the instructions, you did everything you needed to do by moving the traffic_x.bgl files into the Scenery folder. The flighplan_x.txt and aircraft_x.txt files are included for advanced users who wish to modify the flightplans or aircraft assignments and recompile the traffic files using Lee Swordy's TrafficTools.

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:
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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.

Enjoy it...