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Military AI Works AMC East Coast C-17 Complete AI Package



Version: 1.0
For FS 2004 / FS9
Project Managers: Desmond Burrell

This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com), concludes the four part series depicting the heavy lifters of the United States Air Force' Air Mobility Command, The C-17 Globemaster III and the C-5 Galaxy. This part depicts the C-17 squadrons spread throughout the eastern part of the United States including the 6th Airlift Squadron (McGuire AFB), 3rd Airlift Squadron (Dover AFB), 437th and 315th Airlift Wings (Charleston AFB) and 172nd Airlift Wing (Jackson IAP). This package contains flight plans, callsigns and afcads depicting each unit.

*NOTE: Be sure you run an update on Editvoicepack install as many of the needed callsigns are already included in the latest version of Editvoicepack

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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://militaryaiworks.com>.

2. Credits

AFCADs:

- Desmond Burrell
- Joe Wilkers

Models:

- Project AI

Repaints:

- Graham King

Voicepacks:

- Desmond Burrell
- Mathew Ciao

Flight Plans:

- Desmond Burrell

Beta Testing:

- MAIW Beta Team



3.Units Included in this Package

172nd Airlift Wing/ 183rd Airlift Squadron

Callsign: Ruler

Base: Jackson IAP (KJAN)



437th Airlift Wing/14th, 15th, 16th, and 17th Airlift Squadrons

Callsigns: Palm, Grits, Lifter, Basco, Thug

Base: Charleston AFB (KCHS)



436th Airlift Wing/3rd Airlift Squadron

Callsign: Royal

Base: Dover AFB (KDOV)





305th Air Mobility Wing/ 6th Airlift Squadron
Callsign: Jedi
Base: Mcguire AFB (KWRI)



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:

KCHS
KDOV
KJAN
KWRI
UAFM

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 vcpmo 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/AMC East Coast C-17s/Voicepack Callsigns” in the “Look in:” window

3e) Click “open” for each file

1NBC, 3NBC, 5FBG, EVAC, GRITS, JINX, PALM, RODEO, ROYAL, THUG

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

N/A

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 20%.

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:

KCHS
KDOV
KJAN
KWRI
UAFM

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:

EVAC
GRITS
JINX
PALM
RODEO
ROYAL
THUG

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/AMC East Coast C-17s/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

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:

6th AS: JINX

326th AS: ROYAL

437th & 315th AW: PALM, GRITS, LIFTER, BASCO, THUG

172nd AW: RULER

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 and first hand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

