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Military AI Works Great Lakes ANG Part 1 Complete AI Package



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

This freeware AI package, produced by [Military AI Works](#), is the first of a two part series depicting the several Air National Guard and Air Force Reserve units stationed throughout the states that border the Great Lakes as well as some of those based in the north eastern United States. This part depicts the Air National Guard and reserve units stationed in Iowa, Wisconsin, Illinois, Indiana, Michigan and Ohio. Part 2 will cover Pennsylvania, New York, New Jersey, Massachusetts, Rhode Island and Connecticut. This package contains flightplans, callsigns and afcads depicting each unit.

IMPORTANT: Be sure to read the scenery installation area of this readme for information on three of the AFCADs included in this package. Also be sure to update your Editvoicepack program as most of the needed callsigns are already in the updated version. **Lastly, as this package depicts several units that are in the middle of the dreaded “BRAC” process some of the current make-ups may not be as accurate as we normally strive for. Two of the depicted units (162nd and 183rd FW) were disbanded in the final packaging stages of this package. Both units are included in this package in an optional traffic file, “Traffic_MAIW_GLANG1 162nd” which is found in the optional files folder inside the main Military AI Works folder.**

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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
- Dan Bourque
- Matt Magner
- Edith Black
- Michael Wood

Models:

- Henry Tomkiewicz
- Project AI
- Craig Ritchie
- Rysiek Winawer
- AI Aardvark
- Nick Black

Repaints:

- Graham King
- Mark Heimer

FDE/Effects:

- Mike MacIntyre
- Nick Needham

Voicepacks:

- Desmond Burrell
- Edith Black

Flightplans:

- Desmond Burrell

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package



Sioux Gateway Airport (KSUX)

174th ARS/185th ARW KC-135



Des Moines IAP (KDSM)

124th FS/132nd FW F-16C/D



Scott AFB (KBLV)

458th AS/375th AW C-21A
108th ARS/126th ARW KC-135R
73rd AS/932nd AW C-9C/C-40C



Greater Peoria RAP (KPIA)

169th AS/182nd AW C-130H



Capital AP (KSPI)

170th FS/183rd FW F-16C/D



Dane County RAP (KMSN)

176th FS/115th FW F-16C/D, RC-26B



General Mitchell IAP (KMKE)

126th ARS/128th ARW KC-135R



Grissom ARB (KGUS)

72nd ARS/434th ARW KC-135R
74th ARS/434th ARW KC-135R



Fort Wayne IAP (KFWA)

163rd FS/122nd FW F-16C



Battle Creek ANGB (KBTL)

172nd AS/110th AW C-21A



Selfridge ANGB (KMTC)

107th FS/ 127th WG A-10C

171st ARS/191st ARG KC-135R

Det.1 Bravo Co. 3-328th Avn Rgt CH-47D (Bonus Michigan NG unit)



Springfield/Beckley MAP (KSGH)

162nd FS/178th FW F-16C/D



Toledo Express AP (KTOL)

112th FS/180th FW F-16C/D



Youngstown MAP (KYNG)

757th AS/910th AW C-130H

773rd AS/910th AW C-130H



Mansfield Lahm MAP (KMFD)

164th AS/179th AW C-130H



Rickenbacker ANGB (KLCK)

145^h ARS/121st ARW KC-135R

166th ARS/121st ARW KC-135R

CALLSIGNS:

174th ARS: BAT

124th FS: HAWKEYE

176th FS: BADGER

126th ARS: UPSET

170th FS: ILLINI

169th AS: TORCH

458th AS: JOSA

108th ARS: CODER

73rd AS: AVALON

77th ARS: MASH

74th ARS: INDY

163rd FS: IRISH

172nd FS: DORSAL

107th FS: DEMON

171st ARS: MOTOWN

164th AS: HERC

145th ARS: TAZZ

166th ARS: SLUFF

162nd FS: SABER

112th FS: STING

757th AS: VADER

773rd AS: VADER



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:

KAFW
KBLV
KBTL
KDSM
KFWA
KGUS
KLCK
KMFD
KMKE
KMSN
KMTC
KPIA
KSGH
KSPI
KTOL
KVOK
KYNG
LPLA

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/Great Lakes ANG Part 1/Voicepack Callsigns” in the “Look in:” window

3e) Click “open” for each file

1BTL, 1DSM, 1FWA, 1MSN, 1MTC, 1SPI, 2DSM, 2FWA, 2MSN, 2MTC, 2MUO, 2SPI, 3DSM, 3FWA, 3MSN, 3MUO, 3SPI, 4MSN, 4VPS, BADGER, DEMON, DORSAL, GOLDWATER 1, GRAYLING RANGE, HERC, JOSA, MASH, RANGE 1, RHINO, SLUFF, TAZZ, VADER, WHISKEY 155 BRAVO

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

There is no included custom scenery with this package but it is **STRONGLY** recommended that you download the following sceneries to use with this package:

Selfridge ANGB and Battle Creek ANGB base sceneries included with Matt Magner’s Michigan Military Addon Package:

<http://library.avsim.net/esearch.php?CatID=fs2004scen&DLID=69437>

just follow the installation instructions included in that readme to install these sceneries and remember to REMOVE the included KMTC and KBTL AFCADs and replace them with the ones included in this package. These replacement files are found in the optional files folder. Also it is highly recommended that you use the included General Mitchell IAP AFCAD with this scenery by Steve Gonwa:

<http://library.avsim.net/esearch.php?CatID=fs2004scen&DLID=39300>

It was initially intended to actually include these sceneries with this package but last minute findings with the Magner sceneries and not being able to get in contact with Steve led to us just linking the sceneries. There are default AFCADs in the package for KMTC, KBTL and KMKE but again, it is **HIGHLY** recommended to go with these freeware sceneries instead.

Lastly, John Stinstrom recently released a stand-alone scenery for Volk CRTIC:

<http://library.avsim.net/esearch.php?CatID=fs2004scen&DLID=129061>

we definitely recommend using this scenery and afcad in place of the included default AFCAD (MAIW_KVOK_DEFAULT.bgl)

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:

KAFW
KBLV
KBTL
KDSM
KFWA
KGUS
KLCK
KMFD
KMKE
KMSN
KMTC
KPIA
KSGH
KSPI
KTOL

KVOK
KYNG
LPLA

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:

BADGER, DEMON, DORSAL, HERC, JOSA, MASH, RHINO, SLUFF, TAZZ, VADER

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/USN/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:

174th ARS: BAT

124th FS: HAWKEYE

176th FS: BADGER

126th ARS: UPSET

170th FS: ILLINI

169th AS: TORCH

458th AS: JOSA

108th ARS: CODER

73rd AS: AVALON

77th ARS: MASH

74th ARS: INDY

163rd FS: IRISH

172nd FS: DORSAL

107th FS: DEMON

171st ARS: MOTOWN

164th AS: HERC

145th ARS: TAZZ

166th ARS: SLUFF

162nd FS: SABER

112th FS: STING

757th AS: VADER

773rd AS: VADER

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:

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

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