Military AI Works Great Lakes ANG Part 2 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 second and part 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 northeastern United States. This part depicts the Air National Guard and reserve units stationed in 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 some of the needed callsigns are already in the updated version. The included KNXX AFCAD in this package is the NEWEST version of this base, if you have our USN/USMC Herks or Airliners package, please be sure to overwrite the older KNXX AFCAD included in those packages with this new version. Also, make sure you check your AFCADs in

your scenery folder if you previously have installed Dave O' Brien's AI Tanker Package or Joe Bowers Elizabeth City scenery as there are a couple AFCADs in those packages you may need to remove due to name sharing with waypoint AFCADs installed in 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://militaryaiworks.com.

2. Credits

AFCADs:
- Desmond Burrell
- Matt Magner
- Michael Wood

Models:
- Henry Tomkiewicz
- Project AI
- DJC AI

- Rysiek Winawer
- Dee Waldron
- Nick Black
- Charles Dayhuff

FDE/Effects:
- Mike MacIntyre
- Steve Holland
- Nick Needham

Repaints:
- Graham King
- Mark Heimer

Voicepacks:
- Desmond Burrell
- Edith Black
- Stewart Pearson

Flightplans:
- Desmond Burrell

Serial Number Research:
- Marco Kostermann

Beta Testing:
- MAIW Beta Team

3. Units Included in this Package

Mcguire AFB (KWRI)
141st ARS/108th ARW KC-135
207th SOF/108th ARW C-32
32nd ARS/305th AMW KC-10

Atlantic City IAP (KACY)
119th FS/177th FW F-16C/D

Syracuse/Hancock IAP (KSYR)
138th FS/174th FS F-16C/D & RC-26

Niagara Falls IAP (KIAG)
328th AS/914th AW C-130H

Schenectady County AP (KSCH)
139th AS/109th AW C-130H, LC-130H, LC-130R

Suffolk County AP (KFOK)
102nd RQS/106th RQW HC-130P, HC-130N

Bradley IAP (KBDL)
118th AS/103rd AW C-21A

Westfield/Barnes MAP (KBAF)
131st FS/104th FW F-15C/D

Ouonset Point State AP (KOQU)
143rd AS/143rd AW C-130J-30
192nd Avn Rgt (RI NG) C-23C

Willow Grove ARS (KNXX)
103rd FS/111th FW A-10A

Harrisburg IAP (KMDT)
193rd SOS/193rd SOW EC-130J

Pittsburgh IAP (KPIT)
146th ARS/171st ARW KC-135R/T

147th ARS/171st ARW KC-135R/T

CALLSIGNS:
141st ARS: TOPCAT
207th SOF: TERRA
32nd ARS: FORCE, MOVER
119th FS: DEVIL
138th FS: FAST
328th AS: BISON
139th AS: SKIER
102nd RQS: KING
118th AS: DILLON
131st FS: HAWK
143rd AS: RHODY
192nd Avn: GUARD
103rd FS: FLYER
193rd SOS: BATON
146th ARS: STEEL
147th ARS: SHAKE

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:

KACY
KAFW
KBAF
KBDL
KFOK
KIAG
KMDT
KNXX
KOQU

KPIT
KSCH
KSLN
KSYR
KWRI
LPLA
NZWD

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
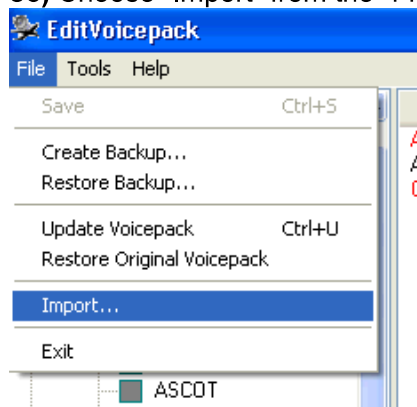

3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Great Lakes ANG 2/Voicepack Callsigns" in the "Look in:" window
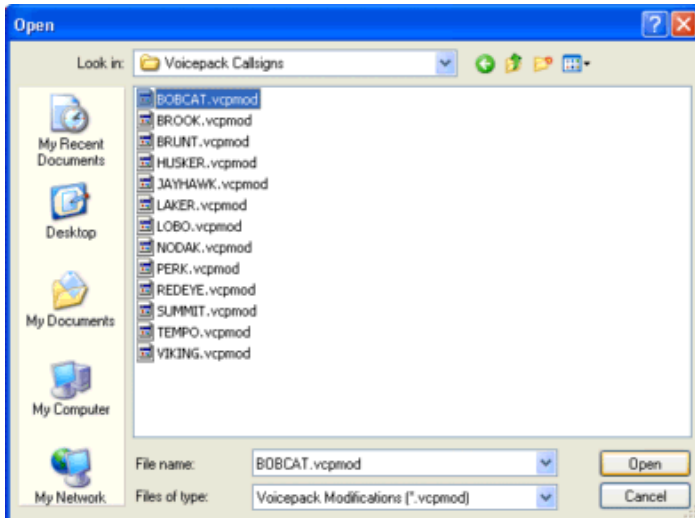
3e) Click "open" for each file

1ACY, 1BAF, 1SYR, 1TUL, 2ACY, 2LSV, 3LSV, 4LSV, BATON, BISON, DEVIL, DILLON, FAST, FLYER, FORCE, GUARD, HAWK, KING, MOVER, RHODY, SKIER, TERRA, TOPCAT

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)
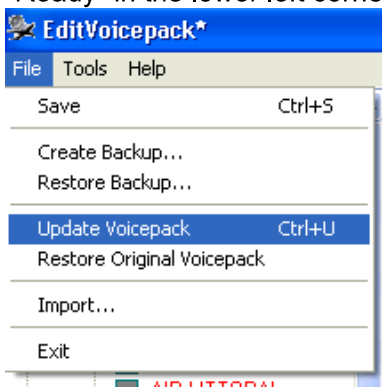
3g) When ready press save to keep the modifications

Step 4) Install Custom Scenery

No custom scenery is included in this package, but for owners of the Flightscenery Rhode Island payware addon, there is an optional AFCAD included in the optional files folder (MAIW_AF2_KOQU_CUSTOM). Simply delete the AFCAD that came with the payware scenery (AF2_KOQU) and replace it with this one.

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:

KACY
KAFW
KBAF
KBDL
KFOK
KIAG
KMDT
KNXX
KOQU
KPIT
KSCH
KSLN
KSYR
KWRI
LPLA
NZWD

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:

BATON, BISON, DEVIL, DILLON, FAST, FLYER, FORCE, GUARD, HAWK, KING, MOVER, RHODY, SKIER, TERRA, TOPCAT

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/USAF/Great Lakes ANG/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:
141st ARS: TOPCAT
207th SOF: TERRA
32nd ARS: FORCE, MOVER
119th FS: DEVIL
138th FS: FAST
328th AS: BISON
139th AS: SKIER
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143rd AS: RHODY
192nd Avn: GUARD
103rd FS: FLYER
193rd SOS: BATON
146th ARS: STEEL
147th ARS: SHAKE

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.
Hello Jackie
Hello Jackie