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**GREECE**  
*Part 3*

**ELLINIKI POLEMIKI AEROPORIA**  
*Hellenic Air Force*  
**MAIW Hellenic Air Force F-4E and RF-4E**



**Version: 1.0**  
**For FS 2004 / FS9**  
**Project Manager: Gary Barker**

This freeware AI package, produced by Gary Barker in cooperation with [Military AI Works](http://www.militaryaiworks.com), contains everything needed to fully activate HELLENIC AIR FORCE F-4 traffic at all HELLENIC AIR FORCE F-4 bases. This package contains AFD files, flight plans (all current HELLENIC AIR FORCE F-4 Squadrons) and custom voice pack call signs for each squadron. Also included are

repaints for all HELLENIC AIR FORCE F-4E & RF-4E's in service. As a bonus, this package also Includes F-16's based at Larisa for your enjoyment!

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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

AFD creation:

- Gary Barker
- Tony Dalton

Models:

- F-4 & RF-4E by Nick Black
- F-16 Henry Tomkiewicz

FDE Design and Aircraft Effects:

- Mike MacIntyre
- Henry Tomkiewicz
- John Stinstrom

Repaints:

- F-4 & RF-4E by Mark Walsh
- F-16 by Graham King

Voicepacks:

- Mark Campbell
- Stewart Pearson

Scenery Placement & Objects Design

- Gary Barker
- Tim Mayhew
- Mark Griggs
- Ground Equipment – John Stinstrom – Jim Dhaenens – Paul Mitchell – Tim Mayhew - Edith Black
- MAIW Objects – Edith Black and Various Authors
- Trees – Matthew Tomkins

Flightplans:

- Gary Barker



### 3. Units Included in this Package

#### ANDRAVIDA AB (LGAD)

##### 117PM

##### 338 MPK

Aircraft: F-4E

Callsigns: "ARIS" (Mars)

##### 339 MPK

Aircraft: F-4E

Callsigns: "AIAS" (Ajax)

#### LARISA AB (LGLR)

##### 110 PM

##### 348 MTA

Aircraft: RF-4E

Callsigns: "MATIA" (Eyes)

##### 337 Mira

Aircraft: F-16C-52+

F-16D-52+

Callsigns: "FANTASMA" (Ghost)

##### 346 Mira

Aircraft: F-16C-30

F-16D-30

Callsigns: "IASON" (Jason)

Runway 08/26 has been re-activated for ease of AI use

**346 Mira has been disbanded but was active when this package was first envisaged!!!**

#### SANTORINI AB (LGSR)

117PM detachment

F-4E

Please note that the callsign number in this package references the aircraft serial i.e.:- Aris 551 = Aircraft No 551

I have shied away from repetitive hourly plans as in true life many modern air forces don't work or fly at the weekends on a regular basis; therefore the utilization in these plans is relatively low but probably reflects real life actual flights.



## 4. Installation

### Step 1) Install this package

1a) Read the installer page regarding installation of this file:

1b) Install the package in accordance with the Installer instructions

NOTE: If a un-install is desired at a later date, only the aircraft and flightplans will be removed. All scenery files, including AFCADs, will need to be removed manually.

### Step 2) Remove duplicate AFD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFD's for the following airports (e.g. "AF2\_XXXX.bgl," "AF2\_XXXX\_DEFAULT\_XX.bgl" or "PAI\_AF2\_XXXX\_DEFAULT.bgl") "AF2" designation may be replaced by ADX or ADE if they have been created with an alternative design program.

NOTE: LEAVE ALL AFDs BEGINNING WITH "MAIW" as they were installed with step 1:

LGAD  
LGLR  
LGSR

The following waypoints are included but may not all be used within this package but will be required by additional packages

GR01 to GR22  
AND1 to AND4  
AP01 to AP03

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 AFDs included in this package are thoroughly researched and highly detailed

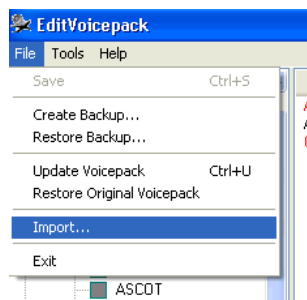
NOTE: There may also be some exclude files installed for the above these are labeled MAIW\_exc\_XXXXXXXXXXXXX these remove autogen scenery items i.e. trees etc that may impinge on taxiways etc.

### Step 3) Install callsign voicepacks

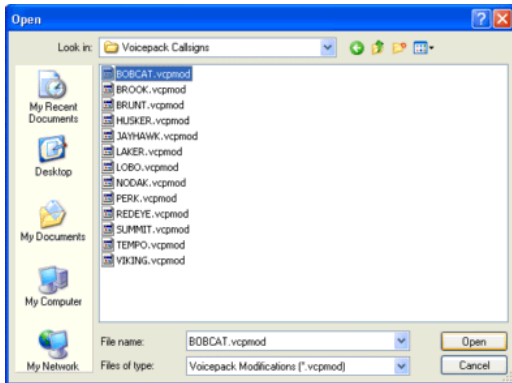
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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/Greece/Part 3 F-4E/Voicepack Callsigns" in the "Look in:" window



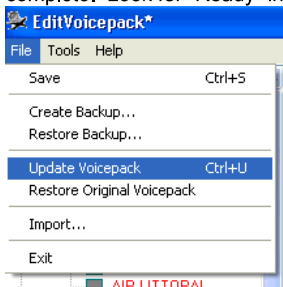
3e) Click “open” for each file

“ARIS” “AIAS” “MATIA” “FANTASMA” “IASON” “EYES”

The following callsigns are standard and should already be installed in voicepack

N/A

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) Activate MAIW Scenery

Included in this package is a set of buildings as custom scenery to spruce up the airports. It should be noted that not installing the scenery will not detract from your enjoyment or use of this package however. To install this scenery you need to do the following:

1) The folders “MAIW HELLENIC AIR FORCE BASES” and “MAIW Scenery Library Objects” have already been installed into the “Addon Scenery” folder of your FS directory. In order to activate this scenery you must start FS9, go to Settings and find the Scenery Library.

2) Click on “ADD AREA” and navigate to the “MAIW HELLENIC AIR FORCE BASES” and “MAIW Scenery Library Objects” folders which should be, by default after installation, located in “Flight Simulator 9\Addon Scenery”. **\*\*\*Note it is important that you place the “MAIW Scenery Library Objects” folder as far down your addon scenery list as possible by using the Move Down button. Ideally they should be lower than any other scenery you may have added and just above the default FS9 scenery libraries. This will assure that you do not have any missing scenery.**

3) Shut down FS and then when you restart the scenery will be installed and ready to use.

**\*\*NOTE**, if you do not install this scenery and library to FS before using this package your aircraft will not appear parked in the correct locations. Please ensure that you install this scenery package and library in order to use this package correctly.

***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 60%.

### **Problem: "When I go to an airport, there are AI planes parked on top of one another"**

Potential issue: Multiple AFDs 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:

LGAD  
LGLR  
LGSR

GR01 to GR22  
AND1 to AND4  
AP01 to AP03

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:

"ARIS" "AIAS" "MATIA" "FANTASMA" "IASON" "EYES"

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-  
"Flight Simulator 9/Military AI Works/ Greece/ Part 3 F-4E /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, but as the HAF do not publish their weekly F-4 flightplans we 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.

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!

### AFDs:

AFDs 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? AFD makes it fun!

ADE <http://www.airportdesigneditor.co.uk/>

Airport Design Editor (ADE) is a graphical design tool to create and enhance airports for Microsoft Flight Simulator X. It takes its inspiration from the excellent AFCAD2 developed for FS9 by Lee Swordy. ADE does for FSX what AFCAD does for FS9 and adds support for new FSX features such as fences, jetways and terrain. ADE is being developed with the help of a small group of dedicated airport designers with a wealth of knowledge and experience.

AEX is a commercial product for airport design similar to AFCAD and ADE. **Note please only open AFX formatted AFD with Flight 1 Airport Facilitator X, opening the AFX formatted AFD with any other AFD program will lose important and needed data.**



## 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 or World of AI.

Any questions, suggestions and feedback on the contents may be directed to the forums at [www.militaryaiworks.com](http://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.

