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***Military AI Works
Royal Air Force Linton On Ouse***



**For FS 2004 / FS9
Project Manager: Mark Campbell**

This package, in conjunction with Military AI Works, depicts the Shorts Tucano aircraft of the Royal Air Force based at RAF Linton on Ouse. RAF Linton on Ouse is tasked with the training future fast jet pilots for the Royal Air Force and Royal Navy, the Station operates the Shorts Tucano T1. Also based at Linton are the 642 VGS which serves air cadets from the Air Training Corps and Combined Cadet Force, providing basic pilot training in the vigilant motorglider (a modified Grob 109b). Included in this package are 50 MGAI Shorts Tucano and 11 ElvisAI_Grob109B, as a bonus we have included 635 & 645VGS Grob109B based at RAF Topcliffe. Also included is fully custom scenery for RAF Linton on Ouse, RAF Topcliffe, RAF Church Fenton and AAC Dishworth by Stephen Legg & Rob Brittain, this is an updated version of

the original Military Airfields in Yorkshire package and is designed to be copied straight over the original scenery. There is also an optional folder containing textures for the two Qinetiq Tucano's from Boscombe Down. (You will have to provide your own flight plans for the two Qinetiq aircraft if you choose to use them.)

Note if you have the MAIW Grob Tutor Package installed you will need to delete the below files installed with that package as they conflict with RAF Church Fenton of this package:

MAIW_EGXC_Scenery.BGL
MAIW_EGXC_VTPX
MAIW_ADE_EGXC_Custom.BGL
MAIW_EGXC_VTPP

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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 www.militaryaiworks.com

2. Credits

Models:

- Mark Griggs
- Chris Jones

AFDs:

- Mark Campbell
- Stephen Legg

Flight Dynamics:

- Mike MacIntyre

Effect:

- Nick Needham
- Henry Tomkiewicz

Repaints:

- Daryl Payne
- Graham King

Voicepacks:

- Stewart Pearson
- Mark Campbell

Flightplans:

- Barry Taylor
- Mark Campbell

Scenery:

- Stephan Legg
- Rob Brittain
- Tim Mayhew
- Mark Griggs

3. Units Included in this Package

RAF Linton on Ouse (EGXU)



72 (R) Squadron flying Shorts Tucano T1
76 (R) Squadron flying Shorts Tucano T1

207(R) Squadron flying Shorts Tucano T1

Callsigns – LIMA, TWISTER



642 Volunteer Gliding Squadron flying Grob109B Vigilant

Callsigns – PREFECT

-

-

RAF Topcliffe (EGXZ)



635 Volunteer Gliding Squadron flying Grob109B Vigilant

Callsigns – PREFECT



645 Volunteer Gliding Squadron flying Grob109B Vigilant

Callsigns – PREFECT

4. Installation

Step 1) Install this package

1a) Install the package in accordance with the on-screen prompts

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", "AFX_XXXX.bgl," or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFDS BEGINNING WITH "MAIW" as they were installed with step 1:

EGXU
EGXD
EGXZ
EGXG

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. If you are using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFD for the add-on scenery, but instead remove the MAIW AFD file (e.g. MAIW_AF2_EXXX_DEFAULT.bgl) after installation.

***Pay special attention to the following airfield, as it has been released before in other MAIW packages with different names. Look for AFD (ADE9, AF2 or AFX) and exclude files!

EGXG

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\UK\RAF\ RAF Shorts Tucano\Callsigns" in the "Look in:" window

3e) Select all the files and click open the following callsigns should be added:

LIMA, TWISTER, PREFECT, TUCANO, VIGILANT

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

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 mean that you will probably not see aircraft at the bases listed above. To install this scenery you need to do the following:

1) The folder "Military Airfields in Yorkshire" has 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 "Military Airfields in Yorkshire" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery".

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

That's it! You've successfully installed this package.

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 10%.

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:

EGXU
EGXD
EGXZ
EGXG

Files may be named in several ways. The most common are "AF2_EXXX.bgl," "AF2_EXXX_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:

LIMA, TWISTER, PREFECT

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-

“Flight Simulator 9\Military AI Works\UK\RAF\ RAF Shorts Tucano\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. Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

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:

All AFDs were created using Lee Swordy’s [AFCAD v2.21](#) and ScruffyDuck’s [ADE9](#).

We recommend that you don’t make changes to AFX and ADE9 files with AFCAD as this may break some elements of these AFD’s.

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 FREeware 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. All flight plans and schedules, while reasonable for military units, are fictional.

Thanks to everyone who made this possible.