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Military AI Works Republic of China Air Force 401st Tactical Fighter Wing Package



Version: 1.0
For FS 2004 / FS9
Project Manager: Mark Campbell

This freeware AI package, produced by Mark Campbell for [Military AI Works](#), contains all 68 Lockheed Martin F-16 Fighting Falcons and 8 Northrop F-5 Tigers belonging to the Republic of China Air Force, 401st TFW based at Hualien AFB RCYU. There are four squadrons within the 401st TFW at Hualien AFB; they are the 17st TFG, 26th TFG and the 27th TFG all using the F-16A/B and the 12 TRG using F-16 A/B and F-5 E/F. The package includes the HTAI F-16 Drag chute and the JAI F-5 E/F models, and repaints are by Mark Heimer and Ray Parker, the scenery for Hualien AFB was placed by Tony Dalton and Mark Campbell using MAIW Scenery library objects.

To add to your AI enjoyment of this package I recommend the below Freeware addons:

Civilian Airline AI packages

[WOAI Transasia Airways](#)

[WOAI Mandarin Airlines](#)

Taiwan Mesh

[el_formosa_part1.zip](#)

Please note: During testing of this package, the proximity of Hualien AB to the nearby high terrain resulted in AI aircraft making unusual approaches to the runways. The most common observation was aircraft that approached the runway too high and attempted to descend steeply to the runway. This usually resulted in the aircraft going around for another approach from which they were able to make a normal landing. Some aircraft descended steeply all the way to the runway resulting in the aircraft disappearing due to their high descent rate. This behavior is a limitation of the FS2004 AI engine and

affects aircraft approaching the base from over the mountainous terrain. Departing aircraft are not affected.

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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

AFDs:

- Tony Dalton
- Mark Campbell

Scenery Objects and Placement:

- Edith Black
- John Stinstrom
- Matthew Tomkins
- Jim Dhaenens (Patriot Missile system)
- Anthony Lynch
- Tony Dalton
- Mark Campbell

Models:

- Henry Tomkiewicz
- Jake Burrus

Repaints:

- Mark Heimer
- Ray Parker

FDE/Effects:

- Henry Tomkiewicz
- Edith Black
- Nick Needham
- Kevin Reed
- Mike MacIntyre

Flightplans:

- Mark Campbell

Serial Research:

- Marco Kosterman

Voice Packs:

- Stewart Pearson



3. Units Included in this Package

ROCAF 401st TFW Hualien Air Force Base



401st Tactical Fighter Wing



17th Tactical Fighter Group

Lockheed F-16AB



26th Tactical Fighter Group

Lockheed F-16AB



27th Tactical Fighter Group

Lockheed F-16AB



12th Tactical Reconnaissance Group

Lockheed F-16AB

Northrop RF-5E & F-5F



4. Installation

Step 1) Install this package

1) 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" or "PAI_AF2_XXXX_DEFAULT.bgl")

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

RCYU

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_XXXX_DEFAULT.bgl) after installation.

***** Important*** It is highly recommend you do not open the files MAIW_ADE9_RCYU_Custom.BGL, for editing with any application other than ADE9x. All scenery placement and excludes will be lost if the file is not opened with ADE9x.**

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 vcpcmod files included in with this installation

3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/Taiwan/ROCAF/401st TFW/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

BLACK DRAGON, THOR, TIGER GAZER, WITCH

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) Scenery Installation:

The scenery for Hualien AFB will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW ROCAF Airbases Scenery" 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 ROCAF Airbases Scenery" 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.**

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

***** Please Note ***** - The scenery enhancements included with this package are created from the MAIW Scenery Libraries, which are a collection of objects that can be used to enhance default FS airports. This scenery is not intended to be accurate, but instead to be a representation of the buildings situated at each base.

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 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:

RCYU

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:

BLACK DRAGON, THOR, TIGER GAZER, WITCH

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

"Flight Simulator 9/Military AI Works/Taiwan/ROCAF/455th TFW/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 [RPP_FPGen](#).

Flightplans were installed using Lee Swordy's [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are 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:

ADE9 files in this package were created using Airport Design Editor 9x [ADE9x](#).



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 <http://www.militaryaiworks.com/>

Sources:

All information used to create this package was obtained via online, open-source research and firsthand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

