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# **MILW** **MILITARY AI WORKS**

## ***Military AI Works Seymour Johnson AFB Package***



**Version: 3**  
**For FS 2004 / FS9**  
**Project Manager: Desmond Burrell**

This freeware AI package, produced by [Military AI Works](#), contains everything needed to activate Seymour Johnson Air Force Base in FS2004. Seymour Johnson AFB is the home of the F-15E Strike Eagle school house and hosts the 4<sup>th</sup> Fighter Wing which flies the F-15E Strike Eagle and the 916<sup>th</sup> Air Refueling Wing which flies the KC-135R Stratotanker. This package is a full update of our previous versions of Seymour Johnson AFB and introduces Kevin Reed's brand new F-15 Strike Eagle models as well as replaces the older PAI KC-135R models with the MAIW KC-135R models.

**NOTES: This is a complete stand-alone package and the previous versions of our older Seymour Johnson packages should be removed. This updated version features new AI models, updated AFCAD and completely new flightplans for the all AI aircraft.**

**A special credit and thank you goes to the editor-in-chief Szabolcs "Sabc" Serfle of the website "[F-15E.info](#)". Almost all of the loadout models included in this package were directly as a result of information gained from his website. In your free time, be sure to check out his website for more info on the F-15E Strike Eagle.**

**Lastly, two versions of the paints for the F-15E's are included in this package. The default set (DXT) which is installed automatically and also an optional set of 32bit paints. These can be found in the "Military AI Works/USA/USAF/Seymour Johnson AFB v3/Optional Files folder" if you would like to use those instead.**



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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://www.militaryaiworks.com>.

## 2. Credits

AFD's:

- John Stinstrom
- Desmond Burrell

Models:

- Kevin Reed
- MAIW Development Team

Flight Dynamics Design:

- Michael MacIntyre

Effects:

- John Stinstrom
- Steve Holland
- Nick Needham

- Michael MacIntyre

Repaints:

- Mark Walsh
- Aaron Haase

Voicepacks:

- Stewart Pearson
- Desmond Burrell

Flightplans:

- Desmond Burrell

Custom Scenery:

- John Stinstrom

### 3. Units Included in this Package



*333<sup>rd</sup> Fighter Squadron/ 4<sup>th</sup> Fighter Wing*



Callsigns: Bucket, Demo, Lancer, Scud  
F-15E Strike Eagle

*334<sup>th</sup> Fighter Squadron/4<sup>th</sup> Fighter Wing*



Callsigns: Jackal, Sinner, Eagle, Demo  
F-15E Strike Eagle

*335<sup>th</sup> Fighter Squadron/4<sup>th</sup> Fighter Wing*



Callsigns: Basket, Chief  
F-15E Strike Eagle

*336<sup>th</sup> Fighter Squadron/4<sup>th</sup> Fighter Wing*



Callsigns: Waco, Chappy, Rocket  
F-15E Strike Eagle

## *77<sup>th</sup> Air Refueling Squadron/916<sup>th</sup> Air Refueling Wing*



Callsigns: Backy, Reach  
KC-135R Stratotanker

### **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" or "PAI\_AF2\_XXXX\_DEFAULT.bgl") NOTE: LEAVE ALL AFDS BEGINNING WITH "MAIW" as they were installed with step 1:

#### **KGSB**

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.

#### **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

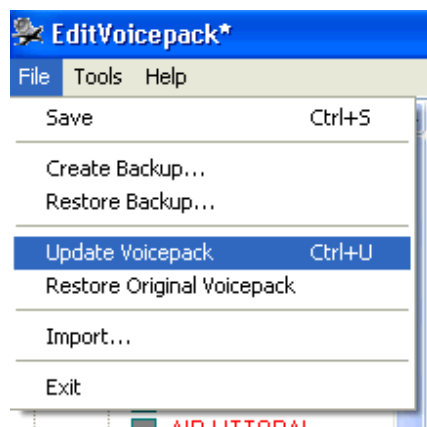
**3c)** Choose “Import” from the “File” menu

**3d)** Find the folder “Flight Simulator 9/Military AI Works/USA/USAF/Seymour Johnson v3/Voicepack Callsigns

**3e)** Click “open” for each file

**1GSB, 1MMT, 1NKT, 2GSB, 2MUO, 3GSB, 3MUO, 3NKT, 4MUO, 4KNKT, 5MUO, 5NKT, 6NKT, BACKY, BASKET, BUCKET, CHAPPY, CHIEF, DARE COUNTY RANGE, DEMO, EAGLE, JACKAL, KGSB, LANCER, PAMLICO ALPHA, POINSETT BOMBING RANGE, ROCKET, ROMEO 5306 ALPHA, ROMEO 5314, SCUD, SEYMOUR JOHNSON, SINNER, WACO, WHISKEY 72 ALPHA, WHISKY 122**

**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 the excellent freeware scenery for Seymour Johnson AFB. This scenery will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Seymour Johnson AFB (KGSB)", "MAIW Scenery Library Objects" and "MAIW Land Class" 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 Seymour Johnson AFB (KGSB)", "MAIW Scenery Library Objects" and "MAIW Land Class" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery".

**\*\*\*Note it is important that you place the "MAIW Land Class" folder and "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. The "MAIW Land Class" folder should be below the "MAIW Scenery Library Objects" folder. This will assure that you do not have any missing scenery or land class.**

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. 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 30%

**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:

**KGSB**



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:

**BACKY  
BASKET  
BUCKET  
CHAPPY  
CHIEF  
DEMO  
EAGLE  
JACKAL  
LANCER  
ROCKET  
SCUD  
SINNER  
WACO**

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/USAF/Seymour Johnson AFB v3/Voicepack Callsigns" ←Adjust according to package name and nation of origin

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!

### Flight plans:

The Flight plans 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 AFD for the aircraft to show up there, AFDs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

Flight plans 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 the 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 airfield files 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:

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

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.

Hello Jackie