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Military AI Works Southwest ANG Complete AI Package



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

This freeware AI package, produced by [Military AI Works](#), contains almost everything needed to fully activate the Air National Guard flying squadrons of four US states: Arizona, New Mexico, Oklahoma and Texas. It includes flightplans for around 183 aircraft consisting of, 2 squadrons of RC-26B, 8 squadrons of F-16s, 1 squadron of KC-135s, and 1 squadron of C-130s. Included in this package are models, updated aircraft textures, unique callsign voicepacks for each squadron, and AFCADs for each squadron's home base.

IMPORTANT: If anybody has the old Dan Bourque's Southwest ANG package installed ([ai_ang2b.zip](#)), **then you will need to remove the below folders/files** from your FS9 directory.

- 1) Afcads from Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\Scenery\
 - AF2_KABQ_DEFAULT_DB.bgl
 - AF2_KEFD_DEFAULT_DB.bgl
 - AF2_KNFW_DEFAULT_DB.bgl
 - AF2_KOKC_DEFAULT_DB.bgl
 - AF2_KPHX_DEFAULT_DB.bgl
 - AF2_KSKF_DEFAULT_DB.bgl
 - AF2_KTUL_DEFAULT_DB.bgl
 - AF2_KTUS_DEFAULT_DB.bgl

- 2) Afcad Excludes from Program Files\Microsoft Games\Flight Simulator 9\Scenery\Namw\Scenery\
 - KABQexcl.BGL

- 3) Afcad Excludes from Program Files\Microsoft Games\Flight Simulator 9\Scenery\Namc\Scenery\
 - KABQexcl.BGL

- KEFDexcl.BGL
- 4) Traffic File from Program Files\Microsoft Games\Flight Simulator 9\Scenery\World\Scenery\
 - Traffic_USAF_AFRC_Southwest.bgl
 - Traffic_USAF_ANG_Southwest.bgl
 - 5) Aircraft Folders from Program Files\Microsoft Games\Flight Simulator 9\Aircraft\
 - AI C26 ANG – Southwest
 - AI C-130H ANG – Southwest
 - AI F-16C ANG – Southwest
 - AI F-16D ANG – Southwest
 - 6) Don't forget when you installed ai_ang2b.zip, you were told to download the model of the KC-135 for the 197th ARS directly from PAI then add the supplied optional textures. This means you will have to remove these aircraft entries from where ever you placed them in your FS9 set up.

Table of Contents

(Use hyperlinks to navigate)

1. [About MAIW](#)
2. [Credits](#)
3. [Units Included in This Package](#)
4. [Installation](#)
5. [Troubleshooting](#)
6. [Notes and Resources](#)
7. [Permissions and Disclaimers](#)

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
- Dan Bourque
- Paul Stevens
- Tony Dalton

Models:

- Henry Tomkiewicz
- Project AI
- Craig Ritchie

Repaints:

- Mark Heimer
- Graham King

FDE/Effects:

- Mike MacIntyre
- Nick Needham
- Edith Black

Voicepacks:

- Desmond Burrell
- Mark Campbell
- Dan Bourque
- Stewart Pearson
- Cornelius Black

Flightplans:

- Mark Campbell

Beta Testing:

- Tony Dalton
- Lewis Magruder
- Steve Holland



3. Units Included in this Package

162nd FW, 195th FS

Location: Tucson (KTUS)

Aircraft: F-16C, F-16D

Callsign: "Snake"



162nd FW, AATC.

Location: Tucson (KTUS)

Aircraft: F-16C, F-16D

Callsign: "Tiger"



162nd FW, 152nd FS

Location: Tucson (KTUS)

Aircraft: F-16C, F-16D, RC-26B

Callsign: "Viper"



162nd FW, 148th FS

Location: Tucson (KTUS)

Aircraft: F-16E, F-16F, RC-26B (F16C and D model is used as AI)

Callsign: "Uniforce"



161st ARW, 197th ARS

Location: Sky Harbour IAP (KPHX)

Aircraft: KC-135R

Callsign: "Copper"



150th FW, 188th FS

Location: Kirtland AFB (KABQ)

Aircraft: F-16C, F-16D, RC-26B

Callsign: "Taco"



138th FW, 125th FS.

Location: Tulsa IAP (KTUL)

Aircraft: F-16C

Callsign: "Tribe", "Loco" & "Brave"



136th AW, 181st AS

Location: Fort Worth JRB (KNFW)

Aircraft: C-130H

Callsign: "Roper"



301st FW, 457th FS

Location: Fort Worth JRB (KNFW)

Aircraft: F-16C, F-16D

Callsign: "Spad"



149th FW, 182nd FS

Location: Lackland AFB (KSKF)

Aircraft: F-16C, F-16D

Callsign: "Alamo"



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:

KNFW
KABQ
KPHX
KSKF
KTUL
KTUS

Also if you have installed the below AF2 installed from the MAIW Reserve Hornet Package, you must remove this also. It is no longer needed and is replaced by the included AFX file for KNFW.

MAIW_AF2_KNFW_DEFAULT_DB.bgl

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/Southwest ANG/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1MEL, 1NBG, 1NGP, 1NQI, 1SPS, 2NGP, 2NQI, 2SPS, 3NQI, 4LUF, 4SPS, 5LUF, 5NQI, 5SPS, 6LUF, 6SPS, 7SPS, 8LUF, ALAMO, BG01, BG02, BG03, BG04, BRAVE, COPPER, HIF7, LOCO, MAI7, NR6A, NR61, NR63, NR64, NR65, ROPER, SNAKE, SPAD, TACO, TIGER, TRIBE, VIPER

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

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 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:

KNFW
KABQ
KPHX
KSKF
KTUL
KTUS

Also if you have installed the below AF2 installed from the MAIW Reserve Hornet Package, you must remove this also. It is no longer needed and is replaced by the included AFX file for KNFW.

MAIW_AF2_KNFW_DEFAULT_DB.bgl

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:

1MEL, 1NBG, 1NGP, 1NQI, 1SPS, 2NGP, 2NQI, 2SPS, 3NQI, 4LUF, 4SPS, 5LUF, 5NQI, 5SPS, 6LUF, 6SPS, 7SPS, 8LUF, ALAMO, BG01, BG02, BG03, BG04, BRAVE, COPPER, HIF7, LOCO, MAI7, NR6A, NR61, NR63, NR64, NR65, ROPER, SNAKE, SPAD, TACO, TIGER, TRIBE, VIPER

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/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.

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:

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, REPAIRS 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, REPAIRS 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.

