



Military AI Works Beale AFB Complete Package



Version: 2.0
For FS 2004 / FS9
Initial Release Date: June 2007
Package Integrator: Barry Taylor

This freeware AI package, produced by [Military AI Works](#) contains everything needed to fully activate all aircraft located at Beale AFB California. The models included are the Northrop T-38, Lockheed U-2, Grumman RQ-4 Global Hawk and Boeing KC-135.

Units are under the control of the 9th RW.

Included in the package are Kevin Reed's numerous versions of the Single Seat Lockheed U-2 including Senior Span, Senior Glass/Ruby/Spear. Also included are the four two seat Lockheed TU-2S.

For the first time as well for FS2004 an UAV, the Grumman RQ-4 Global Hawk, has been modeled for low poly AI use. One Global Hawk is based out of Edwards AFB and carries the **ED** tail code. This is to simulate the current testing by the USAF of the Grumman RQ-4.

All other RQ-4's are *based* out of Beale and carry the **BB** tail code.

Also included is a custom scenery for Beale, created by **DBWsim Design** (Used with Permission), and adapted/enhanced by Michael MacIntyre. The scenery really brings the base to life and adds to the flight simulation experience.

Note that the Single Seat Lockheed U-2's are detached around the world, as per real life assignment.

Package contains repaints, AFCAD, flight plans and custom Voicepack call signs for each unit.

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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

Scenery:

- Derek and Brendan Webb, DBWsim Design (Used with Permission)

Scenery Enhancements and AFCAD Enhancements:

- Mike "mikewmac" MacIntyre

Models:

- Lockheed U-2 (Single/Two Seat, All versions) - Kevin "Weescotty" Reed
- Boeing KC-135R/T – PROJECT AI
- Lockheed T-38 – Jake "Aerogator" Burrus / Kevin "Weescotty" Reed
- Grumman RQ-4 - Kevin "Weescotty" Reed

FDE and Effects Design:

- Mike "mikewmac" MacIntyre
- Kevin "Weescotty" Reed
- Nick Needham

Repaints:

- Kevin "Weescotty" Reed (U-2, T-38,R-Q4)
- Graham King (KC-135R/T)

Voicepacks:

- Stewart Pearson

Flightplans:

- John "Workshop" v/d Broek
- Barry Taylor

Beta Testing:

- MAIW Beta Team

Splash Screen

- Edith Black

Advice and Support

- Michael "mikewmac" MacIntyre --- Thanks Mike



3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
1 st RS	ROPER (T38) and Many for the U-2	T38/U2	Beale AFB	USAF
12 th RS	BASH	RQ-4	Beale AFB	USAF
99 th RS	Many for the U-2	T-38/U2	Beale AFB	USAF
314 th ARS	TAHOE	KC-135T	Beale AFB	USAF
452 nd FLTS	BASH	RQ-4	Edwards AFB	USAF

The T-38's provide check flight support and proficiency hours for the Lockheed U-2 Pilots, and are shared between the squadrons.

Please note this package contains all Lockheed U2 detachments *commonly known*, **except Osan AFB**.

The MAIW Osan package will at some point be updated, by MAIW, to include the 3 * Lockheed U-2's of the 5th RS



4. Installation

Step 1) Install this package

1a) 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:

KBAB

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

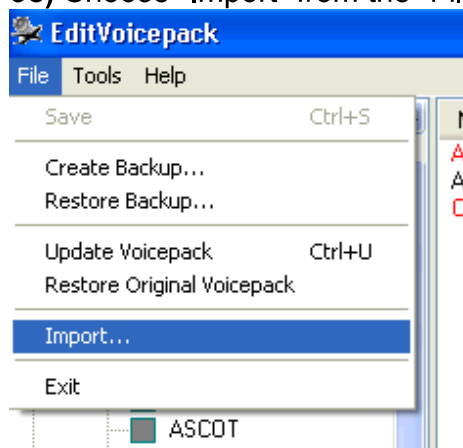
included in this package are thoroughly researched and highly detailed. If you are using add-on scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the add-on scenery, but instead remove the MAIW AFCAD file (e.g. MAIW_XXXX_DEFAULT.bgl) after installation.

Step 3) Install callsign voicepacks

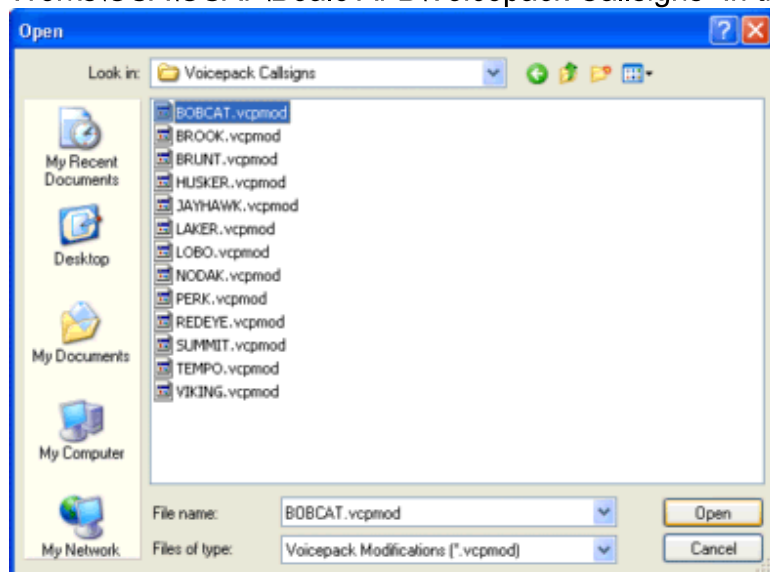
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

3b) Run EditVoicepack and import all vcpmod files included in with this installation

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

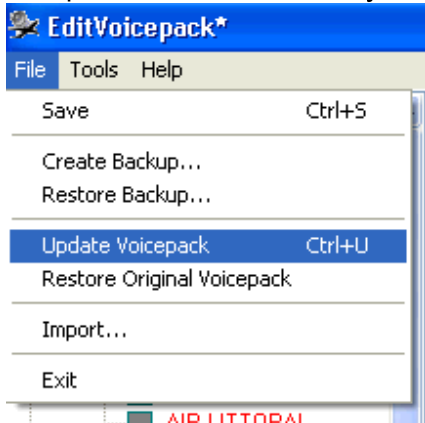


3d) Find the folder "\Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\Beale AFB\Voicepack Callsigns" in the "Look in:" window



3e) Click CTL +A and select all files, then click "open"

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

Step 4) Installation and Activation of DBWsim Design's Beale AFB 2005 Scenery and Enhancements by Mike MacIntyre

Included in this package is a modified version of DBWsim Design's excellent Beale AFB 2005 Scenery and some enhancements by Mike MacIntyre. The latter use some default FS9 scenery objects as well as scenery objects from Michael Carr's Modern Military Scenery and Objects package contained in the mcdmil.zip and Bill Leaming's ESDG Ramp Lights for FS2004 contained in the esdg_ramplight_rwy12.zip, which are both available at Avsim and need to be installed.

You do not need Rwy12 installed in order for any of these additional scenery objects to be used. All you have to do is first download and install Michael Carr's Modern Military Scenery and Objects package if you do not already have it installed. Next you need to create a Static Objects Folder or equivalent in your “Flight Simulator 9/Addon Scenery” directory and create within this folder both a scenery and texture subfolder. Then unzip the appropriate of these zip files that you don't already have installed to a temporary folder and place the included scenery and texture files into the appropriate subfolder in this "Static Objects Library" folder.

The Installer will already have installed a folder called “MAIW Beale AFB” in your “Flight Simulator 9/Addon Scenery” directory. This folder contains all the scenery and exclude files for DBWsim Design's Beale AFB 2005 Scenery and these

enhancements. To enable this scenery, start FS9 and go to the scenery library in settings, select "ADD AREA" and then select the path of the folder "Flight Simulator 9/Addon Scenery/MAIW Beale AFB". Click OK. Now follow the same procedure and enable the "Static Objects Library" that you created above and then exit FS9. If you have the original version of DBWsim Design's Beale AFB 2005 Scenery installed, you should now follow the same procedure, but deactivate and delete it instead.

The Installer will also have installed the MAIW_AF2_KBAB_DBWsim_MM.bgl file that works with the above scenery enhancements into your "Flight Simulator 9/Addon Scenery/Scenery" directory. The next time you start up FS9, the Beale AFB scenery and enhancements will all be installed and enabled so that you can visit the FS9 Beale AFB using DBWsim Design's excellent Beale AFB 2005 Scenery and these enhancements.

Mike MacIntyre 5/19/2007

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 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:

KBAB

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.

The AFCAD for Beale is called:-
MAIW_AF2_KBAB_DBWsim_MM.bgl

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:

ASPEN
BAFFLE
BASH
DRAGON
LLOYD
PINION
ROPER
TAHOE
X-RAY

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

” \Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\Beale AFB\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 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!

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!

A splash screen has been included, featuring Beale AFB. Please follow the instructions below for installation

“Thank you for downloading the Beale Air Force Base package by Military AI Works. This readme will provide instructions on how to add an optional "splash screen" to your version of FS2004. The splash screen is the image that first appears when you boot up FS2004 and the same image appears when FS2004 is shutting down. With a

few clicks of the mouse, you can change that image to anything you want. In this folder we have provided a splash screen that highlights the Beale AI traffic and scenery.

To install the optional Beale splash screen:

First and foremost make sure you make a backup copy of the original splash screen file. The original file is named "dlgsplash.bmp" and is located in the FS9/Uires folder. The easiest way to do this is to simply change the name of the file by adding something to the name to remind you that it is the original splash screen file. For example simply locate the "dlgsplash.bmp" file and rename it to "dlgsplash_original.bmp", leaving it in place in the FS9/Uires folder.

Then simply move the file contained in this folder "dlgsplash.bmp" into your FS9/Uires folder. If you made a copy of the original and put it somewhere for safe keeping, you can overwrite the original if FS9 asks you to. Again please do not overwrite the original file without first making a backup copy or changing the original file name.

That's it, the next time you boot up FS9 you should have a new splash screen to look at while you wait for the program to load"



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.

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 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.

Jackie

Dedicated to the men and women of the USAF.

