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**Royal Bahamas Defence Force**  
**Royal Bahamas Police Force**  
**Regional Security System (Organization of Eastern Caribbean States)**  
**Trinidad And Tobago Defence Force Air Guard**  
**Special Anti-Crime Unit of Trinidad & Tobago**



**Version: 2.0**  
**For FS 2004 / FS9**  
**Initial Release Date: Feb 2008r**  
**Project Manager: Gary Barker**

This freeware AI package, produced by [Military AI Works](http://www.militaryaiworks.com), contains everything needed to fully activate RBDF & RBPf Fixed Wing Traffic, RSS Traffic and the Trinidad and Tobago Air Guard Traffic. The package contains

afcads, flightplans, all current aircraft and custom voice pack call signs for the RBDF & RBPF, RSS & TTAG

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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

Afcad creation:

- Gary Barker
- Stewart Pearson

Models:

- PA31 & C310 by Dee Waldron
- C310 by Dee Waldron
- BE200 by Henry Tomkiewicz
- C402 & C404 by Henry Tomkiewicz
- S76 by Chris 'Elvis' Jones
- Fairchild Metro (C-26) by Craig Ritchie

Repaints:

- All versions by Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Gary Barker

Beta Testing

- MAIW Beta Team



### 3. Units Included in this Package

**MYNN Nassau International Airport**

**Royal Bahamas Defence Force**





*This aircraft is not operational at the moment but flightplans are included that make this aircraft show as static*

#### **RBDF**

Aircraft: BE200 (Beach 350)  
Cessna 404

Callsigns: "Bahamas Defence"

#### **Royal Bahamas Police Force**



## **RBPF**

Aircraft: Piper PA-31 (Actual aircraft are Colemill Panthers)

Callsigns: "Bahamas Police"

## **TBPB Gantley Adams International Airport (Barbados)**

## **Regional Security System**





*RSS A2 is not operational at the moment but flightplans are included that make this aircraft show as static*

## **RSS**

Aircraft: C-26 Metro III

Callsigns: "Romeo Sierra Sierra"

TTPP      Piarco International Airport (Port of Spain, Trinidad)  
TTCP      Crown Point International Airport (Tobago)

Trinidad And Tobago Defence Force Air Guard





## TTAG

Aircraft: C-26 Metro III  
Cessna 402B  
Cessna 310  
Piper PA-31T

Callsigns: "Tango Tango"

## Special Anti-Crime Unit of Trinidad & Tobago





## SAUTT

Aircraft: S-76

Callsigns: "Paradise"



## 4. Extra Installation Notes

### Step 1) 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:

MYNN  
TTCP  
TTPP  
C761  
C762  
C763  
C764  
C001 to C019  
BH01

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.

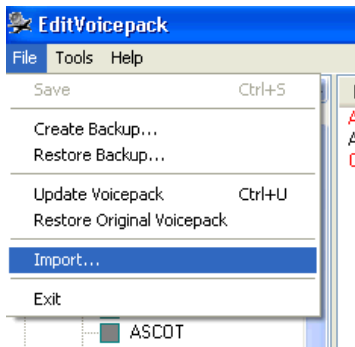
NOTE: There will also be some exclude files installed for the above. These are labeled MAIW\_exc\_XXXXXXXXXXXX. These remove autogen scenery items (ie. trees, etc.) that may impinge on taxiways, etc.

### Step 2) Install callsign voicepacks

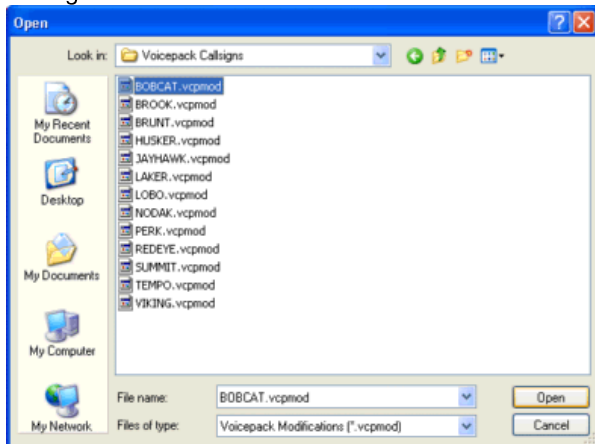
**2a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

**2b)** Run EditVoicepack and import all vcpmo files included in with this installation

**2c)** Choose "Import" from the "File" menu



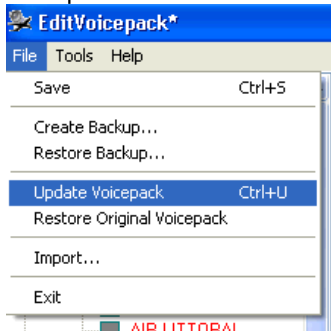
2d) Find the folder “Flight Simulator 9/Military AI Works/Caribbean/ Bahamas\_Trinidad\_Barbados /Voicepack Callsigns” in the “Look in:” window



2e) Click “open” for each file or highlight all and click “open”

- “BAHAMAS DEFENCE”
- “BAHAMAS POLICE”
- “C762”
- “C763”
- “C764”
- “FERNANDO HELIPORT
- “GALEOTA HELIPORT”
- “KINGSBAY HELIPORT”
- “PARADISE”
- “RSS”
- “TT”

2f) 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)



2g) When ready press save to keep the modifications

### Step 3) Activate MAIW Scenery

Not applicable, no additional scenery was included in this package

***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:

MYNN  
TTCP  
TTPP  
C761  
C762  
C763  
C764  
C001 to C019  
BH01

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:

“BAHAMAS DEFENCE”  
“BAHAMAS POLICE”  
“C762”  
“C763”  
“C764”  
“FERNANDO HELIPORT”  
“GALEOTA HELIPORT”  
“KINGSBAY HELIPORT”  
“PARADISE”  
“RSS”  
“TT”

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-  
“Flight Simulator 9/Military AI Works/ Caribbean/ Bahamas\_Trinidad\_Barbados /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-go’s”**

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 as the Nations include do not publish their weekly plans we 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 fictional callsigns apart from “Paradise”

If you have any information on actual callsigns used, then these may be directed to the forums at [www.militaryaiworks.com](http://www.militaryaiworks.com) and we will do our best to update the package

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.

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](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.

