# MAIW
## MILITARY AI WORKS

*Dedicated to Jackie, my lovely wife*
*And to Stewart, who made all this happen!*
*MAIW Exotic Albert's Part 1 – ASIA*
**Republic of China Air Force**



**Version: 1.0**
**For FS2004 / FS9 only**
**Initial Release Date: Summer 2007**

**Project Managers: Barry Taylor and Stewart Pearson**


This freeware AI package, produced by [Military AI Works](#) is part 12 of 13 separate packages that covers all Lockheed Hercules C-130 users in Asia.

Next up is the Republic of China Air Force. Package includes repaints for each individual Herk currently in service (as best we could tell!!)
Package also contains custom AFCAD for Pingtung South (where Herks are based), along with callsigns and flightplans.
Please note that the package also contains waypoint AFCADS

**In reality there is a taxiway connecting Pingtung South to Pingtung North Airbase. This taxiway is 9,200 feet long and would result in a massive flattening of autogen scenery.  Consequently for Flight Simulation purposes, the taxiway has been omitted.**


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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](http://www.militaryaiworks.com).

# 2. Credits

Afcad creation:
- RCDC  -  Stewart Pearson
- ROC1, ROC2, RCO3, ROC4 – Gary Barker

Models:
- Lockheed C-130H    - Henry Tomkiewicz

Repaints:
- Graham King

Voicepacks:
- Stewart Pearson

Flightplans:
- Barry Taylor, Gary Barker

Beta Testing
- MAIW TEAM

## 3. Units Included in this Package

```
101st TCS, 6th T/EWW / 10th TAG, Pingtung South

102nd TCS, 6th T/EWW / 10th TAG, Pingtung South

6th Electronic Warfare Squadron, 6th T/EWW / 10th TAG, Pingtung South
```

## 4. Installation

**Step 1) Install this package**

**1a)** Install using the new easy to use installer

**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:
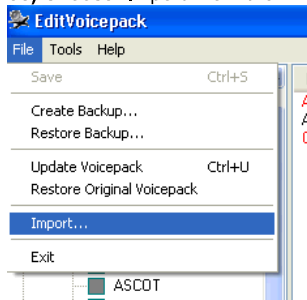
RCDC

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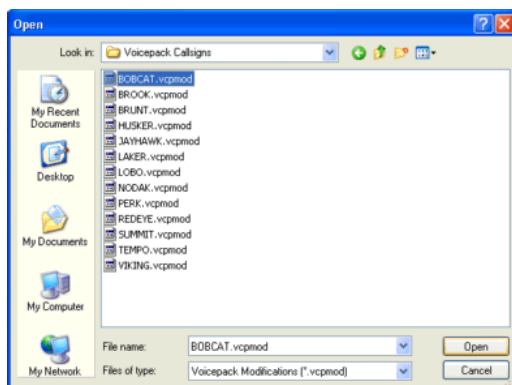
**3b)** Run EditVoicepack and import all vcpmod files included in with this installation

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



**3d)** Find the folder
"Flight Simulator 9\Military AI Works\Asia\Exotic Alberts Part 1\Taiwan\Voicepack Callsigns - Taiwan"
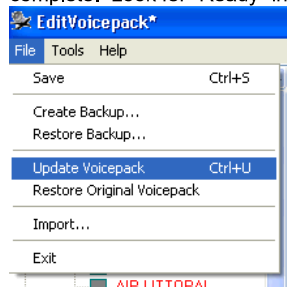in the "Look in:" window



**3e**) Click "open" for each file

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**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**

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:

RCDC

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 Airport AFCAD in this package is called.

MAIW_RCDC_DEFAULT_SP.BGL

The Waypoint AFCADS are named:-

MAIW_ROC1_GB.BGL
MAIW_ROC2_GB.BGL
MAIW_ROC3_GB.BGL
MAIW_ROC4_GB.BGL

**Problem:  "I can't find the aircraft in the aircraft selection menu"**

<u>Issue</u>:  These are AI aircraft and have been programmed to not show up in the flyable aircraft selection menu
<u>Fix action</u>:  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"**

<u>Potential issue</u>:  Callsign Voicepacks were not installed correctly
<u>Fix action</u>:  Run the EditVoicepack software.  Look for the following callsigns in the "custom modifications/callsigns" section of the program:

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If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9\Military AI Works\Asia\Exotic Alberts Part 1\Taiwan\Voicepack Callsigns – Taiwan"

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"**

<u>Potential issue</u>:  You're following your AI aircraft
<u>Fix action</u>:  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!

<u>Flightplans</u>:
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 ROCAF does not publish their weekly C-130 flightplans 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.

<u>Callsigns</u>:
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!

<u>AFCADs</u>:
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

<u>Adverse Effects</u>:
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.

<u>Use of Contents</u>:

Any questions, suggestions and feedback on the contents 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.