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United States Navy EP-3E & Support

This package contains all Lockheed EP-3E in service with the United States Navy's VQ-1 and VQ-2 squadrons. Also included are each squadrons support / training P-3C's
Note that some EP-3E's do not have their "sensors" and other parts painted black, more the same grey as used on the underside. MAIW are unable to get a definitive list of aircraft and the current sensor colour scheme for each EP-3E in service, so have left them in the stylish black scheme.

Version: 1.0
For FS 2004 / FS9
Initial Release Date: June 2008
Package Lead: Steve "Firebird" Holland



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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

Models:

- Jake Burrus

AFCADs

- Desmond "Reconmercs" Burrell

Repaints / Lightmaps

- Andy Nott

Flightplans

- Barry Taylor

Voicepacks

- Nick Black (He's multi talented)

FDE / Air File

- Michael MacIntyre

Airport Information

- www.scramble.nl

Smoke Effects:

- Nick Needham





3. Units Included in this Package

Whidbey Field (KNUW)

-

-

VQ-1	PR-xxx	EP-3E, UP-3A/B	World Watchers	 More..
VQ-2	(JQ)-xxx	P-3C, EP-3E	The Dons	

"Information above has been obtained from the SCRAMBLE website with kind permission. Please visit www.scramble.nl for all your aviation needs and up-to-date information."



4. Installation

Step 1) Install this package

Step 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 AFCADs for the following airports (e.g. "AF2_KNUW.bgl," "AF2_KNUW_DEFAULT_XX.bgl" or "PAI_AF2_KNUW_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

KNUW

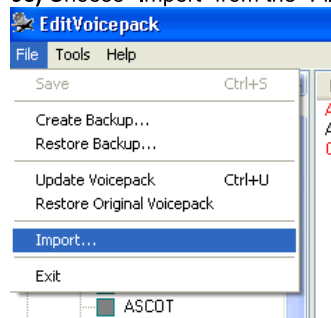
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly 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_KNUW_DEFAULT_XX.bgl) after installation.

Step 3) Install callsign voicepacks

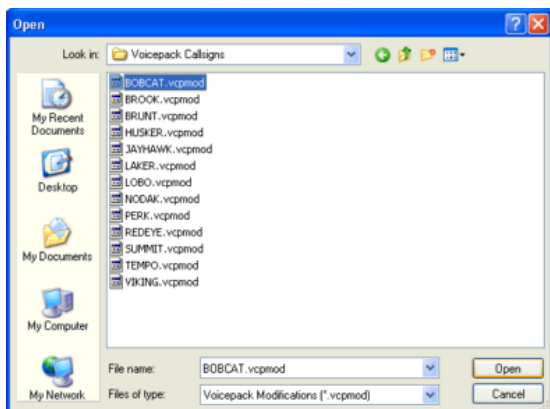
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



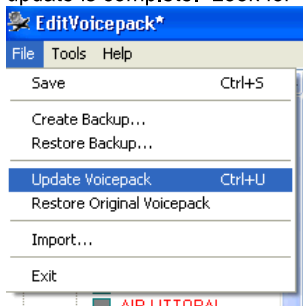
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USN/LOCKHEED EP-3E/Voicepack Callsigns" in the "Look in:" window



3e) Click CTL +A to Select all files, then select “open”

DEEPSEA
RANGER
MARLIN

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)



Step 4) Activate MAIW Scenery

While there is no MAIW custom scenery included in this package, but I strongly recommended that you download the NAS Whidbey Island scenery by John Stinstrom. This scenery was built with the intention of using this package with it and compliments this package very well and can be found on Avsim.com here: <http://library.avsim.net/download.php?DLID=102326>

I have included a modified AFCAD to allow you to use his scenery and this package in unison without any parking issues. This file may be found in the following directory:
X:\Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USN\USN Airliners\Optional Files

Once you have installed his scenery following the directions included in John's readme, go back into the scenery folder of the NAS Whidbey Island scenery and delete:

“Whidbey AF2_KNUW.bgl”

replace it with “MAIW_AF2_KNUW_Custom” found in the above stated optional files directory. Also in the optional files directory is another file that will add a custom air traffic control tower to the airfield, “EZ_Whidbey_Tower.bgl” drop this file NAS Whidbey Island scenery folder as well.

If you chose this option, you also need to remove the AFCAD and Excludes that the installer installed for the default NAS Whidbey Island airport. These are located in your Addon Scenery/Scenery folder and are titled:

MAIW_AF2_KNUW_DEFAULT

Questions concerning the actual NAS Whidbey Island scenery should be directed to John, any questions concerning the modified AFCAD can be directed to me via email or to the support forum for this package.

IMPORTANT NOTE

If you use this scenery it is important that you have read **Step 2** above and ensure that MAIW_AF2_KNUW_DEFAULT.bgl does not cause any issues.

That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9. Here's a hint to see some of these aircraft in action:



5. Troubleshooting

Problems addressed:

["I've installed the package, but there are no Military AI aircraft at the airports"](#)
["I've been watching the AI aircraft for simulated hours, and I haven't seen them move"](#)
["When I go to an airport, there are AI planes parked on top of one another"](#)
["When I go to an airport, the military planes are parked at the gates"](#)
["When I go to an airport, there are general aviation aircraft on the military ramps"](#)
["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"](#)
["I can't see any national markings on some aircraft"](#)
["I've installed the scenery enhancements per your instructions, but nothing shows up"](#)
["Only some of the scenery enhancements are showing up"](#)
["I've got other scenery buildings interfering with the MAIW scenery enhancements"](#)

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 75%.

Problem: "I've been watching the AI aircraft for simulated hours, and I haven't seen them move"

Potential issue: Watching at the wrong times

Fix action: There is a lot of activity from throughout Monday to Friday.

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 identifiers:

KNUW

Files may be named in several ways. The most common are "AF2_KNUW.bgl," "AF2_KNUW_DEFAULT_XX.bgl" and "PAI_AF2_DEFAULT.bgl."

Problem: "When I go to an airport, the military planes are parked at the gates"

Potential issue: Old AFCAD still active for the airport

Fix action: Using Windows Explorer, open the folder "Flight Simulator 9/Addon scenery/scenery." Look for duplicate entries for the following airport identifiers:

KNUW

Files may be named in several ways. The most common are “AF2_KNUW.bgl,” “AF2_KNUW_DEFAULT_XX.bgl” and “PAL_AF2_KNUW_DEFAULT.bgl.” Keep the files named “AF2_KNUW_DEFAULT_RM.bgl” and remove all others with duplicate airport identifiers.

Problem: “When I go to an airport, there are general aviation aircraft on the military ramps”

Potential issue: No parking type assigned to GA aircraft

Fix action: Add a “RAMP” parking type to all of your GA aircraft.cfg entries. Copy the following line into each [fltsim.x] entry for all GA aircraft used as AI.

```
atc_parking_types=RAMP
```

This entry can be anywhere, but needs to be placed in each individual [fltsim.x] section for each GA aircraft. If you are using the default GA aircraft, this includes the following aircraft folders within the “Flight Simulator 9/Aircraft” folder:

```
beech_baron_58  
beech_king_air_350  
c172  
c182  
c208B (c208 should be “DOCK”)  
lear45  
pa28_180  
Piper_J3Cub
```

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:

```
DEEPSEA  
RANGER  
MARLIN
```

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/USN/LOCKHEED EP-3E/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”

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 USN **does not** release weekly flightplans!!! Especially for the EP-3E

Note all information in this package has been obtained from public sources;

NO CLASSIFIED / SENSITIVE information has been used, so NO emails about me putting USN personal at risk!

Dedicated to all the front and back end crews on the EP-3!

Flightplans were installed using Lee Swordy's [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are based on Internet research.

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!



7. Permissions and Disclaimers

Credits:

Marco Kosterman: for his help in supplying unit strength;

This package is dedicated to Marco.....

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 MAIW.

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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.

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.

