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***Exotic Albert's South America Part 8***  
**Mexico**

**Version: 1.0**  
**For FS 2004 / FS9**  
**Initial Release Date: February 2008**  
**Package Lead: Barry Taylor / Stewart Pearson**

**They are back, this time it's the Albert's from Latin America!**



Part eight is Mexico!

Package includes all known C-130's and variants used by this Latin America country. A repaint for each aircraft in service and custom flightplans are included. Stewart Pearson has also created AFCADS for the home base(s) for the C-130's, along with custom callsigns

## **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://www.militaryaiworks.com>.

## 2. Credits

Models:

-Henry Tomkiewicz – Lockheed C-130, all versions

Repaints

-Graham King

AFCADs

- Stewart Pearson

Flightplans

-Barry Taylor

Voicepacks

-Stewart Pearson



## 3. Units Included in this Package

Fuerza Aérea Mexicana

BAM#1 Santa Lucia, Edo de Mexico (MMSM)



3/o.Grupo Aereo / EA.302 - C-130A/E/K/L100-30



## 4. Installation

### Step 1) Install this package

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\_MMSM.bgl,” “AF2\_MMSM\_DEFAULT\_XX.bgl” or “PAI\_AF2\_MMSM\_DEFAULT.bgl”) NOTE: LEAVE ALL AFCADS BEGINNING WITH “MAIW” as they were installed with step 1:

#### **MMSM**

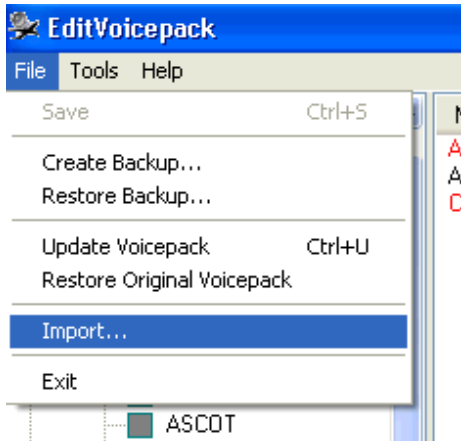
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

### Step 3) Install callsign voicepacks

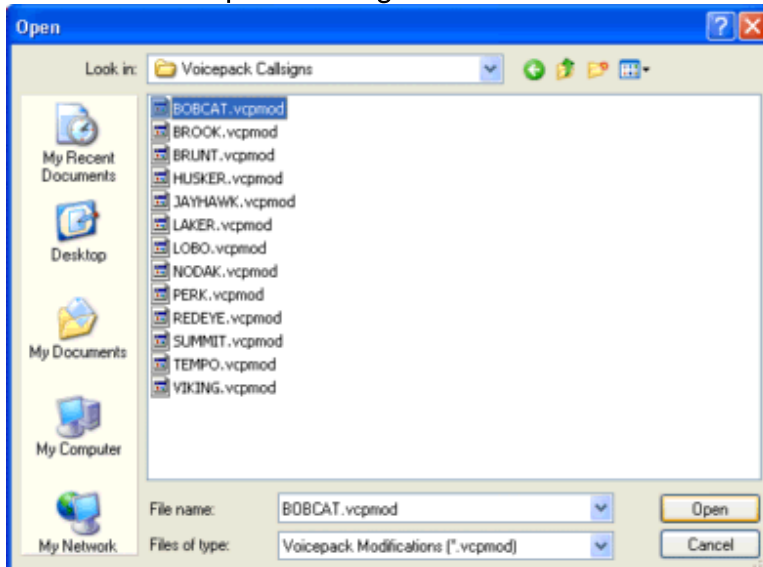
a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

c) Choose “Import” from the “File” menu



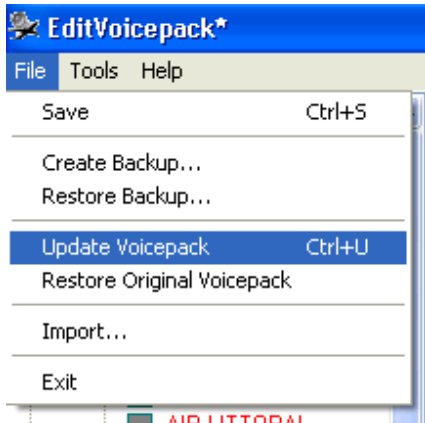
d) Find the folder “Flight Simulator 9\Military AI Works\Mexico\Fuerza Aérea Mexicana\Voicepack Callsigns” in the “Look in:” window



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

MEXICAN AIR FORCE

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

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. 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"](#)

**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:

## **MMSM**

Files may be named in several ways. The most common are “AF2\_MMSM.bgl,” “AF2\_MMSM\_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:

## **MMSM**

Files may be named in several ways. The most common are “AF2\_MMSM.bgl,” “AF2\_MMSM\_DEFAULT\_XX.bgl” and “PAI\_AF2\_MMSM\_DEFAULT.bgl.”

Keep any with the prefix MAIW for the airport in question

**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:

MEXICAN AIR FORCE

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder "Flight Simulator 9\Military AI Works\Mexico\Fuerza Aérea Mexicana\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:

These flightplans are fictional and have been written with extensive internet research and investigation.

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:

### 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.

THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE AUTHOR'S WRITTEN PERMISSION. THESE MODELS, REPAINTS AND FLIGHTPLANS ARE FREWARE 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.

