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MAIW – USAF – Hurlburt Field – 16th SOW Package



Version: 1.0
For FS 2004 / FS9
Initial Release Date: Summer 2007
Project Manager: Gary Barker
Assistant Project Manager: Marco Kosterman

This freeware AI package, produced by [Military AI Works](#), contains everything needed to fully activate USAF – Hurlburt Field – 16th SOW fixed-wing traffic. Package contains Flightplans (all current C130 type & U28A Squadrons), an AFCAD for Hurlburt Field featuring full drive-through parking (no push-backs !), repaints for all of the assigned aircraft, along with callsigns.

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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 and modifications

- Marco Kosterman

Models:

- C-130 types by Henry Tomkiewicz
- PC12/U-28A by Klaus Brosemann

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Gary Barker

Beta Testing

- MAIW Beta Team



3. Units Included in this Package

Hurlburt Field (KHRT) 16th SOW

(OBBS)



4th SOS

Aircraft: AC-130U

Callsigns : "BRONCO" "FENCE" "GASTO" "LEPER" "MELBA" "SPOOK"

15th SOS

Aircraft: MC-130H

Callsigns : "COWBOY" "HAWK" "JAZZY" "JERKY" "TALON"

16th SOS

Aircraft: AC-130H

Callsigns : "BAJA" "DEWY" "FARGO" "GHOST" "HUSKY" "RIDER"

19th SOS

Aircraft: AC-130U & C-130E

Callsigns : "BANKS" "SPECTRE" "SPOOKY"

73rd SOS

Aircraft: MC-130W

Callsigns : "BORE" "COLT" "KING" "LEOPARD" "OGRE"

319th SOS



Aircraft: U-28A (PC-12)

Callsigns : “BAKER” “PEEWEE”

Please note that the callsign number in this package references the aircraft serial i.e.:- 201 = 201

Utilization

I have shied away from repetitive hourly plans as in true life many modern air forces don't work or fly at the weekends on a regular basis, therefore the utilization in these plans is relatively low but probably reflects real life actuals.



4. Installation

Step 1) Install this package

1) 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:

XXX = KHRT

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.bgf) after installation.

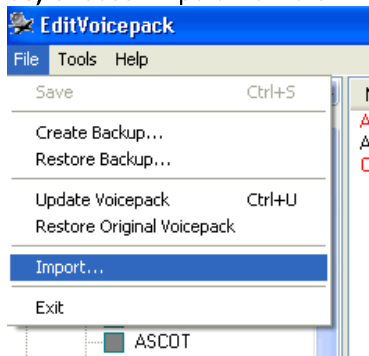
NOTE: There will also be some exclude files installed for the above these are labeled MAIW_exc_XXXXXXXXXXXX these remove autogen scenery items i.e. trees etc that may impinge on taxiways etc.

Step 3) Install callsign voicepacks

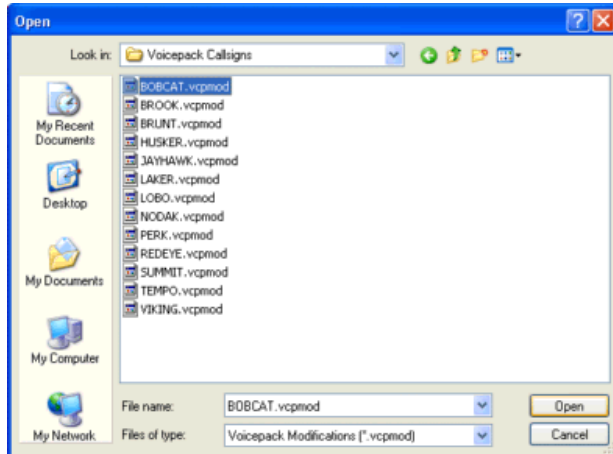
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



3d) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Hurlburt Field/Voicepack Callsigns" in the "Look in:" window



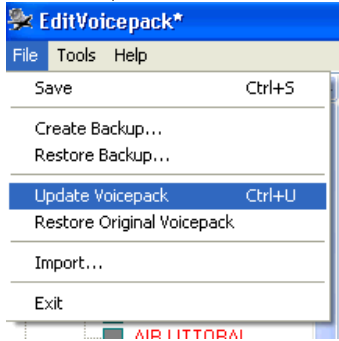
3e) Click "open" for each file or if there is more than one file, highlight all the files using shift and click open

"BRONCO" "FENCE" "GASTO" "LEPER" "MELBA" "SPOOK"
"COWBOY" "HAWK" "JAZZY" "JERKY" "TALON"
"BAJA" "DEWY" "FARGO" "GHOST" "HUSKY" "RIDER"
"BANKS" "SPECTRE" "SPOOKY"
"BORE" "COLT" "KING" "LEOPARD" "OGRE"
"BAKER" "PEEWEE"

The following aircraft designator is also included and should be installed in the same way

“U-28A”

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:

KHRT

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 in this package is called :

MAIW_AF2_KHRT_DEFAULT_MK.bgl

One exclude file is also included to remove unwanted objects from the scenery :

MAIW_KHRT_EXCLUDE_MK.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:

"BRONCO" "FENCE" "GASTO" "LEPER" "MELBA" "SPOOK"
"COWBOY" "HAWK" "JAZZY" "JERKY" "TALON"
"BAJA" "DEWY" "FARGO" "GHOST" "HUSKY" "RIDER"
"BANKS" "SPECTRE" "SPOOKY"
"BORE" "COLT" "KING" "LEOPARD" "OGRE"
"BAKER" "PEEWEE"

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/USAF/Hurlburt Field/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 as the USAF do not publish their weekly 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.

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!



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 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.

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.

Enjoy it...

