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### ***Military AI Works Southeast ANG Complete Package***



**Version: 1.0**  
**For FS 2004 / FS9**  
**Initial Release Date: September 2007**  
**Project Manager: Desmond Burrell, [reconmercs@militaryaiworks.com](mailto:reconmercs@militaryaiworks.com)**

This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com) contains everything needed to bring the “weekend warriors” of the various Air National Guard and Air Reserve Command units based throughout the southeastern United States to FS2004. This package is a massive update of Dan Bourque’s original concept but this time, utilizing

new and updated aircraft models, new flight plans, afcads and new units. This package contains repaints, AFCAD, flight plans and custom call signs for each depicted unit.

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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**

AFCADs:

- Dan Bourque
- Desmond "Reconmercs" Burrell

- Danny “BadPvtDan” Martinez

Models:

- F-15 (Nick “nickblack423” Black)
- F-16 and C-130 (Henry Tomkiewicz)
- A-10 ( Rysiek “RipPipPip” Winawer)
- KC-135R (PAI)
- RC-26 (Craig Ritchie)

FDE and Effects Design:

- Mike “mikewmac” MacIntyre
- Nick Needham

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson
- Dan Bourque

Flightplans:

- Desmond “Reconmercs” Burrell

Aircraft Serial Number Research:

- Marco “Dakotafreak” Kosterman

Beta Testing:

- MAIW Beta Team



### 3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
106 <sup>th</sup> ARS	DIXIE	KC-135R	Birmingham IAP	AL ANG
160 <sup>th</sup> FS	BAMA	F-16, C-26	Montgomery Regional	AL ANG
184 <sup>th</sup> FS	HAWG	A-10	Fort Smith MAP	AR ANG
154 <sup>th</sup> TS	PROPS	C-130	Little Rock AFB	AR ANG

159 <sup>th</sup> FS	LUCKY	F-15, C-130, C-26	Jacksonville IAP	FL ANG
158 <sup>th</sup> AS	DAWG	C-130	Savannah IAP	GA ANG
122 <sup>nd</sup> FS	JAZZ	F-15, C-130	NAS New Orleans	LA ANG
110 <sup>th</sup> FS	MISTY	F-15	Lambert St. Louis IAP	MO ANG
180 <sup>th</sup> AS	SIMS	C-130	Rosencrans Airport	MO ANG
157 <sup>th</sup> FS	MACE	F-16, C130	McEntire ANG	SC ANG
93 <sup>rd</sup> FS	MAKO	F-16	Homestead ARS	AFRC
700 <sup>th</sup> AS	COBB	C-130	Dobbins ARB	AFRC
47 <sup>th</sup> FS	SWINE	A-10	Barksdale AFB	AFRC
53 <sup>rd</sup> WRS	TEAL	C-130	Keesler AFB	AFRC
815 <sup>th</sup> AS	HOBBY	C-130	Keesler AFB	AFRC



## 4. Installation

**\* It is HIGHLY recommended that you remove any parts of Dan's original Southeast ANG package before attempting to install this package. That includes the traffic files "Traffic USAF ANG Southeast f15, Traffic USAF ANG Southeast, Traffic USAF AFRC Southeast" also the afcads and aircraft folders. Check his original package for names to make sure you remove everything.**

### 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:

0SSC  
1BAD  
1GSB  
1HST  
1JAX  
1MGE  
1MGM  
1MMT  
1NBG  
2JAX  
2NBG  
KBAD  
KBHM  
KBIX  
KHST  
KJAX  
KLRF  
KMGE  
KMGM  
KMMT  
KNBG  
KSAV  
KSTL

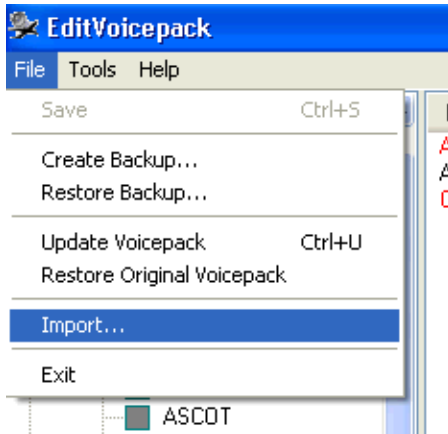
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

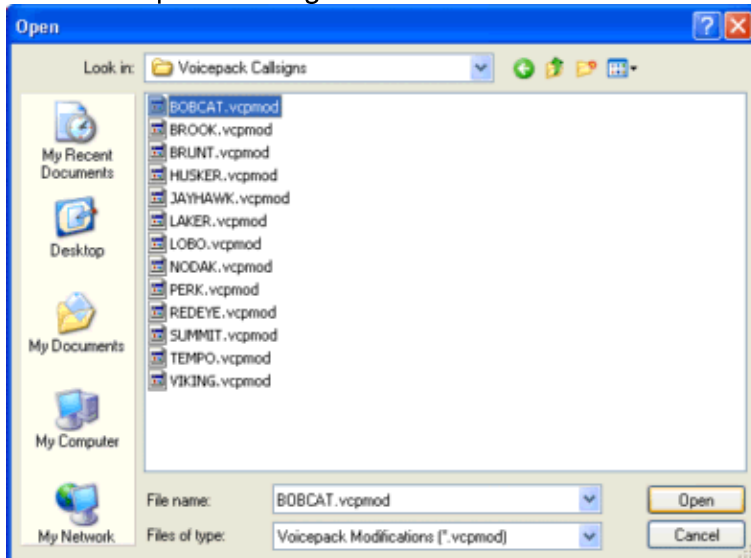
**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

**3c)** Choose “Import” from the “File” menu



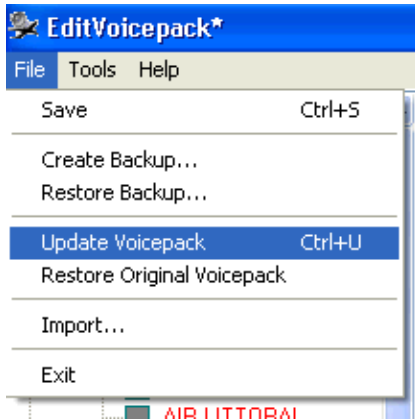
**3d)** Find the folder “Flight Simulator 9/Military AI Works/USA/USAF/Southeast ANG/Voicepack Callsigns” in the “Look in:” window



**3e)** Press CTRL+A to select all files and then click “open”

1BAD, 1GSB, 1HST, 1JAX, 1MGE, 1MGM, 1MMT, 1NBG, 2JAX, 2NBG, AVON PARK RANGE, BAMA, BUDDHA, C26, CLAIBORNE RANGE, COBB, CROME, DARE COUNTY RANGE, DAWG, DEMON, DIXIE, EGLIN RANGE, FANGS, HAWG, HOBBY, HURRICANE HUNTER, JAZZ, LUCKY, MACE, MAKO, MISTY, POINSETT BOMBING RANGE, PROPS, QUICK THRUST, SEMINOLE, SIMS, SWINE, TEAL, TOWNSEND BOMBING RANGE, WHISKEY 54 BRAVO, WHISKEY 159, WHISKEY 459

**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**

*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:

0SSC  
1BAD  
1GSB  
1HST  
1JAX  
1MGE  
1MGM  
1MMT  
1NBG  
2JAX  
2NBG  
KBAD  
KBHM  
KBIX  
KHST  
KJAX  
KLRF  
KMGE  
KMGM  
KMMT  
KNBG  
KSAV  
KSTL

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:



BAMA  
BUDDHA  
COBB  
CROME  
DAWG  
DEMON  
DIXIE  
FANGS  
HAWG  
HOBBY  
HURRICANE HUNTER  
JAZZ  
LUCKY  
MACE  
MAKO  
MISTY  
PROPS  
SEMINOLE  
SIMS  
SWINE  
TEAL

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/Southeast ANG/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 and have had to use our own judgment. Also note that the units modeled in the package are “part-time” military units, most flying activity takes place on the weekends with a couple flights during the week simulating pilots who are assigned to the unit full time. Suggested traffic spotting times are the following:

**700<sup>th</sup> Airlift Squadron (KMGE):** This is a full time training unit, anytime during the week should provide decent viewing

**160<sup>th</sup> Fighter Squadron (KMGM):** part-time fighter squadron, most flying done on Saturday and Sundays, some weekday flying

**106<sup>th</sup> Refueling Squadron (KBHM):** part time tanker squadron, flying is spread throughout the week but most activity on the weekends

**184<sup>th</sup> Fighter Squadron (KFSM):** part-time fighter squadron in the middle of BRAC transition, very small number of aircraft rare to actually catch them flying, most activity Saturday and Sunday afternoons

**154<sup>th</sup> Training Squadron (KLRF):** another training unit, some flying through all the week, still heavier on the weekends

**158<sup>th</sup> Airlift Squadron (KSAV):** transport squadron, one of the smaller units, a couple overseas flights during the early part of week, regular activity on the weekends

**53<sup>rd</sup> Weather Squadron (KBIX):** special use weather squadron, flights through the week

**815<sup>th</sup> Airlift Squadron (KBIX):** small airlift squadron, with mixed local, cross country and overseas flights throughout the week

**47<sup>th</sup> Fighter Squadron (KBAD):** full time training squadron, flights throughout the week

**93<sup>rd</sup> Fighter Squadron (KHST):** part time fighter squadron, most flight during late week into weekends

**180<sup>th</sup> Airlift Squadron (KSTJ):** part time airlift squadron, flights mainly on the weekends

**159<sup>th</sup> Fighter Squadron (KJAX):** part time fighter squadron with transport aircraft assets, some activity throughout the week, a small training deployment Monday through Tuesday to Langley AFB, a lot of activity on Saturday

**157<sup>th</sup> Fighter Squadron (KMMT):** part time fighter squadron with a transport aircraft, some activity throughout the week, early week deployment to RAF Leuchars

**122<sup>nd</sup> Fighter Squadron (KNBG):** part time fighter squadron with a transport aircraft, some activity throughout the week including a late week deployment to Spangdahlem but most flights are on Saturday and Sunday

**110<sup>th</sup> Fighter Squadron (KSTL):** part time fighter squadron, only two flights on Tuesday, rest of activity is spread throughout Friday through Sunday

Aircraft in this package fly to bases that may need you to download a separate AFCAD for the aircraft to show up there, AFCADs may be found at Avsim.com, Flightsim.com and the Project AI Afcad site

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(s)

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.

Hello Jackie

