



***20<sup>th</sup> Fighter Wing***  
***Shaw Air Force Base***

**Version: 2.0**  
**For FS 2004 / FS9**  
**Initial Release Date: June 2007**  
**Prepared by Danny Martinez**

This freeware AI package contains every repaint for the 20<sup>th</sup> FW based at Shaw AFB. The package includes a custom afdad for this base whose mission is to provide, project and sustain combat-ready air forces. You will also find voice packs used by the actual squadrons.

For more military AI packages, visit **Military AI Works** at <http://militaryaiworks.com>

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### 1. Credits

Models:

- F-16 C/D by Henry Tomkiewicz

Repaints:

- Graham King

AFCADs:

- Edith Black

Flightplans:

- Danny Martinez

Voicepacks:

- Stewart Pearson

Beta Testing

-MAIW Beta Team



### 2. Units Included in this Package

#### 55<sup>th</sup> Fighter Squadron




Location: Shaw AFB (KSSC)


Aircraft: F-16 C/D

Callsign: Hawk, Hunter, Killer

#### 77<sup>th</sup> Fighter Squadron

	<p>Location: Shaw AFB (KSSC)  Aircraft: F-16 C/D  Callsign: Lucky, Gambler, Bookie</p>
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### 79<sup>th</sup> Fighter Squadron

	<p>Location: Shaw AFB (KSSC)  Aircraft: F-16 C/D  Callsign: Tiger, Pounce, Bengal</p>
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## 3. Installation

### Step 1) Remove old files

1) Open your “Flight Simulator 9/Addon Scenery/scenery” folder and remove any previously installed AFCADs for the following airports (ex. “AF2\_KXXX.bgl,” “AF2\_KXXX\_DEFAULT\_XX.bgl” or “PAI\_AF2\_KXXX\_DEFAULT.bgl”):

KSSC

Failure to remove these 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, I do not think you will need them again as the AFCADs included in this package are thoroughly researched and highly detailed.

### Step 2) Install this package

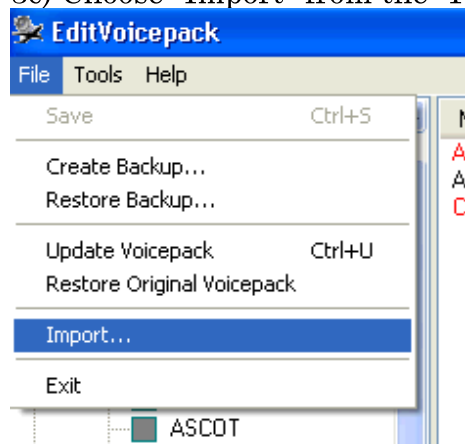
1a) Install the package in accordance with the on-screen prompts

### Step 3) Install callsign voicepacks

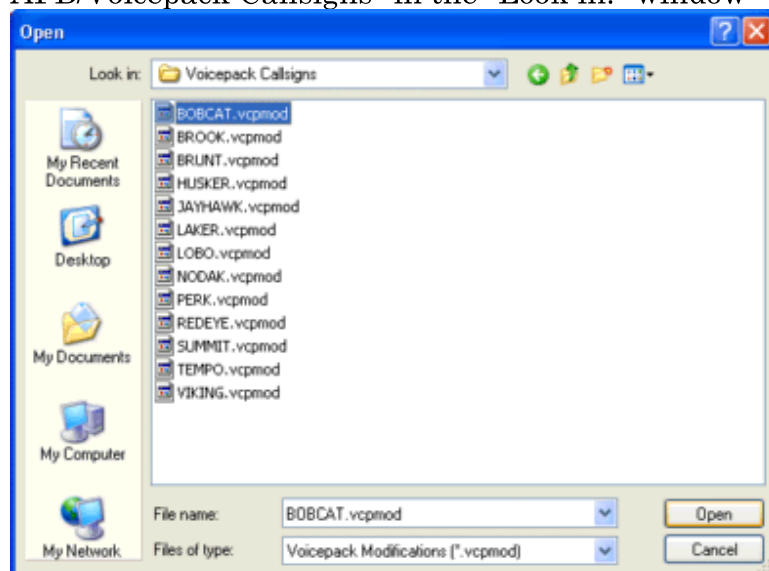
**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

**3b)** Run EditVoicepack and import all .vcpmo files included in the Shaw AFB Package

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



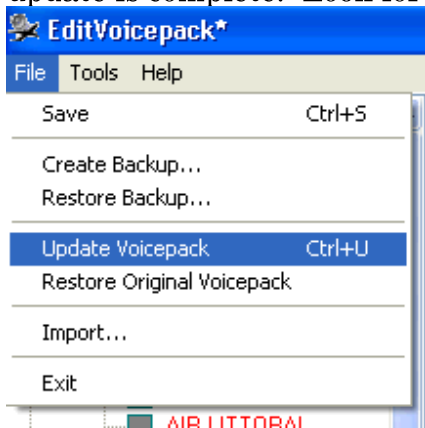
**3d)** Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Shaw AFB/Voicepack Callsigns" in the "Look in:" window



**3e)** Press SHIFT+A to select all files and then click "open"

**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)



*That's it! You've successfully installed this package.*



## 6. Troubleshooting

### **Problems addressed:**

[“I've installed the package, but there are no 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 AI planes talk to ATC, they use only numbers, not callsigns”](#)

[“Why do the AI planes use only two-digit numbers instead of tail numbers”](#)

[“I'm following the T-37 AI aircraft, and they won't come back for touch-and-gos”](#)

**Problem:** “I've installed the package, but there are no 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 50%.

**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: Most of these flights are training flights and take place during the day. There are some that do take place at night but you should see the most action during the time from 0800-1800.

**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:

KSSC

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 files named “MAIW\_AF2\_KXXX\_DEFAULT\_MG.bgl” and remove all others with duplicate airport identifiers.

**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:

KSSC

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 files named “MAIW\_AF2\_KXXX\_DEFAULT\_MG.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 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:

Hawk,  
Hunter  
Killer  
Lucky  
Gambler  
Bookie  
Tiger  
Pounce  
Bengal

If any of these are missing, choose “File/import” and open the appropriate .vcmod file in the folder “Simulator 9/Military AI Works/USA/USAF/Shaw AFB/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 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

**Problem: “Do I need to install these flightplan.txt files”**

NO, if you followed the instructions, you did everything you needed to do by moving the traffic\_x.bgl files into the Scenery folder. The flighplan\_x.txt and aircraft\_x.txt files are included for advanced users who wish to modify the flightplans or aircraft assignments and recompile the traffic files using Lee Swordy’s [TrafficTools](#).



## 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:

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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.

