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Military AI Works Simmons AAF Complete AI Package



Version: 1.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by [Military AI Works](http://www.militaryaiworks.com), brings to life Simmons Army Air Field, which is the primary aviation support facility for the "home of the Airborne and Special Operations Forces", Fort Bragg, located in Fayetteville, North Carolina. Simmons Army Air Field hosts several flying units that support the various ground based units stationed at neighboring Fort Bragg. Depicted units in this package include Bravo and Charlie Company of the 159th Aviation Regiment flying the CH-47D Chinook, 1st Battalion of the 82nd Combat Aviation Brigade flying the AH-64D Apache, Charlie Company of the 228th Aviation Regiment flying the C-12U2 Huron and UC-35A Citation and the Airborne and Special Operations Test Directorate detachment flying the T-34C Mentor. This package contains flightplans, callsigns and afcads depicting each unit.

NOTE: This package contains optional AFCADs for users of FS Genesis. These files are meant to replace the ones that are installed by the installer for users of the default terrain. If you use FS Genesis, simply go into the "Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\US Army\Simmons AAF\Optional Files" directory and copy and paste the three files

(MAIW_AF2_3FBG, MAIW_AF2_4FBG and MAIW_AF2_5FBG) into your addon scenery\scenery folder which will overwrite the default ones.

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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://militaryaiworks.com>.

2. Credits

AFCADs:

- Desmond Burrell

Models:

- Henry Tomkiewicz
- Nick Black
- Dee Waldron

FDE/Effects:

- Mike MacIntyre

Repaints:

- Graham King

Voicepacks:

- Desmond Burrell

Flightplans:

- Desmond "Reconmercs" Burrell

Beta Testing:

- MAIW Beta Team

Serial Number Research:

- Marco Kostermann (thanks a bunch for this one, I know it was a toughy ;-))



3. Units Included in this Package

Squadron	Aircraft	Home Base	Service
B/159 th Avn	CH-47D	Simmons AAF	USA
C/159 th Avn	CH-47D	Simmons AAF	USA
1-82 nd Avn	AH-64D	Simmons AAF	USA
2-228 th Avn	C-12/UC-35	Simmons AAF	USA
ASOTD	T-34C	Simmons AAF	USA

CALLSIGNS:

B/159th Avn: HERCULES

C/159th Avn: FLIPPER

1-82nd Avn: WOLFPACK

2-228th Avn: PAT

ASOTD: ARMY



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:

KFBG
KHFF

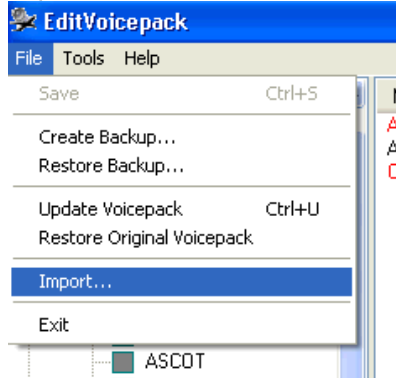
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

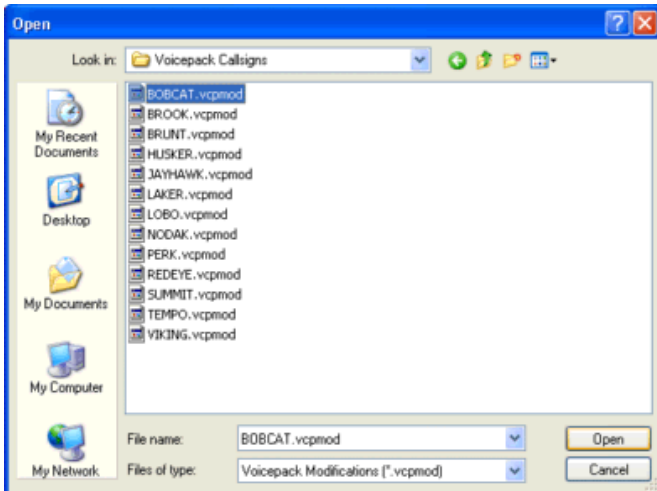
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



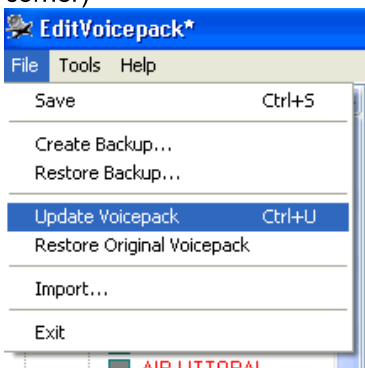
3d) Find the folder "Flight Simulator 9/Military AI Works/USA/US Army/Simmons AAF/Voicepack Callsigns" in the "Look in:" window



3e) Click “open” for each file

1FBG, 1GSB, 2FBG, 2RDU, 3FBG, 3RDU, 4FBG, 4RDU, 5FBG, DARE COUNTY RANGE, FLIPPER, HERCULES, PAT, WOLFPACK

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) Install Custom Scenery

N/A

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 20%.

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:

KFBG

KHFF

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:

FLIPPER, HERCULES, PAT, WOLFPACK

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/US Army/Simmons AAF/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

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.

CALLSIGNS:

B/159th Avn: HERCULES

C/159th Avn: FLIPPER

1-82nd Avn: WOLFPACK

2-228th Avn: PAT

ASOTD: ARMY

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

Sources:

All information used to create this package was obtained via online, open-source research and first hand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

Hello Jackie

Hello Jackie

