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Military AI Works, Spanish Mirage F1 Package



For FS 2004 / FS9

Project Manager: Nick Black nickblack423@hotmail.com.uk

This package, from Military AI Works, depicts the Dassault Mirage F1's currently in service with the Spanish Air Force (Ejército del Aire). The Spanish initially ordered 45 F1CE & 22 F1EE multirole + 6 F1BE two-seaters (total 73). Deliveries of the Spanish Mirage F1s were from 1975 into 1983, with the machines obtained in three separate batches. In Spanish service, the F1CAs were designated "C-14A", the F1EEs "C-14B", and the F1BEs "CE-14". The F1CEs were originally delivered with sand / brown / green disruptive camouflage topside and light gray underneath, while the F1EEs (and, it appears, the F1BEs) were delivered with medium blue on top and light gray on the bottom. Later the Spanish F1 fleet standardized on wraparound light gray, with

a fake cockpit painted on the bottom. The Spaniards liked their F1s a good deal, and in the mid-1990s obtained ten more single seaters and two two-seaters from Qatar (F1EDAs and F1DDAs respectively). They also obtained five hand-me-down F1Cs from the AdA.

Now only 40 Mirages survive, all based at Albacete (LEAB) and rumour is that most are to be sold off to export customers in the near future, the unit replacing them with Eurofighters.

****Disclaimer**** During development and testing of this package it emerged that, on certain setups of Flight Simulator 2004, some aircraft disappear for no apparent reason during random parts of the day. In this package the problem can be seen happening at Albacete (LEAB). Unfortunately we have not been able to find a reason or a fix for this and so those of you who experience it will have to accept our apologies. Hopefully with the amount of aircraft available here it will not spoil your enjoyment too much!!

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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

Models:

- Mirage F1C, F1CE, F1EE and F1BE by Nick Black

AFCADs:

- Nick Black and Gary Barker

Flight Dynamics:

- Mike "mikewmac" MacIntyre

Textures and Repaints:

- Nick Black (Many thanks to Andy Nott for his assistance on the texture for 14-37)

Voicepacks:

- Nick Black and Stewart Pearson

Flightplans:

- Nick Black

Scenery:

- Nick Black

Scenery Objects:

- John Stinstrom and Edith Black

Mirage Afterburner Effect

- Steve Holland

Beta Testing:

- MAIW Beta Team

**A special thank you to Frank Safranek for his in depth knowledge and advice regarding the Mirage F1. His help was invaluable in the making of this model, and also to Diego from Base Zaragoza Virtual for his excellent information on the Spanish Mirages.

3. Units Included in this Package

ALA (Wing) 14 – Albacete AB (LEAB)

Dassault Mirage F1BE(M), F1C(M), F1CE(M) and F1EE(M)



ESCUADRONES 141



ESCUADRONES 142



4. Installation

Step 1) Install this package

1a) 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:

LEAB

1EAB

LFFS_Suippes Range

REAL Bardenas Range

NOTE 1: 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_AF2_EXXX_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\Spain\Ala 14\Callsigns" in the "Look in:" window

3e) Select all the files and click open the following callsigns should be added:

CHICO
DARDO
AME
MIRF1
1EAB
LFFS
REAL

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

Included in this package is a set of buildings as custom scenery to spruce up the airports. To install this scenery you need to do the following:

1) The folders "MAIW Albacete AB (LEAB)" and "MAIW Scenery Library Objects" has already been installed into the "Addon Scenery" folder of your FS directory. In order

to activate this scenery you must start FS9, go to Settings and find the Scenery Library.

2) Click on "ADD AREA" and navigate to the "MAIW Albacete AB (LEAB)" and "MAIW Scenery Library Objects" folders, one at a time. They should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". **It is important that you place the "MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move Down button. Ideally it should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.**

1) 3) Shut down FS and then when you restart the scenery will be installed and ready to use.

Step5) Optional Splash Screen for FS2004

Installed in this package is a additional optional splash screen for your pleasure, in order to install this splash screen please follow the instructions:

The automatic installation of this package has placed a file called "dlgsplash_mirf1.bmp" in your folder "Flight Simulator 9\Uires" Go to this folder and find this file. Also find a file called "dlgsplash.bmp". This is the current default splash screen for FS. Rename it to "original_dlgsplash.bmp" and then select the file "dlgsplash_espmirf1.bmp". Rename the selected file to "dlgsplash.bmp". And thats it, you now have a new Splash screen for FS. The old original splash screen is still there, and if you want to revert to it at any time, simply rename the file you currently have as "dlgsplash.bmp" to another name, and rename your file "original_dlgsplash.bmp" back to "dlgsplash.bmp".

Enjoy.

Any feedback and questions can be posted in the Technical Support section of our forums at www.militaryaiworks.com.

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

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:

LEAB
1EAB

Files may be named in several ways. The most common are "AF2_EXXX.bgl," "AF2_EXXX_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:

CHICO
DARDO
AME
MIRF1
1EAB

LFFS
REAL

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-

“Flight Simulator 9\Military AI Works\Spain\Ala 14\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

Additional Model Variants: This package includes three additional Mirage model variants that are not used in the flight plans and are included as a bonus item. The additional variations are: **f1cem_intercept, f1eem_clean and f1eem_centre_tank**. These variants may be used with any of the existing texture files included in the package for the F1C base model. To change a particular aircraft’s model variation, locate the [flightsim.x] entry for the aircraft you wish to alter by opening the Aircraft.cfg file located in the model folder. Once open locate the entry/aircraft you want to change and alter the line in red by inserting one of the model variations from above, after the “=” sign:

[fltsim.x]

title=MAIW_NBAI_Mirage_F1CE(M)_EdA_Ala14_14-02

sim=NBAI_Mirage_F1_AI_ONLY

model=f1cem_air_to_air (as an example you would make this line

“model=f1eem_centre_tank”)

texture=EdA_Ala14_14-02

atc_airline=CHICO

atc_parking_codes=141S

atc_parking_types=MIL_COMBAT

ui_manufacturer=Nick Black AI

ui_type=Mirage F1CE(M)

ui_variation=EdA_Ala14_14-02
description=Repaint by Nick Black

Close the Aircraft.cfg file and restart FS9 if it is already running. The next time you see this aircraft, it will be in the new configuration you have chosen for it.

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. 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, REPAIRS 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, REPAIRS 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.

Thanks to everyone who made this possible.

Hello Jackie