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Military AI Works Tomcat Sunset Complete Package



Version: 1.0
For FS 2004 / FS9
Initial Release Date: December 2007
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This special freeware AI package, produced by [Military AI Works](#) brings back the last true naval fighter, the mighty F-14 Tomcat, to your virtual FS2004 skies. This package is the first of three MAIW releases honoring the F-14 Tomcat. This release depicts the United States Navy F-14 operations in their last days when only two squadrons remained, VF-31 "Tomcatters" and VF-213 "Black Lions". This package contains repaints, AFCAD, flight plans and custom call signs for each depicted unit.

Below are a few links to additional info and media focusing on the Tomcat, in between your traffic spotting of these beautiful aircraft have a look at these links to enjoy the Tomcat in all its glory:

Every year up to 2004, the various US Navy F-14 squadrons put together a video highlighting the past year in the Tomcat community and titled them, Fighter Fling. So for your viewing pleasure is the last Fighter Fling video:

[Fighter Fling 2004](#)

Everyone has a dream, some have to fight harder than others to achieve those dreams, in 2006, the documentary "Speed and Angels" was released telling the story of two junior naval aviators chasing their dream to fly the F-14 Tomcat, these two aviators were among the last few to become qualified to fly the Tomcat, check out the trailer of this outstanding and very inspiring story, look for the re-release of the DVD sometime next year:

[Speed and Angels Trailer](#)

[Speed and Angels movie website](#)

The following is an extremely well put together website that has a lot of information on the Tomcat and its service record, definitely worth a look:

[HOME OF M.A.T.S.](#)

*The flightplan file of this package depicts two periods of time. First, the VF-31 aircraft are flightplanned to go to their final resting places from Monday through Wednesday. Wednesday October 6, 2006 was the last flight of the last USN Tomcat that flew to Republic Airport in Farmingdale, NY which is near where the Tomcat was first designed and built. The departure times and destinations are as follows:

164342 AJ-100 Monday (departs @1543 GMT to Opa Locka (KOPF))
164603 AJ-101 Wednesday (departs @1802 GMT to Republic Airport (KFRG))
163904 AJ-102 Monday (departs @1754 GMT to NAS North Island (KNZY))
164350 AJ-103 Tuesday (depart @1705 GMT to Palmdale (KPMD))
164345 AJ-104 Tuesday (departs @1340 GMT to Davis Monthan AFB "AMARC" (KDMA))
159619 AJ-105 Tuesday (departs @1230 GMT to Lakeland Linder Regional (KLAL))
164343 AJ-106 Monday (departs @1640 GMT to McMinnville Municipal (KMMV))
163902 AJ-107 Tuesday (departs @1922 GMT to Hickory Regional (KHKY))
164346 AJ-110 Tuesday (departs @2211 GMT to Richmond International (KRIC))
159600 AJ-111 Tuesday (departs @1519 GMT to Fort Worth Meacham (KFTW))
163417 AJ-112 Monday (departs @1702 GMT to Davis Monthan AFB "AMARC" (KDMA))

All the VF-31 Aircraft will return to NAS Oceana on Sunday and recycle their Monday through Wednesday final flight departures again. For the VF-213 aircraft, in reality by the time the last VF-31 aircraft made their final flights, VF-213 had become VFA-213 and was already transitioning to the F-18F Super Hornet. We have decided to include these aircraft simulating their last operations as an F-14 unit still conducting regular training operations out of NAS Oceana. You will find these aircraft flying into

and out of NAS Oceana and flying around the country and overseas most of the week in FS2004.

This package is dedicated to all those who flew, maintained and loved the mighty Tomcat, there will NEVER be another aircraft like her. Anytime, Baby!....

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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:

- Desmond “Reconmercs” Burrell

Models:

- F-14D Nick Black

FDE and Effects Design:

- Mike “mikewmac” MacIntyre

Repaints:

- Nick Black

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond “Reconmercs” Burrell

Beta Testing:

- MAIW Beta Team



3. Units Included in this Package

| Squadron | Callsign | Aircraft | Home Base | Command |
|-----------------|-----------------|-----------------|------------------|----------------|
| VF-31 | FELIX | F-14D | NAS Oceana | CVW-8 |
| VF-213 | LION | F-14D | NAS Oceana | CVW-8 |



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:

1NTU
2NTU
1GSB
KNTU

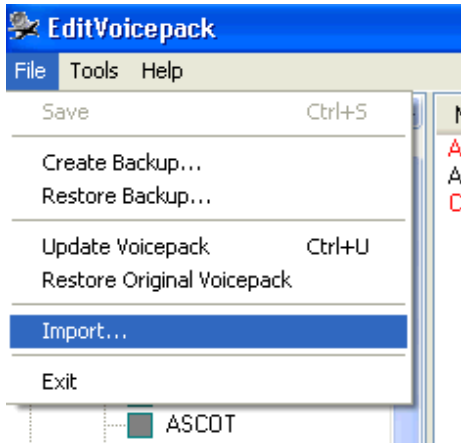
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

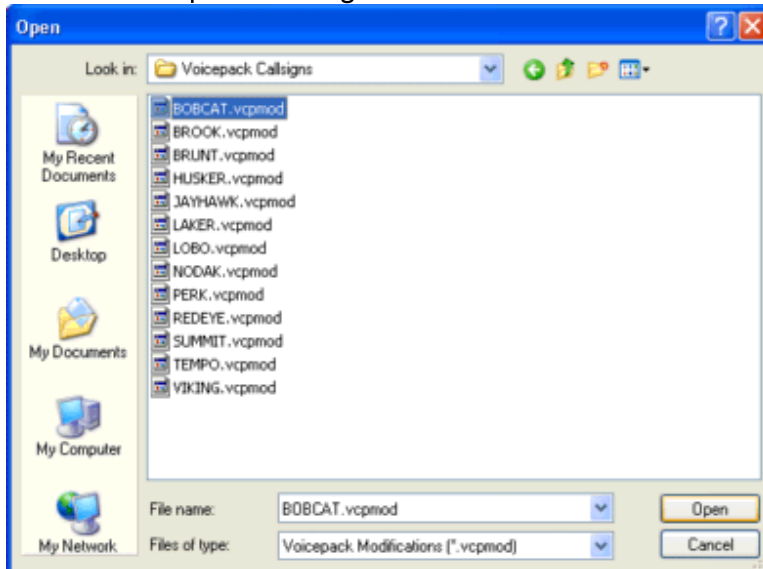
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



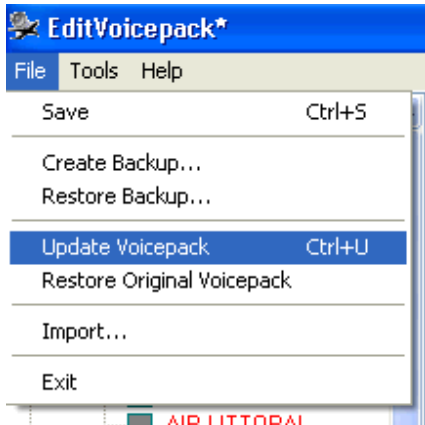
3d) Find the folder “Flight Simulator 9/Military AI Works/USA/SN/Tomcat Sunset/Voicepack Callsigns” in the “Look in:” window



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

1NTU, 1GSB, 2NTU, DARE COUNTY RANGE, FELIX, LION, WHISKEY 27 ALPHA, WHISKEY 387 ALPHA

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:

1NTU
2NTU
1GSB
KNTU

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:

FELIX
LION

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/Whiteman 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 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.

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.

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

