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In cooperation with



### ***MAIW Osan Air Base Package***



**Version: 1.0**

**For FS 2004 / FS9**

**Initial Release Date:**

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This freeware AI package, produced by [Military AI Works](#) in cooperation with [World of AI](#), contains everything needed to fully activate Osan Air Base, home of the 51<sup>st</sup> Fighter Wing. It includes custom scenery, afcad, flightplans including 1 squadron of A-10s, 1 squadron of F-16s, and the C-12 flight stationed there. Also included are custom voicepack callsigns for each of the squadrons.

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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**

Osan Air Base Scenery and Afcad:

- Ryan "Otter515"

Models:

- A-10 by Rysiek Winawer
- F-16 by Henry Tomkiewicz (with afterburner effect based on Jan Rosenberg's work)
- B1900D (C-12) by Henry Tomkiewicz

Repaints:

- A-10s by Graham King
- F-16s by Kevin "Weescotty"
- C-12s by Kevin "Weescotty"

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond "Reconmercs"

Easy-to-install packaging by [World of AI](http://WorldofAI.com)



### 3. Units Included in this Package

Patches from <http://usafpatches.com> – used with permission



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#### **36<sup>th</sup> Fighter Squadron**

Aircraft: F-16CG/DG

Callsign: "Fiend"

#### **25<sup>th</sup> Fighter Squadron**

Aircraft: A-10A/OA-10A

Callsign: "Assam"



**55<sup>th</sup> Airlift Flight**  
Aircraft: C-12J  
Callsign: "Nickel"



## 4. Installation

### Step 1) Install this package

**2a)** Read the installer page regarding installation of this file: <http://www.world-of-ai.com/installer.html>

**2b)** Install the package in accordance with the World of AI Installer instructions

NOTE: If an uninstall is desired at a later date, only the aircraft and flightplans will be removed. All scenery files, including AFCADs, will need to be removed manually.

### Step 2) Remove duplicate AFCAD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCADs for the following airports (e.g. "AF2\_KXXX.bgl," "AF2\_KXXX\_DEFAULT\_XX.bgl" or "PAI\_AF2\_KXXX\_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

RKSO

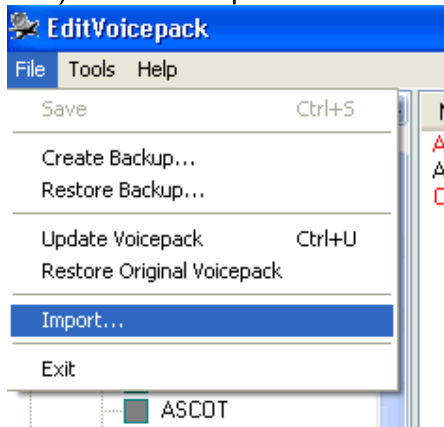
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them, however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly detailed. If you are using addon scenery for one of the above airfields, it is recommended you do NOT remove the AFCAD for the addon scenery, but instead remove the MAIW AFCAD file (e.g. MAIW\_KXXX\_DEFAULT\_XX.bgl) after installation.

### Step 3) Install callsign voicepacks

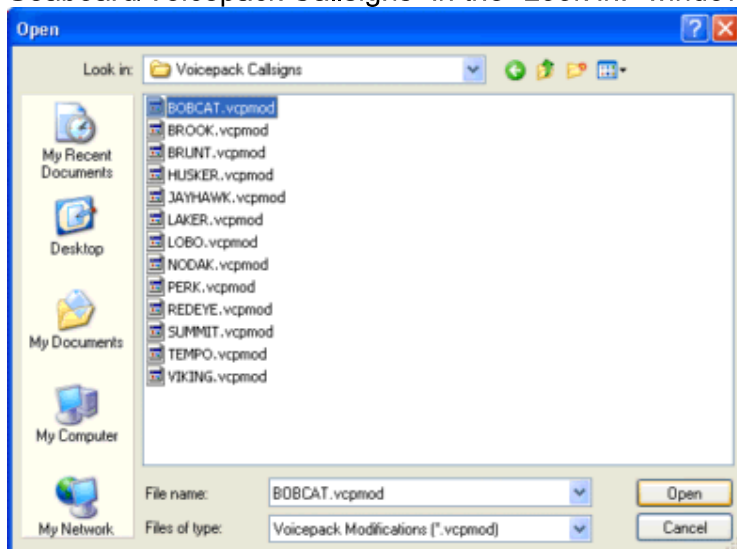
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

3b1) Choose "Import" from the "File" menu

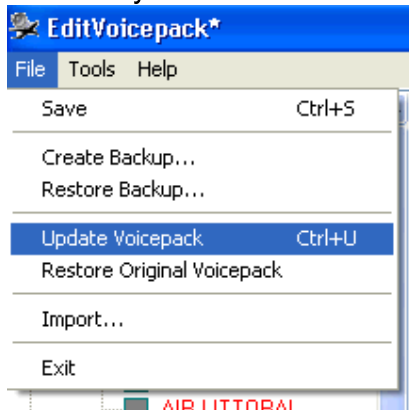


3b2) Find the folder "Flight Simulator 9/Military AI Works/USA/USAF - ANG Seaboard/Voicepack Callsigns" in the "Look in:" window



4b3) Click “open” for each file

4c) 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)



#### Step 4) Activate MAIW Scenery

Not applicable, no additional scenery was included in this package

***That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9. Here's a hint to see some of these aircraft in action: there's an ANG touch-and-go flight scheduled to depart each home airport at 18:12:00 GMT every day.***



## 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:

RKSO

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 “AF2\_KXXX\_DEFAULT\_DB.bgl” 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:

ALERT  
ASKING  
ASSAM  
NICKLE  
FEUD  
FIEND

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 - ANG Seaboard/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 yield realistic appearing operations. The 51<sup>st</sup> FW specializes in night attack and I’ve tried to keep everyone happy with balancing the flights between daytime and night time hours.

Fighter aircraft typically fly in 2-ship or 4-ship formations. While much research and experimentation has been done to allow AI aircraft to fly in formation. I decided it would be impractical for the general user to include these techniques because of their potential instability and impact to non-military AI traffic. Instead, fighters in this package are assigned to a 2-ship or 4-ship which will depart and arrive at the same time. These aircraft will taxi together, but will still fly as single ships and take off and land in sequence, not in formation.

All flightplans were created using the [yRoute](#) freeware AI traffic editor and tweaked using a text editor to remove spaces and unwanted characters. 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 found online [here](#). While squadrons generally use several different callsigns for training missions, I have included only one for each squadron for simplicity’s sake.

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:

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Upload to FSPLANET.com will never be allowed by Military AI Works or World of AI.

### 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.

