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In cooperation with



**MAIW USAF Boeing E-3
Complete Fleet**



Version: 1.0
For FS2004 / FS9 only
Initial Release Date: 09-02-2007
Project Managers: Barry Taylor and Jake Gibson

This freeware AI package, produced by [Military AI Works](#) in cooperation with [World of AI](#), includes everything needed to activate ALL the

Boeing E-3's currently in service with the United States Air Force.

The USAF Boeing E-3 fleet is currently based at Tinker AFB, Kadena AB and Elmendorf AFB.

Package includes repaints for each individual Boeing E-3 currently in service (as best as we could tell!!)

The package also includes the Boeing JE-3C, used for test purposes by Boeing

Package also contains custom AFCADS for Tinker AFB (Revised from the Boeing E-6 package) Kadena AB and Elmendorf AFB, along with callsigns and flightplans.

As a bonus the package contains the 465th ARS flying the KC-135R from Tinker AFB (all aircraft painted)

Note that serial number/squadron assignment is based on best efforts research, and may not be 100% accurate.

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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

Afcad creation:

- KTIK - Chris Peschke, with update by Edith Black
- PAED - Dan Bourque
- RODN - Jake Gibson

Models:

- Boeing E-3 (all versions) - Chris "Elvis" Jones
- Boeing KC-135R - PAI

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Barry Taylor , Jake Gibson

Smoke Effect

- Nick Needham - Used with Permission (For Boeing E-3)

Beta Testing

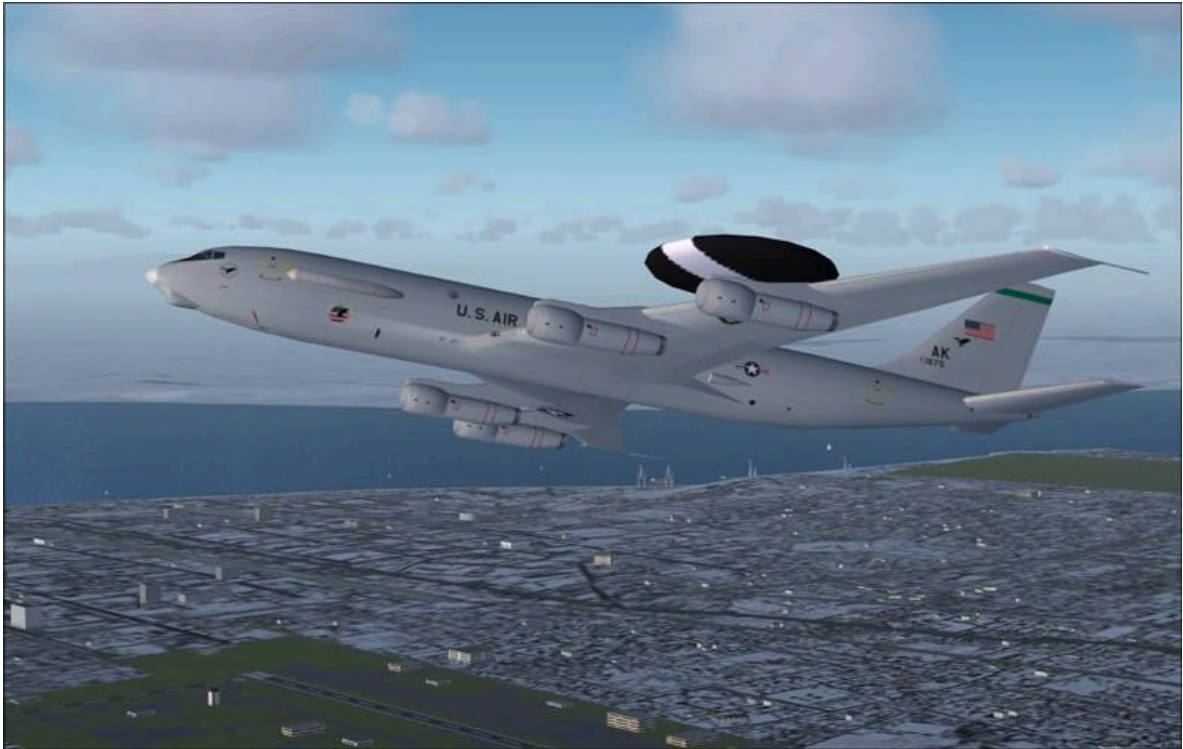
- TEAM MAIW

Easy-to-install packaging by [World of AI](#)



3. Units Included in this Package

960th AACS, 552nd ACW, Tinker AFB, Oklahoma
961st AACS, 18th Wing, Kadena AB, Japan
962nd AACS, 3rd Wing, Elmendorf AFB, Alaska
963rd AACS, 552nd ACW, Tinker AFB, Oklahoma
964th AACS, 552nd ACW, Tinker AFB, Oklahoma
965th AACS, 552nd ACW, Tinker AFB, Oklahoma
966th AACS, 552nd ACW, Tinker AFB, Oklahoma
970th AACS, 513th ACG, Tinker AFB, Oklahoma
Boeing Prototype, Boeing Field/King Co Intl, Washington
465th ARS, 507th ARW, Tinker AFB, Oklahoma





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 a un-install 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 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:

KTIK
RODN
PAED

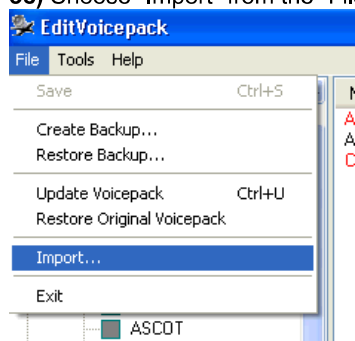
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

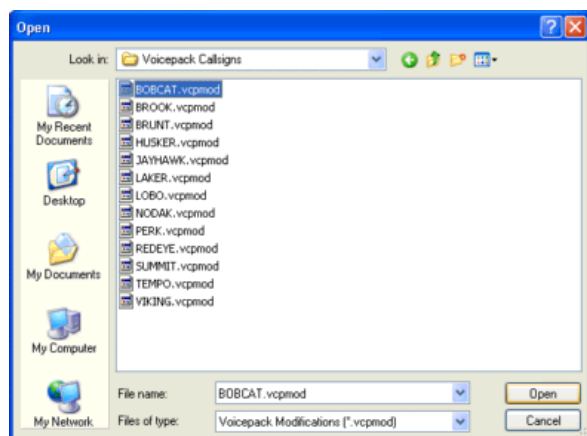
3b) Run EditVoicepack and import all vcpmod files included in with this installation

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



3d) Find the folder

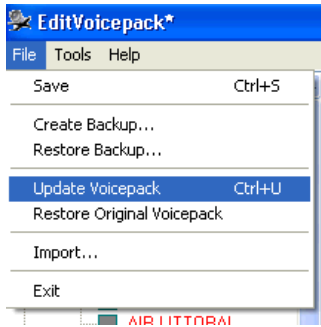
"Flight Simulator 9\Military AI Works\USAF \Boeing E3\Voicepack Callsigns"
in the "Look in:" window



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

ANVIL, BARBA, BIGTOP, BRIGHAM, CAMPO, CHALICE, DARKSTAR, DRAGNET, GOODY, MANLY, OKIE, ORGAN, PARDO, PENN, PERKY, RED DOG, RERUN, RONIN, ROXY, SALLY, SENTRY, SEPAL, SHUCK, VISOR, WAKE, WASHI, WHISKY, YUKLA

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, 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



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:

RODN
KTIK
PAED

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.

The AFCAD'S in this package are called.

MAIW_RODN_DEFAULT.BGL

MAIW_KTIK_DEFAULT_CP.BGL
MAIW_PAED_DEFAULT_DB.BGL

Three excludes are also included to remove unwanted objects from the scenery...

MAIW_KTIK_EXCLUDE.BGL
MAIW_KTIK_2_EXCLUDE.BGL
MAIW_RODN_EXCLUDE.BGL

IMPORTANT NOTE

The MAIW KTIK AFCAD has been updated in this package. It has been updated to allow for squadron parking spots and also includes more Boeing E-3 parking locations. If you have the Boeing E-6 MAIW package installed, along with the MAIW_KTIK_DEFAULT_CP.BGL it **will** be replaced during the installation process. If you need to keep the old AFCAD please copy it before installing this package

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:

ANVIL, BARBA, BIGTOP, BRIGHAM, CAMPO, CHALICE, DARKSTAR, DRAGNET, GOODY, MANLY, OKIE, ORGAN, PARDO, PENN, PERKY, RED DOG, RERUN, RONIN, ROXY, SALLY, SENTRY, SEPAL, SHUCK, VISOR, WAKE, WASHI, WHISKY, YUKLA

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-
” Flight Simulator 9\Military AI Works\USAF\Boeing E3\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, but as the USAF does not publish their weekly E-3 and KC135 flightplans we have had to use our own judgment!

Updates

Please note there is revised Boeing E6 Traffic BGL file in the Military AI Works E3 folder. This update removes the 1hr TNG and the VFR flight (helps with traffic congestion)

This BGL does not have to be installed if you are happy with the current Boeing E6 setup and traffic at Tinker AFB. To activate the new BGL just move it into the scenery folder, overwriting the one that is already there.

Note the Boeing E6 fix only works if the Boeing E6 package has been installed.

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.

THESE FILES MAY NOT BE UPLOADED TO ANY OTHER SITE WITHOUT THE AUTHOR'S WRITTEN PERMISSION. THESE MODELS,REPAINTS AND FLIGHTPLANS ARE FREWARE 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 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.

Thanks to everyone who made this possible.

Thanks to Nick Needham for allowing MAIW to use his smoke effect. Follow this link to download his smoke effect package.

<http://library.avsim.net/eseach.php?CatID=fs2004misc&DLID=41187>

