NOTE: If you receive a security warning, the "active content" used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click "allow blocked content."

In cooperation with

MAIW Canadian CC-130 Package

Version: 1.0
For FS 2004 / FS9
Initial Release Date: November 2006
Project Managers: Stewart Pearson / Barry Taylor

This freeware AI package, produced by Military AI Works in cooperation with World of AI, contains everything needed to fully activate CC-130 traffic at all CAF CC-130 bases. Package contains afcads, flightplans (all current CC-130 Squadrons) and custom voice pack call signs for each squadron. Also included are repaints for every individual CC-130 in service with the Canadian Air Force!!

Please check out the CAF website for more information on the work of the CAF….
http://www.airforce.forces.gc.ca/index_e.asp

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(use hyperlinks to navigate)

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:
- Chris Peschke
- Dan Bourque
- Stewart Pearson
- Barry Taylor

Models:
- C-130 (all versions) by Henry Tomkiewicz

Repaints:
- CC-130 by Graham King

Voicepacks:
- Stewart Pearson

Flightplans:
- Barry Taylor

Beta Testing
- Mike Collins

Easy-to-install packaging by World of AI

3. Units Included in this Package

17th Wing – CFB Winnipeg

435 Transport and Rescue Squadron "Chinthe"
Aircraft: CC-130H, KCC-130H
Callsigns: "BOXCAR" "BULLSEYE" "OILER" "SKYLARK"

8th Wing - CFB Trenton

424 Transport and Rescue Squadron "City of Hamilton"

426 Transport Training Squadron "Thunderbird"

429 Transport Squadron "Bison"

436 Transport Squadron "Elephant"

Aircraft: CC-130E, CC-130H and CC-130H-30
Callsigns: "BANJO" "CANUCK" "CASPER" "HUSKEY" "TRAPER" "TRUCKER"

14th Wing – CFB Greenwood

413 Transport and Rescue Squadron "Tusker"
Aircraft: CC-130E
Callsign: "TUSKER"

Please note that the callsign "CANFORCE" is used for all non domestic flights (Canada/USA)

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:

CYZX, CYZF, CYWG, CYTR, CYRB, CYOD, CYOA, CYLT, CYFB, CYBG, BGTL

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
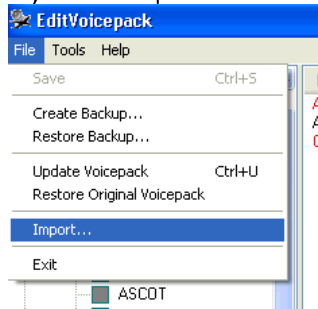
3d) Find the folder "Flight Simulator 9/Military AI Works/Canada/CC-130/Voicepack Callsigns" in the "Look in:" window
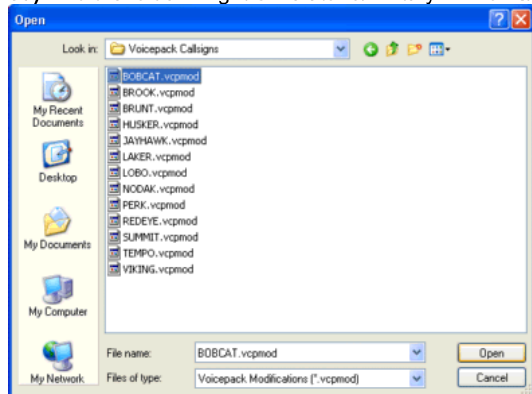
3e) Click "open" for each file

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)
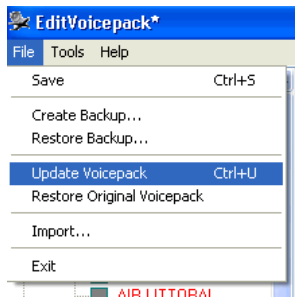
Step 4) Activate MAIW Scenery

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:

CYZX, CYZF, CYWG, CYTR, CYRB, CYOD, CYOA, CYLT, CYFB, CYBG, BGTL

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:

"BOXCAR" "BULLSEYE" "OILER" "SKYLARK" "BANJO" "CANUCK" "CASPER" "HUSKEY" "TRAPER" "TRUCKER" "CANFORCE"

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/Canada/CC-130/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 CAF do not publish their weekly CC130 flightplans we 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.

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.

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