

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."



### ***Military AI Works Cannon AFB Complete Package***



**Version: 2.0**  
**For FS 2004 / FS9**  
**Project Manager: Desmond Burrell**

This freeware AI package, produced by Desmond Burrell in conjunction with [Military AI Works](#) contains everything needed to activate Cannon Air Force Base in FS2004. Cannon AFB located in the eastern part of New Mexico is home of the new 27<sup>th</sup> Special Operations Group and is slowly becoming the new hub for Air Force Special Operations Aircraft. Along with C-130 units, Cannon AFB hosts several units flying a wide mix of aircraft including M-28 Skytrucks and Dornier 328s. This package contains repaints, AFCADs, flight plans and custom call signs for each depicted unit.

## **Table of Contents**

(use hyperlinks to navigate)

1. [About MAIW](#)
2. [Credits](#)
3. [Units Included in This Package](#)
4. [Installation](#)
5. [Troubleshooting](#)
6. [Notes and Resources](#)
7. [Permissions and Disclaimers](#)

### **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 Burrell

Models:

- Henry Tomkiewicz
- Alpha India Group
- Mike Cronin
- The Fruit Stand
- JB Sim

FDE and Effects Design:

- Nick Needham

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson
- Desmond Burrell

Flightplans:

- Desmond Burrell

Custom Scenery:

- John Stinstrom



### 3. Units Included in this Package



**318<sup>th</sup> Special Operations Squadron**

Callsign: Bird

Aircraft: U-28A, PC-12, M-28



**73<sup>rd</sup> Special Operations Squadron**

Callsign: Leopard

Aircraft: MC-130W



### **16<sup>th</sup> Special Operations Squadron**

Callsign: Ghost  
Aircraft: AC-130H



### **524<sup>th</sup> Special Operations Squadron**

Callsign: Hound  
Aircraft: Dash 8, Dornier 328



## **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:

**KCVS**

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

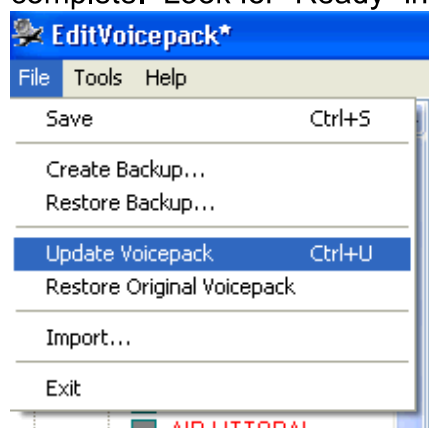
**3c)** Choose "Import" from the "File" menu

**3d)** Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Cannon AFB/Voicepack Callsigns" in the "Look in:" window

**3e)** Click "open" for each file

1CVS, 1FBG, 2CVS, 3CVS, 4CVS, 5FBG, BIRD, GHOST, HOUND, LEOPARD, SKYTRUCK, U-28A

**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

Included in this package is the excellent freeware scenery for Cannon AFB by John Stinstrom. This scenery will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Cannon AFB (KCVS)", "MAIW Scenery Library Objects" and "MAIW Land Class" have 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 Cannon AFB (KCVS)", "MAIW Scenery Library Objects" and "MAIW Land Class" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". **\*\*\*Note it is important that you place the "MAIW Land Class" folder and "MAIW Scenery Library Objects" folder as far down your addon scenery list as possible by using the Move Down button. Ideally they should be lower than any other scenery you may have added and just above the default FS9 scenery libraries. The "MAIW Land Class" folder should be below the "MAIW Scenery Library Objects" folder. This will assure that you do not have any missing scenery or land class.**

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

***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 30%.

**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:

**KCVS**

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:

**BIRD  
GHOST  
HOUND  
LEOPARD**

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/Cannon 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!

### AFDs:

All AF2 files were created using Lee Swordy’s [AFCAD v2.21](#).

All AFX files were created using the payware Flight 1 [Airport Facilitator X](#).

**Warning do not open the AFX files using AFCAD v2.21, you may lose data. Only use Airport Facilitator to open AFX files.**



## 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](http://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

