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Military AI Works German Navy Seaking Package
Marinefliegergeschwader 5 Kiel-Holtenau

Version:
For FS 2004 / FS9
Project Manager: Gary Barker

This freeware AI package, produced by Gary Barker of Military AI Works contains everything needed to activate the German Navy Seakings and Kiel-Holtenau AB in FS2004. Kiel-Holtenau is also a civilian airfield. This package contains repaints, AFCADs, flight plans and custom call signs for MFG5 as well as basic scenery for EDHK created using MAIW custom objects.

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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 <u>only</u> 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:
- Gary Barker
- Tony Dalton

Models:
- Chris Jones CJAI

FDE and Effects Design:
- Mike MacIntyre

Repaints:
- Graham King

Voicepacks:
- Marco Kosterman

Flightplans:
- Gary Barker

Custom Scenery:
- MAIW Custom Scenery designers
- Matthew Tomkins
- Paul Mitchell
- John Stinstrom
- Mark Griggs.
- Anthony Lynch.

3. Units Included in this Package

EDHK Kiel-Holtenau

Marinefliegergeschwader 5 (MFG5)

Seaking Mk 41 (uses the HAR.3 Model)

Callsigns
Mission or G.N.Y.(GOLF NOVEMBER YANKEE) 4800 to 4899
GERMAN NAVY

NOTE THESE AIRCRAFT HAVE A UNIQUE LIGHT CONFIG DO NOT ADD TO THE NORMAL HAR,3 FILE

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:

EDHK
1DHK
2DHK

The following are waypoints

DHK1
DHK2
DHK3
DHK4
NSS1
NSS2
NSS3
BLT1
BLT2

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/Germany/German Navy/German Navy Seakings/Voicepack Callsigns

3e) Click "open" for each file

GERMAN NAVY
MISSION
GOLF NOVEMBER YANKEE

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)
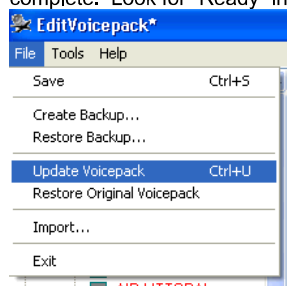
3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery

PLEASE NOTE THAT WE HAVE CHANGED THE DEFAULT AIRFIELD HEIGHT SETTINGS IN FS FROM 100' TO 0' TO REMOVE THE CLIFF EDGES AT THE COAST
WE ALSO MOVED THE AIRFIELD A FEW HUNDRED FEET EAST FROM THE DEFAULT POSITION TO FIT THE EXISTING COASTLINE
THE FLIGHTPLANS ARE MADE TO USE DIFFERENT AFCADS SO SOME PLANS MAY NOT WORK ON THE DEFAULT SETTING
THIS SHOULD NOT EFFECT YOUR SIM UNLESS YOU HAVE ANY MESH OR OTHER LOCAL SCENERY INSTALLED
Included in this package is the excellent freeware scenery for MAIW German Navy Bases This scenery will be automatically placed into the correct directory for installation when you install this package.
1) The folders "MAIW German Navy Bases and "MAIW Scenery Library Objects" 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 German Navy Bases and "MAIW Scenery Library Objects" 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" (if included) 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.

DO NOT OPEN AFX OR ADE FILES UNLESS YOU ARE USING THE RETROSPECTIVE PROGRAMES AS THIS MAY DESTROY ANY ENCODED INFORMATION WITHIN THE FILE

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%. ←Adjust according to needed percentage for your package

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:

EDHK
1DHK
2DHK
DHK1
DHK2
DHK3
DHK4
NSS1
NSS2
NSS3
BLT1
BLT2

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:

GERMAN NAVY
MISSION
GOLF NOVEMBER YANKEE

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/Germany/German Navy/German Navy Seakings/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.

<u>Callsigns</u>:
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!

<u>AFCADs</u>:
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!
Jon Mastersons Airport Design Editor for FS9 http://www.airportdesigneditor.co.uk/ (Scruffy Duck Scenery)
And AFX (Airport Facilitator) from Flight One Software

<u>DO NOT OPEN AFX OR ADE FILES UNLESS YOU ARE USING THE RETROSPECTIVE PROGRAMES AS THIS MAY DESTROY ANY ENCODED INFORMATION WITHIN THE FILE</u>

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.

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.

Thanks to everyone who made this possible.
Hello Jackie