

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 Nyutabaru AB Complete AI Package



Version: 1.0
For FS 2004 / FS9
Project Manager: Desmond Burrell

This freeware AI package, produced by Desmond Burrell in conjunction with [Military AI Works](#), brings to life Nyutabaru Air Base in FS2004. Nyutabaru AB hosts the school house units (23 Hikotai and 301 Hikotai) for new F-15 and F-4 pilots in the Japanese Air Defense Force (JASDF) and the JASDF aggressor unit (Hiko Kyodotai). This package also presents three **brand new** AI models; Kevin Reeds AI F-15J and

DJ models and Nick Blacks AI F-4EJ models. This package contains flightplans, callsigns and afcads 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://militaryaiworks.com>.

2. Credits

AFCADs:

- Tony Dalton

- Desmond Burrell

Models:

- Nick Black
- Kevin Reed

Repaints:

- Mark Heimer
- Graham King

AI Aircraft Flight Dynamics:

- Mike MacIntyre

Effects:

- Nick Needham
- Steve Holland
- Henry Tomkiewicz
- Mike MacIntyre
- Fernando Martinez

Voicepacks:

- Desmond Burrell

Flight Plans:

- Desmond Burrell

Scenery Enhancements:

- Tony Dalton
- Ground Equipment – John Stinstrom – Jim Dhaenens – Paul Mitchell
- MAIW Objects – Edith Black and Various Authors



3.Units Included in this Package

-



Hiko Kyodotai
 Aircraft: F-15J/DJ
 Callsign: ELBOW

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

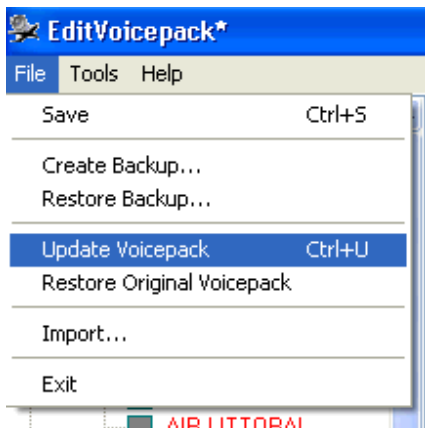
3c) Choose "Import" from the "File" menu

3d) Find the folder "Flight Simulator 9/Military AI Works/Japan/JASDF/Nyutabaru AB/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1JFN, 2JFN, 3JFN, 4JFN, EAGLE, ELBOW, MARCH

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 a set of buildings as custom scenery to spruce up the airports. To install this scenery you need to do the following:

1) The folders "MAIW Nyutabaru AB (RJFN)" 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 Nyutabaru AB (RJFN)” and “MAIW Scenery Library Objects” folders which should be, by default after installation, located in “Flight Simulator 9\Addon Scenery”. **It is important that you place the “MAIW Scenery Library Objects” folder as far down your addon scenery list as possible by using the Move Down button. Ideally it should be lower than any other scenery you may have added and just above the default FS9 scenery libraries.**

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

PLEASE DO NOT OPEN AFX OR ADE FILES WITH AFCAD AS THIS MAY DESTROY ENCODED ITEMS

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 AFDs 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:

RJFN

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:

EAGLE, ELBOW, MARCH

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-

Flight Simulator 9/Military AI Works/Japan/JASDF/Nyutabaru AB/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!

Flight plans:

The flight plans 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

All flight plans were created using Notepad.

Flight plans 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.

F-15J/F-15DJ

These models feature weapons covers that do not get removed until the aircraft are ready to taxi. If these models are allowed to push back from a parking spot, the weapons covers will not disappear at the appropriate time. Please make sure that you only use these models with AFD files that do not allow the aircraft to push back.



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

Sources:

All information used to create this package was obtained via online, open-source research and first hand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

