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Polish Air Force - MiG-29s

For Microsoft Flight Simulator 2004 / FS9
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This package by Miljan Korac and Nick Black on behalf of Military AI Works, features the Mikoyan Gurevich MiG-29 in use by the Polish Air Force. The Polish acquired their MiG-29s between 1989 and 2004 with a mixture of new and used airframes the used ones coming from former Czechoslovakia and Germany. Poland is the biggest NATO user of the MiG-29 and there are currently 33 examples in service with 1 Eskadra Lotnictwa Taktycznego (Tactical Fighter Squadron) based at Minsk Mazowiecki (EPMM) and 41 Eskadra Lotnictwa Taktycznego based at Malbork (EPMB). In 2010 four Polish MiG-29s from 1 ELT were tasked for a third time to patrol the Baltic Air Policing Mission from Lithuania. The Polish Air Force's MiG-29s are currently expected to remain in service until 2014.

This package contains flightplans and repaints for all current Polish Air Force MiG-29s, as well as custom scenery for Minsk Mazowiecki and Malbork Airbases. The scenery has been created by some first time scenery developers and features some

new innovations for MAIW scenery creation including seasonal textures. Also featured are AI ground vehicles at Minsk Mazowiecki.

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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 www.militaryaiworks.com

2. Credits

Models:
- MiG-29 by Sergey Bunevich

- AI Ural by Nick Black

FDE & Effects Design
- Sergey Bunevich

- Nick Needham
- Steve Holland (Additional FDE enhancements)

Textures:
- Mike Pearson

AFD's:
- Nick Black modified by Miljan Korac

Flightplans:
- Nick Black

Callsigns:
- Nick Black

Scenery Objects:
- John Stinstrom
- Edith Black
- Nick Black
- Mark Griggs
- John Burtenshaw.

3. Units Included in this Package

<u>Polish Air Force</u>

1 ELT, 23rd Air Base, Minck Mazowiecki (EPMM)

41 ELT, 22nd Air Base, Malbork (EPMB)

Baltic Air Policing Mission, Zokniai/Šiauliai Intl Airport, Lithuania (EYSA)

4. Installation

Step 1) Install this package

1a) Install the package in accordance with the on-screen prompts

Step 2) Remove duplicate AFD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFD's for the following airports (e.g. "AF2_XXXX.bgl," "AF2_XXXX_DEFAULT_XX.bgl", "AFX_XXXX.bgl," or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFDS BEGINNING WITH "MAIW" as they were installed with step 1:

EPMM
EPMB
EYSA
EPM1
EPM2
EPM3

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 AFDs 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 AFD for the add-on scenery, but instead remove the MAIW AFD file (e.g. MAIW_AF2_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\Poland\MiG-29s\Callsigns" in the "Look in:" window

3e) Select all the files and click open The following callsigns should be added:

POLISHAF
SMOKER
FAKTOR
ORLIK
EPMM
MG29

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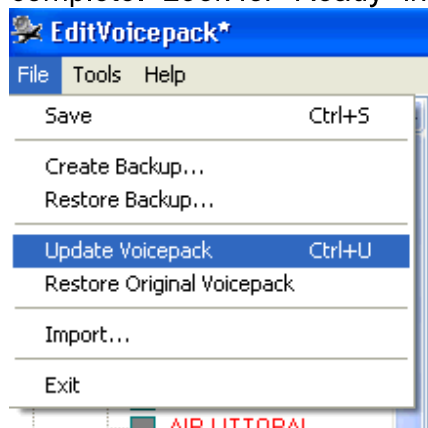
3g) When ready press save to keep the modifications

Step 4) Install Custom Scenery

Included in this package is a set of buildings as custom scenery to spruce up the airports. It should be noted that not installing the scenery will not detract from your enjoyment or use of this package however. To install this scenery you need to do the following:
1) The folders "MAIW Polish Airbases", 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 Polish Airbases", 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 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.

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

*** Please Note *** – The scenery enhancements included with this package are created from the MAIW Scenery Libraries, which are a collection of objects that can be used to enhance default FS airports. This scenery is not intended to be accurate, but instead to be a representation of the buildings situated at each base.

That's it! You've successfully installed this package.

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 5%.

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:

EPMM
EPMB

EYSA
EPM1
EPM2
EPM3

Files may be named in several ways. The most common are "AF2_XXXX.bgl,"
"AF2_EXXX_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:

POLISHAF
SMOKER
FAKTOR
ORLIK
EPMM
MG29

If any of these are missing, choose "File/import" and open the appropriate .vcpmod
file in the folder:-
"Flight Simulator 9\Military AI Works\Poland\MiG-29s\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 Rysiek Winawer's Flightplan Generation Tool. 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 AFDs were created using AFX from [Flight1 Software](#).

*** Important*** It is highly recommend you do not open any AFX files included in this package, for editing with any application other than AFX. Excludes will be lost if the file is not opened with AFX.

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)

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.