Military AI Works Pope Field Complete AI Package

Version: 1.0
For FS 2004 / FS9
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This freeware AI package, produced by Desmond Burrell in conjunction with Military AI Works, brings to life Pope Field. Pope Field, formerly known as Pope Air Force Base, is located right next to Fort Bragg in North Carolina in the United States and main mission is to support the airlift needs of the 82nd Airborne Division and various other US Army units based at Fort Bragg. To fulfill this mission, Pope Field hosts several USAF and US Army flying units. This package depicts the 440th Airlift Wing, 427th Special Operations Squadron, US Army Golden Knights Aviation Detachment

and C-Co 2-228 Aviation Regiment. This package contains flightplans, callsigns and afcads depicting each unit.

NOTE: This package includes a replacement traffic .bgl file for those that have downloaded the MAIW Simmons AAF package. Some of the fixed wing units in that package have transferred to Pope AAF. This is reflected in this package. If you have the Simmons AAF package, simply replace the traffic .bgl file that came with that package with the one located in the Military AI Works/USA/USAF/Pope AAF/Optional Files folder.

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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 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

AFDs:
- Desmond Burrell

- John Stinstrom

Models:
- AiVer
- Dee Waldron
- Henry Tomkiewicz

Repaints:
- Graham King
- Mark Heimer

FDE/Effects:
- Henry Tomkiewicz
- Nick Needham

Voicepacks:
- Desmond Burrell
- Stewart Pearson

Flightplans:
- Desmond Burrell

Custom Scenery:
- John Stinstrom
- Anthony Lynch
- Edith Black
- Don Grovestine

3. Units Included in this Package

440th Airlift Wing/95th Airlift Squadron
Callsign: Brewer
Aircraft: C-130H

427th Special Operations Squadron
Callsign: Woody
Aircraft: CN-235

US Army Golden Knights Aviation Detachment
Callsign: Golden Knight
Aircraft: F-27 Friendship, DHC-6 Twin Otter

C-Co 2-228th Aviation Regiment
Callsign: Pat
Aircraft: UC-35, C-12

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" or "PAI_AF2_XXXX_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

KPOB

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_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/Pope Field AAF/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1FBG
1NKT
2FBG
2GSB
3GSB
5FBG
BREWER
GOLDEN KNIGHT
PAT
WOODY

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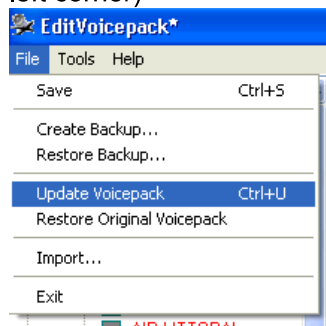
3g) When ready press save to keep the modifications

Step 4) Activate MAIW Scenery
Included in this package is an excellent freeware sceney for Pope Field by John Stinstrom. These sceneries will be automatically placed into the correct directory for installation when you install this package.

1) The folders "MAIW Pope AAF (KPOB)", "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 Pope AAF (KPOB)", "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:

KPOB

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:

BREWER
GOLDEN KNIGHT
PAT
WOODY

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
""Flight Simulator 9/Military AI Works/USA/USAF/Pope Field AAF/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 RPP_FPGen.
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 ADE9 files were created using Airport Design Editor 9
http://www.airportdesigneditor.co.uk/index.html

Warning do not open the ADE9 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:
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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