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***Military AI Works
Royal Air Force and Royal Navy Grob Tutors***



**For FS 2004 / FS9
Project Managers: Nick Black & Greg Loones**

This package, in conjunction with Military AI Works, depicts the Grob Tutor aircraft of the Royal Air Force and Royal Navy. The Grob Tutor G115E is used by the Royal Air Force as an elementary flying training aircraft for brand new pilots, as well as trainee pilots flying with the University Air Squadrons whilst they are studying, and is also used to give Air Cadets as young as 14 years old their first taste of powered flight as part of the Air Experience Flights. The Tutors are owned and Operated by [VT Aerospace](#) who provide the aircraft and ground crews to the RAF and RN as a contractor. The training and experience flights are given by either currently serving RAF fighter pilots, or Reservists, or retired RAF pilots in their spare time. The Tutor replaced the Scottish Aviation Bulldog and De Havilland Chipmunk and has served since 1999. There are currently 119 examples in service flying mostly at weekends.

This package is dedicated to the memories of Air Cadets Nicholas Rice (15), Katie Jo Davies (14) and Nikkita Marie Walters (13) and pilots Mike Blee, Andrew Marsh and Hylton Price, who died in 2 seperate incidents in February and June 2009, when involved in mid-air collisions in Grob Tutors.

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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 www.militaryaiworks.com

2. Credits

Models:

- Grob Tutor by Nick Black

AFDs:

- Nick Black and Greg Loones

Flight Dynamics:

- Mike "mikewmac" MacIntyre

Effect

- Nick Needham

Repaints:

- Nick Black

Voicepacks:

- Nick Black and Mark Campbell

Flightplans:

- Barry Taylor and Gary Barker

Scenery Enhancements:

- Nick Black, Gary Barker and Greg Loones

Airport Background Polygons:

- Nick Black and Greg Loones

MAIW Scenery Library Objects:

- John Stinstrom and Edith Black
- Matthew Tomkins and Ted Andrews

RAF College Cranwell Scenery

- Keith Steadman and Stephen Legg

Bug Hunter:

- Mark Campbell

3. Units Included in this Package

RAF Leuchars (EGQL)

East of Scotland University Air Squadron / 12 Air Experience Flight



Callsigns – LOWLAND, CLAYMORE, UAA

Glasgow International Airport (EGPF)

Glasgow & Strathclyde University Air Squadron / 4 Air Experience Flight



Callsigns – CELTIC, CIRCUS, UAJ

RAF Woodvale (EGOW)

Liverpool & Manchester University Air Squadron / 10 Air Experience Flight



Callsigns – MERSEY, VITAL, UAM

RAF Leeming (EGXE)

Northumbrian University Air Squadron / 11 Air Experience Flight



Callsigns – GEORDIE, HAPPY, UAQ

RAF Church Fenton (EGXG)

Elementary Flying Training School - 85(R) sqn / Yorkshire University Air Squadron



Callsigns – TYKE, UAX

RAF Cranwell (EGYD)

Elementary Flying Training School - 16(R) sqn / 115(R) sqn / East Midlands UAS / 7 AEF



Callsigns – LANTERN, LOCKSMITH, NOMAD, UAH

RAF Wyton (EGUY)

Elementary Flying Training School - 57(R) sqn / Cambridge UAS / London UAS / 5 AEF



MAYFAIR

Callsigns – BENGAL, HUSTLER,

RAF Benson (EGUB)

Oxford University Air Squadron / 6 Air Experience Flight



Callsign - ISIS

Qinetiq Boscombe Down (EGDM)

Southampton University Air Squadron / 2 Air Experience Flight



Callsigns – ANTLER, NEW FOREST, STAG

RAF Colerne (EGUO)

Bristol University Air Squadron / 3 Air Experience Flight



Callsign - ACORN

MOD St Athan (EGDX)

Wales University Air Squadron / 1 Air Experience Flight



Callsigns – DRAGON, UAW

DCAE Cosford (EGWC)

Birmingham University Air Squadron / 8 Air Experience Flight



Callsigns – VULPINE, TONGA, UAY

Army Air Corps Middle Wallop (EGVP)

Elementary Flying Training School



Callsign – TUTOR

RAF Barkston Heath (EGYE)
Elementary Flying Training School



Callsign – TUTOR

Fleet Air Arm
RNAS Yeovilton (EGDY)
727 sqn



Callsign - BRITANNIA

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:

EGDM
EGDX
EGDY
EGOW
EGPF
EGQL
EGUB
EGUO
EGUY
EGVP
EGWC
EGXE
EGXG
EGYD
EGYE
TUT1
TUT2

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_EXXX_DEFAULT.bgl) after installation.

***Pay special attention to the following airfields, as they have been released before in other MAIW packages with different names. Look for AFD (ADE9, AF2 or AFX) and exclude files!

EGDM
EGDY
EGQL
EGXE

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\UK\RAF\Grob Tutors\Callsigns" in the "Look in:" window

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

VULPINE, TONGA, UAY, GEORDIE, HAPPY, UAQ, LOWLAND, CLAYMORE, UAA, TUTOR, TUTOR_MODEL, CIRCUS, UAJ, ISIS, ACORN, BENGAL, HUSTLER, MAYFAIR, DRAGON, UAW, TYKE, UAX, MERSEY, VITAL, UAM, LANTERN, LOCKSMITH, NOMAD, UAH, ANTLER, NEW FOREST, STAG, BRITANNIA

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 mean that you will probably not see aircraft at the bases listed above. To install this scenery you need to do the following:

1) The folders "MAIW UK Airfields", "MAIW UK Apache 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 UK Airfields", "MAIW UK Apache 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 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.

This package also features scenery of RAF College Cranwell by Keith Steadman and the team at the Airfield Construction Group. MAIW would like to offer its profound thanks to the team for allowing us to incorporate this scenery into our package. If you

already have scenery of RAF Cranwell installed then the only thing you need to do is to remove or delete the file "AF2_EGYD" which is located in "addon scenery\RAF College Cranwell\Scenery". If you do not already have this scenery installed simply follow the above procedure for the folder "RAF College Cranwell" which has been installed to your "Addon Scenery" folder.



*** 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.

Optional RAF Leuchars

If you are using RAF Leuchars Scenery for FS2004 by the Airfield Construction Group, then you will need to remove the included scenery enhancement for Leuchars in this package. Please remove the following files from the folder "Flight Simulator 2004\Addon Scenery\RAF Airfields\Scenery":

MAIW_ADE9_EGQL.bgl

MAIW_EGQL_Scenery.bgl

MAIW_EGQL_VTPP.bgl

MAIW_EGQL_VTPX.bgl

If you do not have the ACG scenery for Leuchars you can download it at <http://www.flightsim.com/kdl.php?fid=121888>

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Floating problem at Middle Wallop

If you encounter floating aircraft and taxiways at Middle Wallop, please look in the folder “Optional BGL file for MW” and follow the included instructions.

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 20%.

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:

EGDM
EGDX

EGDY
EGOW
EGPF
EGQL
EGUB
EGUO
EGUY
EGVP
EGWC
EGXE
EGXG
EGYD
EGYE
TUT1
TUT2

Files may be named in several ways. The most common are “AF2_EXXX.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:

VULPINE, TONGA, UAY, GEORDIE, HAPPY, UAQ, LOWLAND, CLAYMORE, UAA, TUTOR, CIRCUS, UAJ, ISIS, ACORN, BENGAL, HUSTLER, MAYFAIR, DRAGON, UAW, TYKE, UAX, MERSEY, VITAL, UAM, LANTERN, LOCKSMITH, NOMAD, UAH, ANTLER, NEW FOREST, STAG, BRITANNIA

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

“Flight Simulator 9\Military AI Works\UK\RAF\Grob Tutors\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 AFDs were created using Lee Swordy’s [AFCAD v2.21](#), AFX from [Flight1 Software](#) and ScruffyDuck’s [ADE9](#).

We recommend that you don’t make changes to AFX and ADE9 files with AFCAD as this may break some elements of these AFD’s.

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. All flight plans and schedules, while reasonable for military units, are fictional.

Thanks to everyone who made this possible.