Military AI Works ROKAF 11th Fighter Wing Package

Version: 1
For FS 2004 / FS9
Project Manager: Mark Campbell

This package, from Military AI Works, features all 60 of the Republic of Korea Air Forces Boeing F-15K Slam Eagles and the 20 stored F4D of the 11th Fighter Wing, based at Daegu AB RKTN. These brand new AI models here are produced by the very talented AI modellers Kevin Reed, Mike Pearson and Nick Black with realistic FDE produced by Mick MacIntyre. Also included in this package is custom scenery of Daegu AB, produced by Tony Dalton. We also feature a first for MAIW with some very cool animated earth excavator equipment modelled by Mark Griggs. All the usual voicepacks, AFD's and effects are supplied to MAIW standard.

Note: We have included an optional set of textures in 32 bit format, they show a lot more detail, but does require more PC power to achieve normal performance. The 32 Bit textures can be found in the below directory.

Flight Simulator 9\Military AI Works\Republic of Korea\ROKAF\ROKAF 11th FW\32 Bit Textures

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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

AI Models:

- Kevin Reed

- Mike Pearson (Note the NMAI F-4D in this package is not for AI purpose, and has been specially made for static placement only in this package.)
- Nick Black

FDE & Effects Design:

- Mike MacIntyre

- Nick Needham
- Steve Holland
- Henry Tomkiewicz

AI Textures:

- Mark Heimer

- Mike Pearson
- Graham King

AFD's:

- Tony Dalton

- Mark Campbell
- Stewart Pearson
- Edith Black

Flightplans:

- Mark Campbell

Callsigns:

- Stewart Pearson

Scenery Objects and Textures:

- Mark Griggs

- Tony Dalton
- John Stinstrom

3. Units Included in this Package

11 Fighter Wing

151 Fighter Squadron F-15K

102 Fighter Squadron F-15K *Blue Dragon*

122 Fighter Squadron F-15K *Jaguar*

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 AFD's BEGINNING WITH "MAIW" as they were installed with step 1:

RKTN

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 AFD's 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/Republic of Korea/ROKAF/ROKAF 11th FW/Voicepack Callsigns in the "Look in:" window

3e) Click "open" for each file

Blue Dragon, Jaguar, Korean Air Force

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 the excellent freeware scenery for Daegu AB. This scenery will be automatically placed into the correct directory for installation when you install this package.
1) The folder "MAIW ROKAF 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 ROKAF Bases" and "MAIW Scenery Library Objects" folders which should be, by default after installation, located in "Flight Simulator 9\Addon Scenery". ***Note: make sure to place the "MAIW Scenery Library Objects" folder as far down your scenery list as possible using the move down feature, ideally it should be below any of your other addon sceneries with the exception of the "Addon Scenery" folder.**
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 10%.

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:

RKTN

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:

Blue Dragon, Jaguar, Korean Air Force

If any of these are missing, choose "File/import" and open the appropriate .vcpmod file in the folder:-
"Flight Simulator 9/Military AI Works/Republic of Korea/ROKAF/ROKAF 11th FW/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.

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 Airport Design Editor 9. **Note please only open ADE9 formatted AFD with Airport Design Editor, opening the ADE9 formatted AFD with any other AFD program will lose important and needed data.**

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)

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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