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### ***Military AI Works West Coast ANG Complete AI Package***



**Version: 1.0**  
**For FS 2004 / FS9**  
**Project Manager: Mark Campbell**

This freeware AI package, produced by [Military AI Works](#), contains almost everything needed to fully activate the Air National Guard flying squadrons of six US states: California, Oregon, Washington, Nevada, Idaho and Utah. It includes flightplans for around 135 aircraft consisting of 2 squadrons of F-15s, 2 squadrons of RC-26B, 1 squadron of A-10s, 1 squadron of F-16s, 2 squadrons of KC-135s, 2 squadrons of C-130s and 1 squadron of MC-130s. Included in this package are models, realistic aircraft textures, unique callsign voicepacks for each squadron, AFCADs for each squadron's home airport, and flightplans are included in this package. There is also included a great new custom scenery for Kingsley Field KLMT and the ANG Base at Portland IAP KPDX by John Stinstrom.

Also included in this package are 3 new lighting effects that allow the position lights on the F-16 models to flash in unison. The real world F-16 pilot has the option of setting his navigation position lights to several different modes depending on operational needs or personal choice. The two main modes used in real life are a steady state and a steady/flashing state. The new effects when paired with the regular HTAI F-16 position light effects simulate this steady/flashing state and add a nice touch to the AI models. Because the effects are separate from the regular position light effects, they can be easily edited to change when they are present or they can be removed completely. For assistance in changing the effects characteristics, please visit the MAIW support forums for this West Coast Air National Guard package.

**IMPORTANT: If you have either of Dan Bourque's original West Coast ANG packages installed you will need to remove the below folders/files from your FS9 directory.**

[ai\\_ang5.zip](#) and [ai\\_ang5a.zip](#)

Please remove the below:

1) Afcads from Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\Scenery\

- AF2\_KBOI\_DEFAULT\_DB.bgl
- AF2\_KFAT\_DEFAULT\_DB.bgl
- AF2\_KLMT\_DEFAULT\_DB.bgl
- AF2\_KNTD\_DEFAULT\_DB.bgl
- AF2\_KNUQ\_DEFAULT\_DB.bgl
- AF2\_KPDX\_DEFAULT\_DB.bgl
- AF2\_KRIV\_DEFAULT\_DB.bgl
- AF2\_KRNO\_DEFAULT\_DB.bgl
- AF2\_KSKA\_DEFAULT\_DB.bgl
- AF2\_KSLC\_DEFAULT\_DB.bgl

- 2) Afcad Excludes from Program Files\Microsoft Games\Flight Simulator 9\Scenery\Namw\Scenery\
  - KFATexcl.BGL
  - KNTDexcl.BGL
  - KNUQexcl.BGL
  - KSLCexcl.BGL
- 3) Traffic File from Program Files\Microsoft Games\Flight Simulator 9\Scenery\World\Scenery\
  - Traffic\_USAF\_AFRC\_West.bgl
  - Traffic\_USAF\_ANG\_West.bgl
  - Traffic\_USAF\_ANG\_West\_f15.bgl
  - Traffic\_USAF\_ANG\_West\_a10.bgl
- 4) Aircraft Folders from Program Files\Microsoft Games\Flight Simulator 9\Aircraft\
  - AI C26 ANG – West
  - AI C-130E ANG – West
  - AI C-130H ANG – West
  - AI F15 ANG – West
  - AI F-16C ANG – West
  - AIA-10 ANG - West

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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://militaryaiworks.com/>.



## 2. Credits

- AFCADs:
- Desmond Burrell

- Dan Bourque
- Duncan McKellar
- Anthony Dalton
- John Stinstrom

Models:

- Henry Tomkiewicz
- Project AI
- Craig Ritchie
- Rysiek Winawer
- Nick Black

Custom Scenery:

- John Stinstrom

Repaints:

- Mark Heimer

FDE/Effects:

- Mike MacIntyre
- Nick Needham
- Edith Black
- Henry Tomkiewicz

Voicepacks:

- Desmond Burrell
- Mark Campbell
- Dan Bourque
- Daryl Payne

Flightplans:

- Mark Campbell

Beta Testing:

- MAIW Beta Team



### 3. Units Included in this Package

**130th RQS, 129th RQW**

Location: Moffett Field (KNUQ)

Aircraft: MC-130P

Callsign: "King"



**144th FW, 194th FS**

Location: Fresno Air Terminal (KFAT)

Aircraft: F-16C, RC-26B

Callsign: "Cuervo" & "Rank"



**115th AS, 146th AW**

Location: Channel Islands ANGB (NAS Point Mugu KNTD)

Aircraft: C-130J

Callsign: "Sled" & "Magni"



**452nd AMW, 336 ARS**

Location: March ARB (KRIV)

Aircraft: KC-135R

Callsign: "Rats"



**152nd AW, 192nd AS**

Location: Reno Tahoe IAP (KRNO)

Aircraft: C-130H

Callsign: "Roller"



**123rd FS, 142nd FW**

Location: Portland IAP (KPDY)

Aircraft: F-15C/D  
Callsign: "Redhawk"



**114th FS, 173D FW.**  
Location: Klamath Falls IAP (KLMT)  
Aircraft: F-15C/D  
Callsign: "Eagle" & "Beaver"



**151st ARW, 191st ARS**  
Location: Salt Lake City IAP (KSLC)  
Aircraft: KC-135R  
Callsign: "Utah"



**190th FS, 124th WG**  
Location: Boise Air Terminal (KBOI)  
Aircraft: A-10  
Callsign: "Bang"



**116 ARS, 141 ARW**

Location: Fairchild AFB (KSKA)

Aircraft: RC-26B

Callsign: "Expo"



## 4. Installation

### Step 1) Install this package

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

### Step 2) Remove duplicate AFCAD files

Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCAD'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:

KBOI  
KFAT  
KLMT  
KNTD  
KNUQ  
KPDX  
KRIV  
KRNO  
KSKA  
KSLC

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 AFCADs 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 AFCAD for the add-on scenery, but instead remove the MAIW AFCAD 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/West Coast ANG/Voicepack Callsigns" in the "Look in:" window

3e) Click "open" for each file

1LUF,1MUO,2MUO,2NGP,3LUF,3MUO,3NGP,4LUF,4MUO,5LUF,5MUO,6LUF,7LUF,8LUF,9LUF,BANG,CUERVO,EAGLE,EL CENTRO RANGE,EXPO,GOLDWATER1,GOLDWATER3,HIF1,HIF2,HIF3,HIF4,HIF5,HIF6,HIF7,KING,MA11,MAI9,MAGNI,RANK,RATS,RED RANGE,UTAH

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 the superb scenery of the Portland IAP Air National Guard Ramp and Kingsley Field by John Stinstrom. To install this scenery you need to do the following:

1) The folders "MAIW Kingsley Field (KLMT)", "MAIW Portland ANG (KPDX)", "MAIW Land Class" 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 Scenery Library Objects" folder and add that folder, then navigate to the "MAIW Land Class" folder and add that folder, then navigate to the "MAIW Kingsley Field (KLMT)" folder and add that folder, then navigate to the "MAIW Portland ANG (KPDX)" folder and add it also to your scenery library.

**\*\*\*Note it is important that you place the "MAIW Scenery Library Objects" and "MAIW Land Class" folders 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. Normally the first default scenery library you will see is called "Propeller Objects". You should place the "MAIW Land Class" scenery just above that "Propeller Objects" default scenery and place the "MAIW Scenery Library Objects" scenery above the "MAIW Land Class" scenery to ensure a correct priority for each addon scenery folder.**

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

#### Step 5) Optional Bonus AFCAD for Flightzone KPDX Scenery

As a bonus for people who have Flightzone KPDX Scenery installed, there is an included optional afcad in the below directory. This will add MAIW parking codes to the scenery.

- Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\West Coast ANG\Optional Files\Flightzone KPDX scenery.

**\*\*\*Note it is important if you are using Flightzone Scenery for KPDX, that you manually remove the following file after installing the package.\*\*\***

- Program Files\Microsoft Games\Flight Simulator 9\Addon Scenery\MAIW Land Class\MAIW Portland ANG Landclass.bgl

***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:

KBOI  
KFAT  
KLMT  
KNTD  
KNUQ  
KPDX  
KRIV  
KRNO  
KSKA  
KSLC

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:

1LUF,1MUO,2MUO,2NGP,3LUF,3MUO,3NGP,4LUF,4MUO,5LUF,5MUO,6LUF,7LUF,8LUF,9LUF,BANG,CUERVO,EAGLE,EL  
CENTRO  
RANGE,EXPO,GOLDWATER1,GOLDWATER3,HIF1,HIF2,HIF3,HIF4,HIF5,HIF6,HIF7,KING,MA11,MAI9,MAGNI,RANK,RATS,  
REDHAWK,ROLLER,SLED,SOCAL RANGE,UTAH

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-  
Flight Simulator 9/Military AI Works/USA/USAF/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

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!

### AFCADs:

All AFCADs were created using Lee Swordy's [AFCAD v2.21](#). This has got to be one of the finest freeware programs ever created. Want to add some AI parking to your local airport? AFCAD makes it fun!



## 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 <http://www.militaryaiworks.com/>

### Sources:

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

