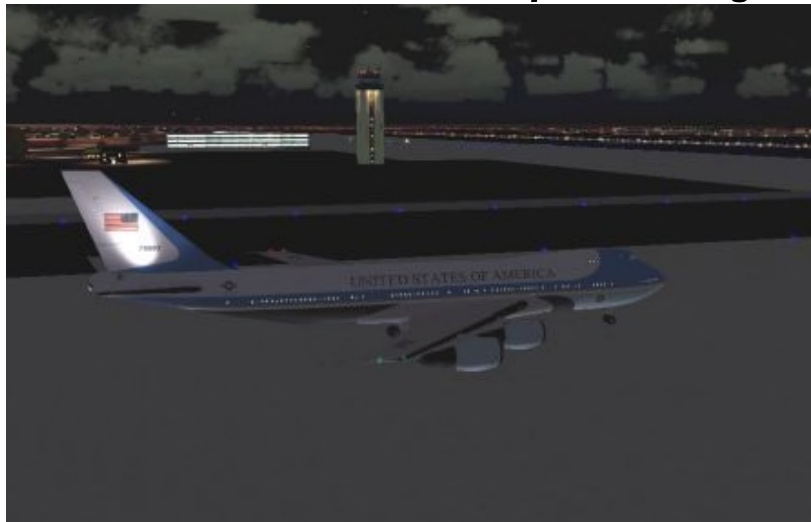


NOTE: If you receive a security warning, the “active content” used in this file enables the internet and document hyperlinks. To allow this, click the security banner (if present) and click “allow blocked content.”



USAF Andrews AFB Transport Package



Version: 3.0
For FS 2004 / FS9
Initial Release Date: December 2007
Package Lead: Barry Taylor

This package includes all USAF Andrews AFB transport aircraft located at this important base. The package also contains the four Boeing E-4B's from KOFF, which provide communications support for the President and other VVIP...

(The Lockheed F-16, Boeing KC-135 and also the Boeing C40's from the 201st AS have already been completed, in the MAIW Seaboard ANG package)

This release has been planned to include three distinct parts;

- AI AARDVARK - Boeing 747, Boeing 737, Boeing 757
- Henry Tomkiewicz – Beechcraft C-12, Gulfstream C-20, Learjet C-21, Gulfstream C-37

Repaints

- Graham King
- Andy Nott

AFCADs

- Original by Dan Bourque with updates by Edith Black

Flightplans

- Barry Taylor

Voicepacks

- Stewart “Grandad” Pearson

Scenery Enhancements

- Edith Black

Smoke Effects

- Nick Needham



3. Units Included in this Package

Andrews AFB (KADW)

-



Presidential Airlift Squadron

Aircraft: Boeing VC-25

Callsign: Air Force 1, SAM



1st AS / 89th AW

Aircraft: Beechcraft King Air C-12, Boeing C-32, Boeing C-40B

Callsign: VIPER, VENUS, SAM



99th AS / 89th AW

Aircraft: Gulfstream C-20B/C, Gulfstream C-37A

Callsign: FOXY, VENUS, SAM



457th AS / 375th AW

Aircraft: Gulfstream C-21A

Callsign: JOSA



1st ACCS / 55th WG - This squadron is based at KOFF and is included to complement the PAG / Sec of State Detachments

Aircraft: Boeing E-4B

Callsign: GORDO, NIGHTWATCH, EDGE



4. Installation

Step 1) Install this package

Step 1a) 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 AFCADs for the following airports (e.g. "AF2_KADW.bgl," "AF2_KADW_DEFAULT_XX.bgl" or "PAI_AF2_KADW_DEFAULT.bgl") NOTE: LEAVE ALL AFCADS BEGINNING WITH "MAIW" as they were installed with step 1:

KADW

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

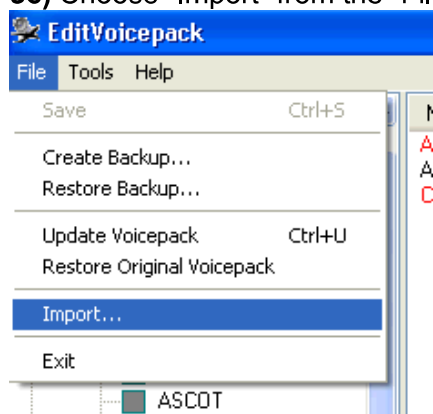
scenery, but instead remove the MAIW AFCAD file (e.g. MAIW_KADW_DEFAULT_XX.bgf) after installation.

Step 3) Install callsign voicepacks

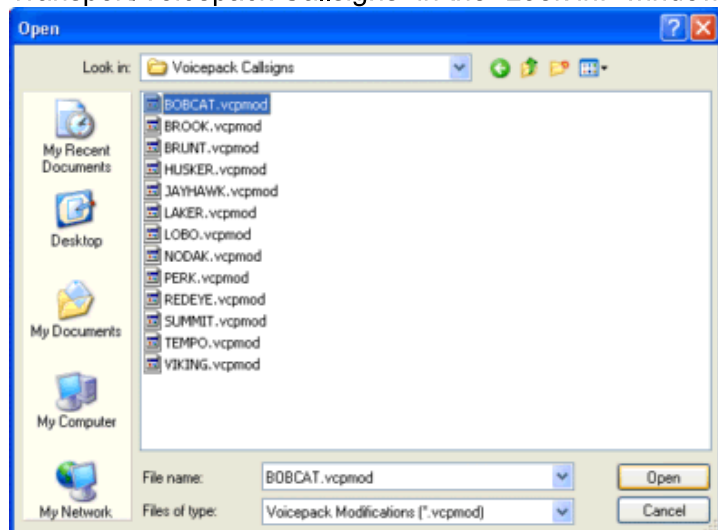
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

3b) Run EditVoicepack and import all .vcpmo 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/Andrews AFB Transport/Voicepack Callsigns" in the "Look in:" window

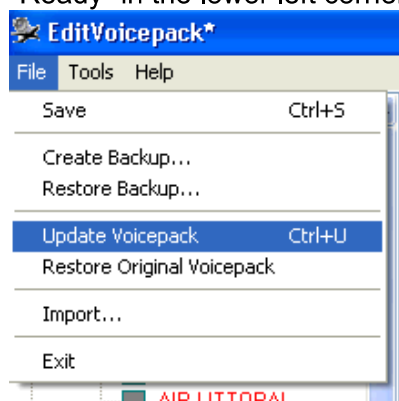


3e) Click CTL +A to Select all files, then select "open"

- C12
- C20
- C21
- C32

C37
C40
E4
VC25
FOXY
GORDO
NIGHTWATCH
SAM
VENUS
VIPER
JOSA
EDGE

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)



Step 4) Activate the MAIW Scenery Library Objects folder

*****Note:** You only need to enable this folder once, all MAIW packages with scenery enhancements will now use this folder and the objects will automatically load into the sim as long as the folder has been added to your scenery library previously.. If you already have this folder activated, you may skip this installation step.

4a) Open up FS9 and click on the “Settings” menu.

4b) Click on the “Scenery Library” menu.

4c) Click on “Add Area”

4d) Locate your FS9/Addon Scenery/Scenery folder and click on it

4e) Inside your FS9/Addon Scenery/Scenery folder, find the folder titled: **MAIW Scenery Library Objects** and select that folder to add it to your scenery library.

4f) Once the new folder (MAIW Scenery Library Objects) is displayed on your scenery library list, make sure it is located **below (a lower priority)** than your Addon Scenery folder.

4g) Make sure the “Enabled” check box is checked and select “OK” from the bottom of the screen.

4h) Exit Flight Simulator and restart so that the new scenery objects will be activated.

That’s it! You’ve successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9. Here’s a hint to see some of these aircraft in action:



5. Troubleshooting

Problems addressed:

-
[“I’ve installed the package, but there are no Military AI aircraft at the airports”](#)
[“I’ve been watching the AI aircraft for simulated hours, and I haven’t seen them move”](#)
[“When I go to an airport, there are AI planes parked on top of one another”](#)
[“When I go to an airport, the military planes are parked at the gates”](#)
[“When I go to an airport, there are general aviation aircraft on the military ramps”](#)
[“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”](#)
[“I can’t see any national markings on some aircraft”](#)
[“I’ve installed the scenery enhancements per your instructions, but nothing shows up”](#)
[“Only some of the scenery enhancements are showing up”](#)
[“I’ve got other scenery buildings interfering with the MAIW scenery enhancements”](#)

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 75%.

Problem: “I’ve been watching the AI aircraft for simulated hours, and I haven’t seen them move”

Potential issue: Watching at the wrong times

Fix action: There is a lot of activity from throughout Monday to Friday.

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 identifiers:

KADW

Files may be named in several ways. The most common are “AF2_KADW.bgl,” “AF2_KADW_DEFAULT_XX.bgl” and “PAI_AF2_DEFAULT.bgl.”

Problem: “When I go to an airport, the military planes are parked at the gates”

Potential issue: Old AFCAD still active for the airport

Fix action: Using Windows Explorer, open the folder “Flight Simulator 9/Addon scenery/scenery.” Look for duplicate entries for the following airport identifiers:

KADW

Files may be named in several ways. The most common are “AF2_KADW.bgl,” “AF2_KADW_DEFAULT_XX.bgl” and “PAI_AF2_KADW_DEFAULT.bgl.” Keep the files named “AF2_KADW_DEFAULT_DB.bgl” and remove all others with duplicate airport identifiers.

Problem: “When I go to an airport, there are general aviation aircraft on the military ramps”

Potential issue: No parking type assigned to GA aircraft

Fix action: Add a “RAMP” parking type to all of your GA aircraft.cfg entries. Copy the following line into each [fltsim.x] entry for all GA aircraft used as AI.

```
atc_parking_types=RAMP
```

This entry can be anywhere, but needs to be placed in each individual [fltsim.x] section for each GA aircraft. If you are using the default GA aircraft, this includes the following aircraft folders within the “Flight Simulator 9/Aircraft” folder:

```
beech_baron_58  
beech_king_air_350  
c172  
c182  
c208B (c208 should be “DOCK”)  
lear45  
pa28_180  
Piper_J3Cub
```

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:

C12
C20
C21
C32
C37
C40
E4
VC25
FOXY
GORDO
NIGHTWATCH
SAM
VENUS
VIPER
JOSA
EDGE

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/Andrews AFB Transport/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

Problem: "I've installed the scenery enhancements per your instructions, but nothing shows up."

Potential issue: You failed to activate the scenery enhancements folder by restarting Flight Simulator.

Fix action: Close Flight Simulator and restart.

Problem: “Only some of the scenery enhancements are showing up.”

Potential issue: Your scenery complexity slider is not set high enough.

Fix action: Open up your “Settings” menu, select a higher slider level for the “Scenery Complexity”.

Problem: “I’ve got other scenery buildings interfering with the MAIW scenery enhancements.”

Potential issue: You’ve got conflicting sceneries for the same location.

Fix action: You must decide which files to keep and which to discard. If you have other sceneries for this location, you may be able to selectively delete certain objects, one at a time to prevent conflicts from the other scenery files. You cannot delete individual objects from the MAIW scenery, they are all contained in one file.



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:

These flightplans are fictional and have been written with extensive internet research and investigation. As the 89th AW ferry VIP/VVIP the FP have had to be “best guess” The USAF **do not** release weekly flightplans for the 89th AW

Flightplans were installed using Lee Swordy’s [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are based on Internet research.

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!



7. Permissions and Disclaimers

Credits:

Marco Kosterman: for his help in supplying unit strength.

Ronald Jones: for valuable input during beta testing

Chris "SMOC" for superb beta testing

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 MAIW.

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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.

