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## ***USAF Andrews AFB Transport UPDATE***



**Version: 1.0**  
**For FS 2004 / FS9**  
**Initial Release Date: May 2008**  
**Package Lead: Barry Taylor**

### **0. Pre-Requisites**

1. MAIW Andrews AFB Transport package (on AVSIM as maiw\_89th\_aw.zip)

The above package **MUST** be installed to obtain the full benefits of this update.

The update contains the following:

a). Pascal Suls AI Lockheed C-5 Galaxy

Two C-5's are included, one transporting the Presidents Limo. The other C-5's perform the same function for the Secretary of State.

Both C-5's contain custom animations, including a cargo of a limo which will unload once the aircraft has come to a stop and opened up cargo doors.

The Lockheed C-5's are painted to represent aircraft with the 337th AS, 439th AW, Westover ARB, Massachusetts.

b) AIA Boeing 757 Winglet model

The other addition to this package is the new AIA Boeing 757 Winglet model. These are used to represent the Boeing C-32's.

The model represents the C-32 better than the model contained in the initial Andrews Release

Once the package is installed you can delete the old Boeing C-32 Model that was used. The Model AI folder in the AIRCRAFT directory is called **MAIW AIA Boeing C-32 89th AW** and can be deleted

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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

Models:

- AI AARDVARK - Boeing 757 Winglet
- Pascal Suls – Lockheed C-5 Galaxy

Repaints

- Graham King

Flightplan Changes

- Barry Taylor

Smoke Effects

- Nick Needham

Assistance




- Steve "Firebird" Holland



## 3. Units Included in this Package

### Andrews AFB (KADW)

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- 
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| Westover ARB (KCEF)   |          |   |      |           |             |   |
|---|----------|---|------|-----------|-------------|---|
| <small>Rwy 05/23, 15/33<br/>42° 11' 52.328N 72° 31' 48.310W<br/>Elev: 245 ft.</small> |          |   |      |           |             |   |
|    |          |  |      |           |             |  |
| <a href="#">Back to top</a>   |          | <a href="#">Back to main map</a>  |      |           |             | <a href="#">Map</a>   |
| Wing  | Squadron | Aircraft Type   | Name | Tail Code | Tail Colour | Badge   |
|   |          |   |      |           |             |   |

|   |                 |   |                     |           |             |  |
|---|-----------------|---|---------------------|-----------|-------------|--|
| <b>439th AW</b><br>439th OG<br>(AFRC)<br>  | <b>337th AS</b> | C-5B  | <i>Patriot Wing</i> |           | blue/red    |                         |
| <b>Andrews AFB (KADW)</b><br>Rwy 01L/36R, 01R/36L<br>38° 48' 39.398N 76° 52' 0.901W<br>Elev: 281 ft.<br><a href="http://www.andrews.af.mil/">http://www.andrews.af.mil/</a> |                 |   |                     |           |             |  |
| <br><a href="#">Back to top</a>  |                 | <br><a href="#">Back to main map</a> |                     |           |             | <br><a href="#">Map</a> |
| Wing  | Squadron        | Aircraft Type   | Name                | Tail Code | Tail Colour | Badge  |
| <b>89th AW</b><br>89th OG<br>(AMC)<br>   | <b>1st AS</b>   | C-12C<br>C-12D<br>C-32A<br>C-40B  |                     |           |             |                        |

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"Information above has been obtained from the SCRAMBLE website with kind permission. Please visit [www.scramble.nl](http://www.scramble.nl) for all your aviation needs and up-to-date information."



## 4. Installation

**Step 1) Install this package**

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

## Step 2) Remove duplicate AFCAD files

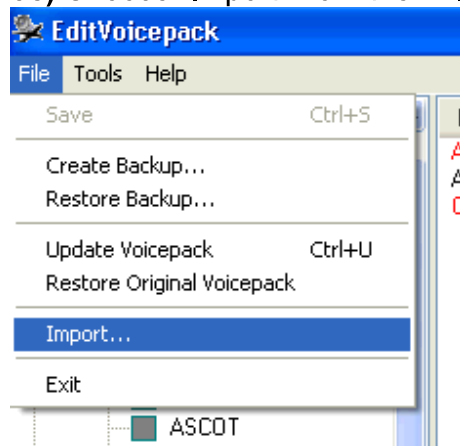
Not required

## Step 3) Install callsign voicepacks

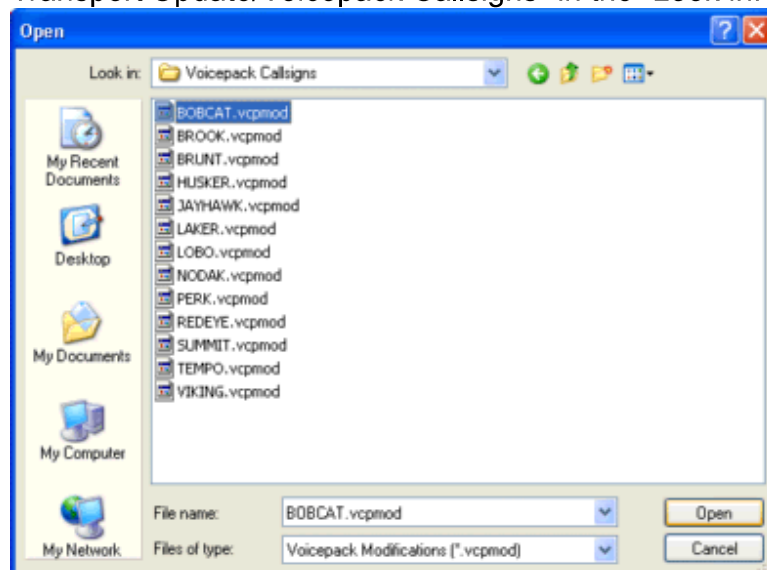
**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

**3b)** Run EditVoicepack and import all .vcpmo files included in with this installation

**3c)** Choose "Import" from the "File" menu



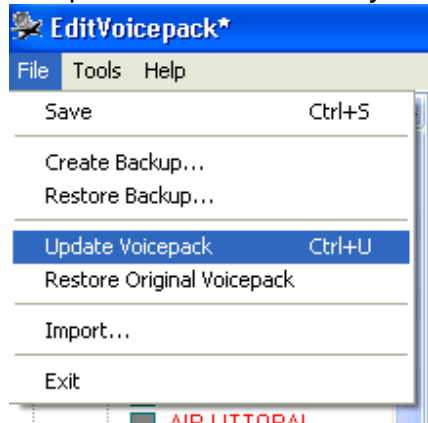
**3d)** Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Andrews AFB Transport Update/Voicepack Callsigns" in the "Look in:" window



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

REACH

**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**

No Scenery Included.

***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:

```
REACH
```

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 Update/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

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:

**Graham King, for all the repaints**

**Pascal Suls, for the Lockheed C-5. Expect to see more of this model soon!**

-

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.

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](http://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.

**Dedicated to Steve “Firebird” Holland, for all his help and ongoing support.**

