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Military AI Works, UK Hawks Part 3 MAIW 19(R) Squadron Battle of Britain Tribute



**For FS 2004 / FS9
Release Date: Summer 2008
Project Manager: Gary Barker**

This Freeware AI package for Microsoft Flight Simulator 2004 (FS9) contains everything needed to add a special AI Hawk aircraft of the Royal Air Force to your virtual skies. The Hawk has been in service with the Royal Air Force since 1976 and is most famous for being the aircraft that is used by the RAF Aerobatic Team, The Red Arrows. The Hawk is widely regarded as being the best Jet training aircraft that has ever existed.

19(R) Squadron Royal Air Force have repainted a Hawk aircraft (XX184) in green and brown "Spitfire" type markings and as a tribute to the " Few" it has been recreated by Nick Black using his superb AI Hawk model

We have created flightplans and AFCADS that will allow this aircraft to visit or over fly the former locations of most BoB Fighter Stations and affiliated sites with a final flypast over Buckingham Palace before returning home to RAF Valley

Make sure if you don't have it already, to download Part 1 of this package, "Valley Hawks" featuring the Hawks of No. 4 Flying Training School, No's 19 and 208 (Reserve) Squadrons based at RAF Valley, Anglesey, Wales, UK. And keep your eyes peeled for more packages from MAIW which cover

the various export variants of the BAe Hawk in use by Air Forces around the world, and a full AI display by the famous Red Arrows.

And also Part 2 which brings you Hawks from No.100 Squadron Royal Air Force based at RAF Leeming, the Fleet Requirements Air Direction Unit at RNAS Culdrose, the Naval Flying Standards Flight at RNAS Yeovilton, and Empire Test Pilots School, RAF Centre for Aviation Medicine and Qinetiq at BAe Boscombe Down.

Part 2 should be installed prior to this package as the installer needs to change certain files as XX184 appears as a FRADU Hawk

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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

AFCADs:

- Gary Barker
- UKmil AI

Models:

- Hawk T1 by Nick Black

Flight Dynamics:

- Mike "mikewmac" MacIntyre

Repaints:

- Nick Black

Flightplans:

- Gary Barker

Beta Testing:

- MAIW Beta Team



3. Aircraft Included in this Package

No. 19(R) Squadron – Royal Air Force



XX184

Callsign "Luton 19"



4. Installation

Step 1) Install this package

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 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:

KEN1
EGXK
BENT
BHED

BUCP
DEBD
ECHU
EGCR
EGHB
EGSX
EGTM
HAWK
HORN
MART
VENT
WMAL

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_AF2_EGOV_DEFAULT_GL.bgl) after installation.

This step (3) should not be required but you will require the base Editvoicepack to be installed

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/UK/RAF/UK Hawks Part 3/Callsigns" in the "Look in:" window

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

THE CALLSIGN "LUTON" SHOULD ALREADY BE INCLUDED IN EDITVOICEPAK

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

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 60%.

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:

KEN1
EGXK
BENT
BHED
BUCP
DEBD
ECHU
EGCR
EGHB
EGSX
EGTM
HAWK
HORN
MART
VENT
WMAL

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: Editoicepack is not installed or not installed correctly

Fix action: Install the EditVoicepack software.

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 this unit in WW2, 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:

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 FREWARE 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.

MAIW 19 Squadron Battle of Britain Tribute Timetable

All Times are GMT and are flightplan times so times at locations may vary due to traffic

Monday

Depart	RAF Valley	07:30	Home base 19 Squadron
Flypast	Site of former RAF Eastchurch	08:22	11 Group Fighter Airfield
Arrive	Former RAF Manston	08:40	11 Group Fighter Airfield
Depart	Former RAF Manston	10:30	
Flypast	Site of former RAF Tangmere	10:59	11 Group Sector Airfield
Arrive	Former RAF Lee-On-Solent	11:22	11 Group Fighter Airfield
Depart	Former RAF Lee-On-Solent	13:30	
Flypast	Site of former RAF Kenley	13:54	11 Group Sector Airfield
Arrive	Former RAF Biggin Hill	14:15	11 Group Sector Airfield

Tuesday

Depart	Former RAF Biggin Hill	09:00	11 Group Sector Airfield
Flypast	Site of former RAF Hornchurch	09:20	11 Group Sector Airfield
Arrive	Former RAF Manston	09:45	11 Group Fighter Airfield
Depart	Former RAF Manston	10:45	
Flypast	Site of former RAF Hawkinge	11:06	11 Group Fighter Airfield
Arrive	RAF Northolt	11:35	11 Group Sector Airfield
Depart	RAF Northolt	12:30	
Flypast	RAF Kirton-In-Lindsey	13:03	12 Group Fighter Airfield
Arrive	RAF Church Fenton	13:28	12 Group Sector Airfield
Depart	RAF Church Fenton	15:00	
Flypast	Former RAF Wick	15:56	13 Group Sector Airfield
Arrive	Former RAF Sumburgh	16:30	13 Group Fighter Airfield

Wednesday

Depart	Former RAF Sumburgh	08:00	13 Group Fighter Airfield
Flypast	Former RAF Dyce (Aberdeen)	08:39	13 Group Sector Airfield
Arrive	Former RAF Turnhouse (Edinburgh)	09:11	13 Group Sector Airfield
Depart	Former RAF Turnhouse (Edinburgh)	11:00	
Flypast	RAF Tern Hill	11:43	12 Group Fighter Airfield
Arrive	Former RAF Exeter	12:21	10 Group Fighter Airfield
Depart	Former RAF Exeter	14:15	
Flypast	Site of former RAF Ventnor	14:44	11 Group Chain Home Station
Arrive	RAF Boscombe Down	15:10	10 Group Fighter Airfield

Thursday

Depart	RAF Boscombe Down	08:30	10 Group Fighter Airfield
Flypast	RAF Middle Wallop	08:50	10 Group Sector Airfield
Arrive	RAF Wittering	09:23	12 Group Sector Airfield
Depart	RAF Wittering	11:00	
Flypast	Former RAF Coltishall	11:27	12 Group Fighter Airfield
Arrive	Former RAF Manston	11:59	11 Group Fighter Airfield
Depart		13:30	
Flypast	Site of former RAF Martlesham Heath	13:54	11 Group Fighter Airfield
Arrive	Former RAF Biggin Hill	14:23	11 Group Sector Airfield

Friday

Depart	Former RAF Biggin Hill	09:30	11 Group Sector Airfield
Flypast	Site of former RAF Hendon	09:50	11 Group Fighter Airfield
Arrive	RAF Northolt	10:11	11 Group Sector Airfield
Depart	RAF Northolt	11:45	
Flypast	Former RAF Debden	12:08	11 Group Sector Airfield
Arrive	Former RAF Filton	12:43	10 Group Sector Airfield

Saturday

Depart	Former RAF Filton	09:45	10 Group Sector Airfield
Flypast	Site of former RAF West Malling	10:19	11 Group Fighter Airfield
Arrive	Former RAF Biggin Hill	10:41	11 Group Sector Airfield
Depart	Former RAF Biggin Hill	11:42	
Flypast	Former RAF Bently Priory	12:00	HQ Fighter Command
Arrive	Former RAF Biggin Hill	12:27	11 Group Sector Airfield
Depart	Former RAF Biggin Hill	14:02	
Flypast	Site of former RAF Croydon	14:20	11 Group Fighter Airfield
Arrive	RAF Northolt	14:44	11 Group Sector Airfield

Sunday

Depart	RAF Northolt	08:45	11 Group Sector Airfield
Flypast	RAF Beachy Head	09:10	11 Group Chain Home Low Station
Arrive	Former RAF Manston	09:40	11 Group Fighter Airfield
Depart	Former RAF Manston	11:37	
Flypast	Buckingham Palace	11:59	
Arrive	Former RAF Duxford	12:21	12 Group Sector Airfield
Depart	Former RAF Duxford	14:30	12 Group Sector Airfield
Flypast	Former RAF North Weald	14:52	11 Group Sector Airfield
Arrive	RAF Valley	15:37	Home base 19 Squadron