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***Military AI Works, Export Hawks Part 1  
"Finnish Hawks"***



**Version: 1.0  
For FS 2004 / FS9  
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This freeware AI add-on from Military AI Works is the first in a series of releases charting the Export versions of the British Aerospace Hawk jet fighter trainer. The Hawk is one of the greatest success stories in British aviation history, having been in service since 1976 and over 900 have already been sold around the world, with multiple new orders still being progressed. This installment "Export Hawks – Part 1" introduces the first of the export customers of the Hawk, the Finnish Air Force. Finland bought 50 Hawk Mk 51s, the first export version of the Hawk. They have since purchased an additional 7 Mk 51As to replace lost aircraft and have agreed a deal to buy the remaining 18 Hawk Mk66s which have been withdrawn from service with the Swiss Air Force. Deliveries of these begin in 2009. This package includes 2 visiting Swiss Hawks to signify this deal.

Also included in this package is an AI air display by the Finnish Air Force "Midnight Hawks" created by Mike MacIntyre. Please see the readme section below for details of how watch this display.

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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:

- Hawk 51 and 66 by Nick Black

AFCADs:

- Nick Black and Mike MacIntyre

Flight Dynamics:

- Mike "mikewmac" MacIntyre

Repaints:

- Nick Black

Voicepacks:

- Nick Black and Mike MacIntyre

Flightplans:

- Nick Black and Mike MacIntyre

Beta Testing:

- MAIW Beta Team



### 3. Units Included in this Package

#### Fighter Squadron 41 (KouLLLv) – Kauhava Air Base, Finland



### 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:

EFKA  
1FKA  
2FKA  
F001  
F002  
F003

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\_EFKA\_DEFAULT\_NB.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/Finland/Finnish Air Force/Export Hawks Part 1/Callsigns" in the "Look in:" window

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

FINNFORCE  
MIDNIGHT  
SWISSAF  
1FKA  
2FKA

**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) If you are using Kauhava 2004 scenery.

If you have Kauhava 2004 Scenery by *Jussi Rantala* Installed on your system then you will not need to install a different AF2 file in order that your Hawks will show up at EFKA with this scenery. The scenery is available from here [www.fsnordic.net](http://www.fsnordic.net).

The Default AF2 file in this package named "MAIW\_AF2\_EFKA\_DEFAULT.bgl" will work with both default FS scenery and with the add-on Kauhava 2004 scenery package. You must however, delete or move the file "AF2\_EFKA.bgl" that you will find in the Kauhava 2004 scenery folder.

Neither I nor MAIW will offer support for this scenery package and it is not included in this MAIW download. You must seek support for it from the original designer using the readme's supplied with it.

### Step 5) "MIDNIGHT HAWKS" AEROBATIC DISPLAY TEAM

Included in this package is a formation AI Air display, beautifully created and flightplanned by Mike MacIntyre. This display uses formation 2-ship take-offs, single/2-ship/ and 4 ship formation fly-bys to simulate an aerobatic display by the MIDNIGHT HAWKS at Kauhava on a Saturday and Sunday.



The Installer will already have installed a folder called "MAIW Kauhava AB" in your "Flight Simulator 9/Addon Scenery" directory. This folder contains all the Flightplans and other files necessary to see the airshow displays. To enable this scenery, start FS9 and go to the scenery library in Settings, select "ADD AREA" and then select the path of the folder "Flight Simulator 9/Addon Scenery/ MAIW Kauhava AB". Click OK. To view these flights you will now need to restart Flight Simulator.

There are 2 approximately 1.5 hour Airshow Demonstration Practices to watch from Kauhava Airbase. The Saturday morning one starts at 07:45:00 GMT and the Saturday afternoon one starts at 14:00:00 GMT. These were designed to be watched from start to finish with the user/observer located at Kauhava Airbase and it is imperative that you do this or the timing(s) of the 7 flybys in each practice session will be thrown off. In order to have a flyby occur at about every 5-10 minutes throughout the 2 Airshow Demonstration Practices there will usually be multiple sets of the VFR NBAI Midnight Hawks 1-4 flying within the AI active area around the users location at Kauhava Airbase, but there should only be one set within the users 10 NM visibility range at any given time.

To view the full display schedule, be sure to read Mike's own readme on the Midnight Hawks display located in the MAIW Kauhava AB you have just installed.

***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-go's"](#)

**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:

EFKA  
1FKA  
2FKA  
F001  
F002  
F003

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: 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:

FINNFORCE  
MIDNIGHT  
SWISSAF  
1FKA  
2FKA

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:- “Flight Simulator 9/Military AI Works/Finland/Finnish Air Force/Export Hawks Part1/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-go’s”**

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!

### 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 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.

Thanks to everyone who made this possible.

Hello Jackie

