



Little Rock Air Force Base
Version: 1.0
For FS 2004 / FS9
Initial Release Date: March 2008
Package Integrator: Cornelius Black



Little Rock AFB is the “Home of the Herks”. Little Rock is the C-130 training base for the United States Air Force. The 314th Airlift Wing is the host unit which reports to the Air Education and Training Command. Associate units, the 463rd Airlift Group and the 189th Airlift Wing also reside in this Arkansas airbase. The 463rd Herks are included in this package while the 189th AW is provided in the Southeast ANG Complete AI package (maiw_se_ang.zip) available at Avsim.

***A note on the AFCAD in this package, the included AFCAD in this package is UPDATED from the KLRF AFCAD that was included in the MAIW Southeast ANG Package. If you install that package after you install this one you MUST make sure you reinstall the AFCAD included in this package to have the most current version.**

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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

Flightplans

- Danny Martinez

Little Rock Afcad

- Delta Dan Bourque

Repaints

- Graham King

Voicepacks:

- Stewart Pearson

Models

- Henry Tomkiewicz's C-130

Effects

- Nick Needham (smoke)



3. Units Used in This Package

314th Operations Group



48th Airlift Squadron
C-130J, C-130J-30
Callsigns: Arrow, Savor



53rd Airlift Squadron
C-130E
Callsigns: Horse, Marta, Kilo



62nd Airlift Squadron
C-130E
Callsigns: Jody



41st Airlift Squadron
C-130J-30, C-130E
Callsigns: Cat, Garby, Amino

463rd Airlift Group



61st Airlift Squadron
C-130E
Callsigns: Raven, Herky



50th Airlift Squadron
C-130H

Callsigns: Bull, Herky, Austin



4. Installation

Step 1) Install this package

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

Step 2) Remove duplicate AFCAD files

1) Open your "Flight Simulator 9/Addon Scenery/scenery" folder and remove any previously installed AFCADs for Little Rock (KLRF). Look for any AFCADs with MAIW or nMAI in their name, where "n" is any single digit number.

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.

Step 3) Install callsign voicepacks

A) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it.

B) Run EditVoicepack and import all .vcmod files included in with this installation

C) Choose "Import" from the "File" menu

D) Find the folder "Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\ Little Rock AFB\Voicepack Callsigns" in the "Look in:" window

E) Click CTL +A and select all files, then click "open"

F) 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)



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:

KLRF

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 files named "AF2_KXXX_DEFAULT_RM.bgl" 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 "0" to "2"

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 in the "custom modifications/callsigns" section of the program and check that all the callsigns in the folder "Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\Little Rock AFB\Voicepack Callsigns" were added.

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder "Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\ Little Rock AFB\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-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 usually 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:

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 found online. While squadrons generally use several different callsigns for training missions, the aircraft in this pack have all been assigned one of the callsigns available at random.

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

Credits:

Graham King: for painting a hundred aircraft of some obscure country at the drop of a hat. Thank you so much.

Stewart Pearson: Stewart has done 99% of the callsigns you hear in our packages. I don't know where we would be without him.

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.

