



MCBH Kaneohe Bay
Version: 3.1
For FS 2004 / FS9
Initial Release Date: Summer 2008
Package Integrator: Cornelius Black



Jake Burrus's amazing P-3 Orion again takes to the skies, this time over beautiful Hawaii. MCAS Kaneohe Bay is just over the mountains from Hickam, located on the windward side of Oahu. Today there are near 10,000 Navy and Marine Corps personnel at this bustling base. This highly deployable unit is also on station in sunny Oman, playground of the Middle East!

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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

- Cornelius Black

Afcad

- Edith Black (PHNG)
- Gary Barker (OOMA)
- Cornelius Black (Waypoints)

Repaints

- Graham King

Voicepacks:

- Cornelius Black

Models

- Jake Burrus's P-3C Orion
- Henry Tomkiewicz's Gulfstream G-IV

Flight Dynamics

- Mike MacIntyre

Scenery

- John Stinstrom



3. Units Used in This Package



VP-4
P-3C Orion
Callsigns: Dragon



VP-9
P-3C Orion
Callsigns: Eagle



VR-51
Gulfstream G-IV
Callsigns: Navy Romeo Golf



VP-47
P-3C Orion
Callsigns: Sword



VPU-2
P-3C Orion
Callsigns: Wizard



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 Kaneohe Bay (PHNG) and Masirah (OOMA). 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 .vcpmo 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/USMC/ MCBH Kaneohe Bay/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)

Step 4) Use MAIW MCBH Kaneohe Bay Scenery

The installer will have already placed folders called "MAIW Kaneohe Bay (PHNG)" and "MAIW Scenery Library Objects" in your *Flight Simulator 9/Addon Scenery* directory. These folders contain all the scenery and exclude files. To enable these sceneries, start FS9 and go to the scenery library in settings, select "ADD AREA" and then select the path of the above folders. You may already have the **MAIW Scenery Library Objects** folder from previous MAIW packages and if you have already activated it, you don't have to do so again. **However whether you already have the MAIW Scenery Library Objects folder installed or this is the first time you are installing it, we recommend that you move it down to the very bottom of your scenery list so that it is just above the default scenery folders. This will prevent certain scenery textures from not showing up in the sim.**



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/USMC/ MCBH Kaneohe Bay /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/USMC/MCBH Kaneohe Bay/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!

The waypoints were constructed using Airport Facilitator X by Flight One Software.



7. Permissions and Disclaimers

Credits:

Stewart Pearson: Get better soon. That means hurry up!

Marco Kosterman: Thank you for providing every serial we ask for. Without you, it could not be as real as we make it.

Matthew Tomkins: Thanks Matt for your continued support. Matt's MTrees5.bgl is included in this scenery with his kind permission.

Arno Gerretsen: A legend in FS scenery design. Thank you for all you do and for use of your ag_tree_lib.bgl.

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.

