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***MAIW Royal Air Force
Tornado F.3 Package***



**Version: 1.0
For FS 2004 / FS9
Initial Release Date: Summer 2008
Project Manager: Gary Barker**

This freeware AI package, produced by [Military AI Works](http://MilitaryAIWorks.com) contains everything needed to fully activate RAF TORNADO F.3 traffic. Package contains custom afcads, flightplans, repaints and voice pack call signs.

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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://militaryaiworks.com>.

2. Credits

Afcad creation:

- UKmil AI
- Greg Loones
- Gary Barker

Models:

- Tornado (all versions) by Fernando Martinez

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson

Effects

- Nick Needham

Flightplans:

- John De Broeke
- Gary Barker update

Beta Testing

- MAIW Beta test Teams



3. Units Included in this Package

This package has been kicking around for nearly two years and it has been the unavailability of decent AFCADS that has been holding it up, consequently some of the units included in this package have now disbanded. We have included individual traffic

files for each Squadron so you can delete these if you desire.

The aircraft allocation may also have changed in this time but we cant keep re-inventing the wheel.

RAF Leeming



25 Squadron

Aircraft: TORNADO F.3

Callsigns: "JAVELIN" "LUMBER" "ROOSTER" "FRESCO"

Aircraft No's ZE794 & ZE961 are also included in the Conningsby package you may wish to remove these from either package

*The easiest way would be to change the title ref in the aircraft cfg file by adding ***** to the end of the letters ie title=MAIW_FMAI Tornado F3 RFR_25_ZE961******

*To revert back just delete ******

The second option "The Tidy Way" using the files in the Options Folder

- 1. Deleted existing 'MAIW_PAI Tornado RAF Coningsby' folder on their system.*
- 2. Extract the new 'MAIW_PAI Tornado RAF Coningsby' folder to their \Flight Simulator 9\Aircraft folder with this new one*
- 3. Replace the 'Traffic_Military AI Works 121EAW.bgl' file in their \Flight Simulator 9\Scenery\World\scenery folder with the one in the options folder.*

RAF Leuchers



43 Squadron

Aircraft: TORNADO F.3

Callsigns: "BLACKSMITH" "GAMECOCK" "IGLU"

56(R) Squadron

Aircraft: TORNADO F.3

Callsigns: "SCORPION" "SATURN" "PHOENIX" "HORSEMAN"

111 Squadron

Aircraft: TORNADO F.3

Callsigns: "EXPORT" "SCIMITAR"

RAF MOUNT PLEASANT

These aircraft have not been included in this package as they will become part of a Falkland Islands package

RAF BOSCOMBE DOWN

Qinetq

Aircraft: TORNADO F.3

Callsigns: "GAUNTLET"

BAe WARTON

Aircraft: TORNADO F.3

Callsigns: "TARNISH"

At the time this package is set (41R) Squadron F3's are covered in the RAF Conningsby Package

Utilization

I have tried to shy away from repetitive hourly plans as in true life many modern air forces don't work or fly at the weekends or late at night on a regular basis, therefore the utilization in these plans is relatively low but probably reflects real life actuals



4. Installation

Step 1) Install this package

2a) Read the installer page regarding installation of this file

2b) Install the package in accordance with the World of AI Installer instructions

NOTE: If a un-install is desired at a later date, only the aircraft and flightplans will be removed. All scenery files, including AFCADs, will need to be removed manually.

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:

EGUO
EGU4
EGU7
EGU8
EGX5
EGY0
EGY3
EGY4
EGY5
EGY7
EGY8
EGZ7
EGZ9
K106
K201
K203
K204
CLK1
CLK2
CLK3
EGDM
EGQL
EGXE
EGYP
EGNO
EGY1
EGY2
NR65
NR6A
NR64
NR63
NR62
SPA1

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_XXXX_DEFAULT.bgf) after installation.

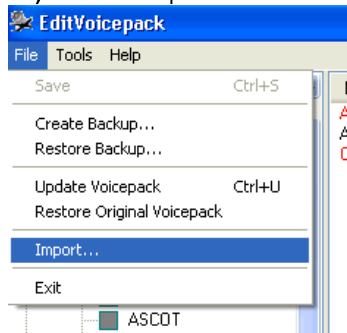
NOTE: There will also be some exclude files installed for the above these are labeled MAIW_exc_XXXXXXXXXXXX these remove autogen scenery items ie trees etc that may impinge on taxiways etc.

Step 3) Install callsign voicepacks

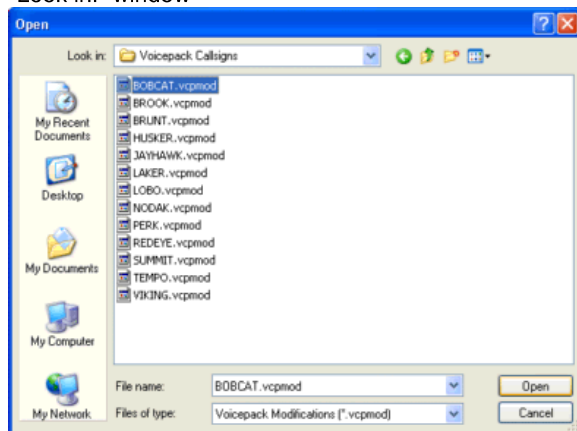
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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/United Kingdom/ Tornado F3/Voicepack Callsigns" in the "Look in:" window



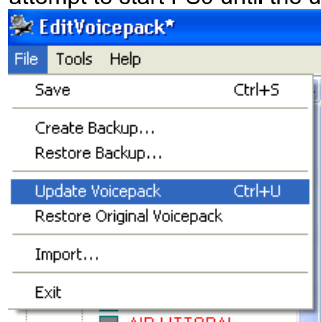
3e) Click "open" for each file

"JAVELIN" "LUMBER" "ROOSTER" "FRESCO"
"BLACKSMITH" "GAMECOCK" "IGLU"
"SCORPION" "SATURN" "PHOENIX" "HORSEMAN"
"EXPORT" "SCIMITAR"
"GAUNTLET"
"TARNISH"

The following file is also included and is the "Tornado" type designator, this should be installed as above callsigns

"TORN"

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) Activate MAIW Scenery

Not applicable, no additional scenery was included in this package

That's it! You've successfully installed this package. Your AI traffic files will be automatically updated the next time you run FS9



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:

EGUO
EGU4
EGU7
EGU8
EGX5
EGY0
EGY3
EGY4

EGY5
EGY7
EGY8
EGZ7
EGZ9
K106
K201
K203
K204
CLK1
CLK2
CLK3
EGDM
EGQL
EGXE
EGYP
EGNO
EGY1
EGY2
NR65
NR6A
NR64
NR63
NR62
SPA1

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 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:

"JAVELIN" "LUMBER" "ROOSTER" "FRESCO"
"BLACKSMITH" "GAMECOCK" "IGLU"
"SCORPION" "SATURN" "PHOENIX" "HORSEMAN"
"EXPORT" "SCIMITAR"
"GAUNTLET"
"TARNISH"

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-
"Flight Simulator 9/Military AI Works/United Kingdom/Tornado F3/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



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, but as the Royal Air Force do not publish their weekly Tornado flightplans we have had to use our own judgment!

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.

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.

Enjoy it...

