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Military AI Works Seymour Johnson AFB Complete Package



Version: 1.0

For FS 2004 / FS9

Initial Release Date: September 2007

Project Manager: Desmond Burrell, reconmercs@militaryaiworks.com

This freeware AI package, produced by [Military AI Works](http://militaryaiworks.com) contains everything needed to activate Seymour Johnson Air Force Base, Home of the Strike Eagle, in FS2004. The units depicted in this package are those assigned to the 4th Fighter Wing and the 916th Air Refueling Wing. This package contains repaints, AFCADs, flight plans and custom call signs for each depicted unit.

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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:

- Desmond "reconmercs" Burrell
- Danny "BadPvtDan" Martinez

Models:

- F-15E (Nick "nickblack423" Black)
- KC-135R (PAI)

FDE and Effects Design:

- Mike "mikewmac" MacIntyre
- Nick Needham
- Steve "Firebird" Holland (optional afterburner effects)

Repaints:

- Mike "mikeblaze" Pearson (F-15E)
- Graham King (KC-135R)

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond "Reconmercs" Burrell

Serial Number Research:

- Marco "Dakotafreak" Kosterman

Beta Testing:

- MAIW Beta Team

*Also a special thanks and acknowledgement to Tsgt. Scott "Jetmax" Jones, Scott is currently stationed at Seymour Johnson Air Force Base and without his first hand knowledge and assistance, this package would not have been possible.



3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
333 rd Fighter Squadron	LANCER	F-15E	Seymour Johnson AFB	USAF
334 th Fighter Squadron	EAGLE	F-15E	Seymour Johnson AFB	USAF
335 th Fighter Squadron	CHIEF	F-15E	Seymour Johnson AFB	USAF
336 th Fighter Squadron	ROCKET	F-15E	Seymour Johnson AFB	USAF
77 th Air Refueling Squadron	BACKY	KC-135R	Seymour Johnson AFB	USAF



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:

KGSB

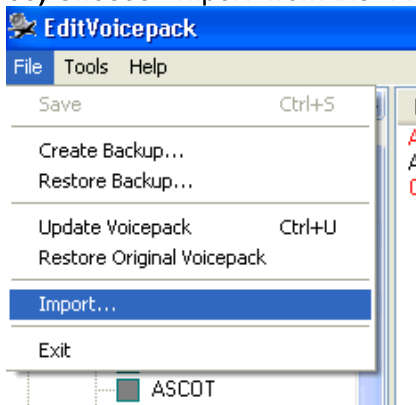
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly 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.bgl) after installation.

Step 3) Install callsign voicepacks

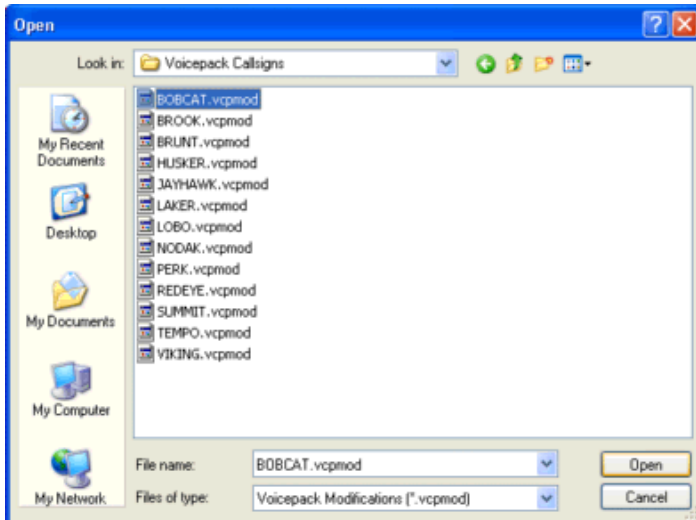
3a) If you don’t have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

3b) Run EditVoicepack and import all vcpmod files included in with this installation

3c) Choose “Import” from the “File” menu



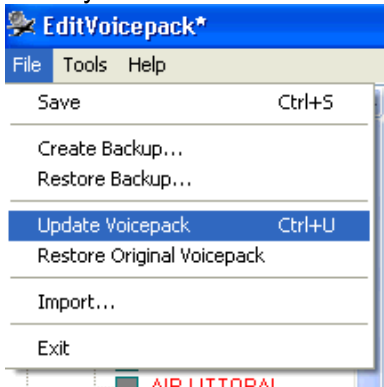
3d) Find the folder “Flight Simulator 9/Military AI Works/USA/USAF/Seymour Johnson AFB/Voicepack Callsigns” in the “Look in:” window



3e) Press SHIFT+A to select all files and then click “open”

1GSB, BACKY, BASKET, BUCKET, CHAPPY, CHIEF, DARE COUNTY RANGE, DEMO, EAGLE, JACKAL, KGSB, KODAK, LANCER, LION, ROCKET, SCUD, SEYMOUR JOHNSON, SINNER, TRAPPER, WACO, WARMAN, YOWL

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

While there is no MAIW custom scenery included in this package, but I strongly recommended that you download the Seymour Johnson AFB scenery by John Stinstrom. This scenery was built with the intention of using this package with it and compliments this package very well and can be found on Avsim.com here:
<http://library.avsim.net/download.php?DLID=107655>

I have included a modified AFCAD to allow you to use his scenery and this package in unison without any parking issues. This file may be found in the following directory:
X:\Program Files\Microsoft Games\Flight Simulator 9\Military AI Works\USA\USAF\Seymour Johnson AFB\Optional Files

Once you have installed his scenery following the directions included in John's readme, go back into the scenery folder of the Seymour Johnson AFB scenery and delete:

"AF2_KGSB.bgl"

replace it with "MAIW_AF2_KGSB_RM" found in the above stated optional files directory

If you chose this option, you also need to remove the AFCAD and Excludes that the installer installed for the default Seymour Johnson AFB airport. These are located in your Addon Scenery/Scenery folder and are titled:

MAIW_AF2_KGSB_DEFAULT_RM

MAIW_KGSB_Excl

MAIW_KGSB_Excl2

MAIW_KGSB_Excl3

MAIW_KGSB_Excl4

Questions concerning the actual Seymour Johnson AFB scenery should be directed to John, any questions concerning the modified AFCAD can be directed to me via email or to the support forum for this package.

Step 5) The following step is optional. Also, included in the optional directory is a replacement afterburner file: F-15 Burner_replacement.zip

This file will provide a newer version of the afterburner effects automatically installed by the installer. This afterburner adds a bit more blue to afterburners and may be preferable by some users, simply unzip this file and follow in the included directions in the included readme to install it

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:

KGSB

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:

BACKY
BASKET
BUCKET
CHAPPY
CHIEF
DEMO
EAGLE
JACKAL
KODAK
LANCER
LION
ROCKET
SCUD
SINNER
TRAPPER
WACO
WARMAN
YOWL

If any of these are missing, choose “File/import” and open the appropriate .vcpmo file in the folder:-

“Flight Simulator 9/Military AI Works/USA/USAF/Seymour Johnson 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-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 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.

Sources:

All information used to create this package was obtained via online, open-source research and first hand accounts from active duty service members. All flight plans and schedules, while reasonable for military units, are fictional.

Hello Jackie

