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### ***Military AI Works Sheppard Talons Complete Package***



**Version: 1.0**  
**For FS 2004 / FS9**  
**Initial Release Date: December 2007**  
**Project Manager: Desmond Burrell, [reconmercs@aol.com](mailto:reconmercs@aol.com)**

This freeware AI package, produced by [Military AI Works](http://MilitaryAIWorks.com) brings Sheppard AFB to completion in FS2004. Sheppard AFB is unique as being the home to Euro-NATO Jet Pilot Training program which provides undergraduate pilot training to various NATO

member countries including Germany and Italy as well as being the only undergraduate pilot program in the United States Air Force that produces solely “trigger pullers”, all successful graduates of the program eventually go on to fly fighter or bomber aircraft in the USAF. This package contains repaints, AFCAD, flight plans and custom call signs for each depicted unit.

\*This package is intended to be used with our T-37 Tweet package that depicts the 89<sup>th</sup> FTS which flies the T-37 and is co-located at Sheppard AFB. It can be found here:

<http://library.avsim.net/download.php?DLID=95281>

Please use the AFCAD included in this release as it is the most up to date version as the one included in the T-37 package is now outdated.

\*NOTE FOR LOWER END MACHINES\* Due to the large number of aircraft in these package, it is highly recommended to turn down your FS9 traffic slider to something less than 100% to avoid a significant frame rate drop, play around with the slider and see what works best for you.

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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:

- Edith Black
- Desmond "Reconmercs" Burrell
- Steve "Firebird" Holland

Models:

- T-38 (Kevin "Weescotty" Reed)

FDE and Effects Design:

- Mike "mikewmac" MacIntyre

Repaints:

- Michael "mikeblaze" Pearson

Voicepacks:

- Stewart Pearson

Flightplans:

- Desmond "Reconmercs" Burrell

Aircraft Serial Number Research:

- Marco "Dakotafreak" Kosterman

Beta Testing:

- MAIW Beta Team



## 3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Command
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88 <sup>th</sup> FTS	DICEY	T-38C	Sheppard AFB	AETC
90 <sup>th</sup> FTS	ENJEP	T-38C	Sheppard AFB	AETC



## 4. Installation

### Step 1) Install this package

1) 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:

1SPS  
2SPS  
3SPS  
4SPS  
5SPS

6SPS  
7SPS  
KSPS

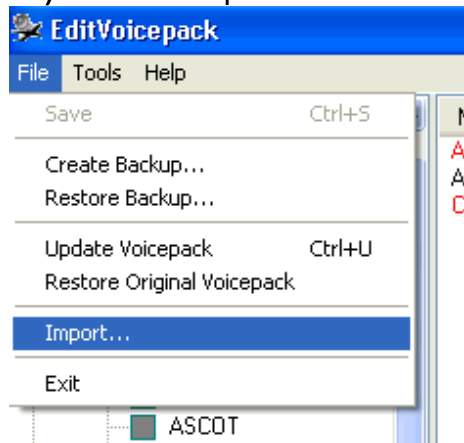
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

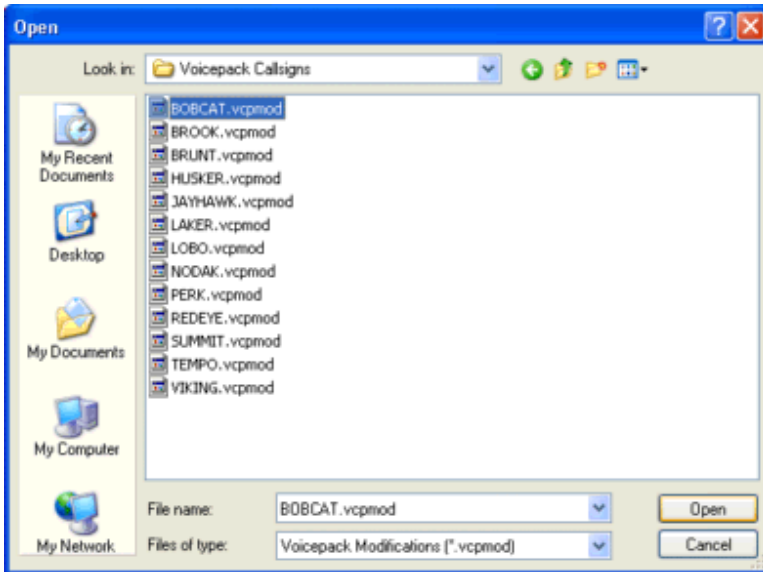
**3a)** If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

**3c)** Choose "Import" from the "File" menu



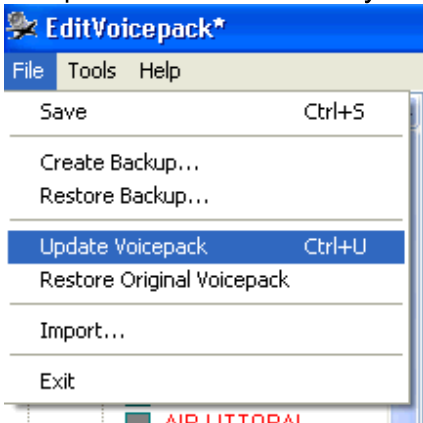
**3d)** Find the folder "Flight Simulator 9/Military AI Works/USA/USAF/Sheppard Talons/Voicepack Callsigns" in the "Look in:" window



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

1SPS, 2SPS, 3SPS, 4SPS, 5SPS, 6SPS, 7SPS, ALLEY, BOBO, BROWNWOOD 1 EAST, DICEY, ENJEP, FOXY, GUMBY, RIVERS MOA, RYDER, SHEP, SHEPPARD 1, SHEPPARD 2, WASHITA MOA, WESTOVER1, WESTOVER 2

**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**

***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:

1SPS  
2SPS  
3SPS  
4SPS  
5SPS  
6SPS  
7SPS  
KSPS

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:

ALLEY  
BOBO  
DICEY  
ENJEP  
FOXY  
GUMBY  
RYDER  
SHEP

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/Sheppard Talons/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.

**\*NOTE FOR LOWER END MACHINES\*** Due to the large number of aircraft in these package, it is highly recommended to turn down your FS9 traffic slider to something less than 100% to avoid a significant frame rate drop, play around with the slider and see what works best for you.

Use of Contents:

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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.

Hello Jackie

