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Spanish Air Force Eurofighter Package



Version: 2.0
For FS 2004 / FS9
Initial Release Date: Feb 2008
Package Lead: Barry Taylor

This package activates all EF2000's in service with the Spanish Air Force and Test / Manufacturing plants
As the Spanish Air Force is still adding EF2000's into service the package will not be 100% correct in relation to Aircraft.
An update will be released once all A\C have been delivered.

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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

Models:

- Eurofighter EF2000 F2/T1 - Nick Black

Repaints

- Andy Nott

AFCADs

- Stewart Pearson - LEMO
- Gary Barker - Weapons Ranges and Waypoints (Europe)

Flightplans

- Barry Taylor

Voicepacks

- Stewart Pearson

Effects

- Nick Needham



3. Units Included in this Package

Sevilla - Morón de la Fontera (LEMO)



Ala 11

Grupo 11

111 / 113 Esc

I am unsure of the mix of EF2000 between Esc so have split the allocation them between

Insignia used from <http://www.scramble.nl/>

Scramble is the number 1 aviation website! Please look them up, and subscribe!



4. Installation

Step 1) Install this package

Step 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 AFCADs 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:

CFR1
DEC1
DEC2
DEC3
DEC4
DEC5

**ETAV
ETUN
HELC
LEMO
LFFS
REAL
SPA1
TAI1
VLIE
WRA1**

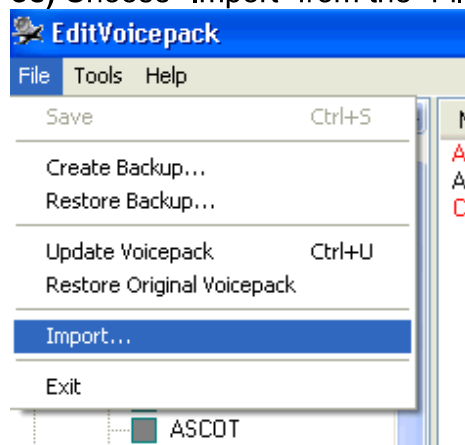
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

Step 3) Install callsign voicepacks

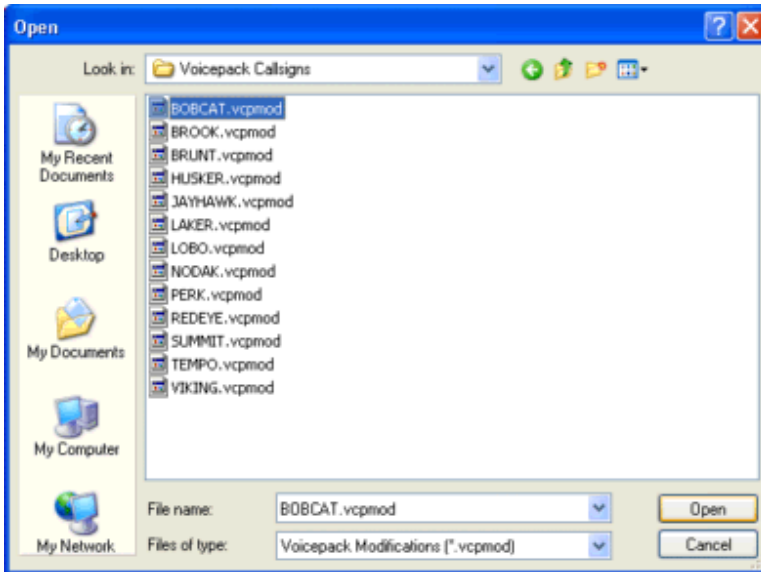
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



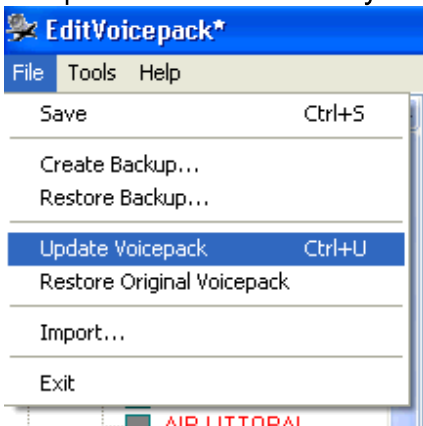
3d) Find the folder ""Flight Simulator 9/Military AI Works/Spain/Eurofighter/Voicepack Callsigns" in the "Look in:" window



3e) Click CTL +A to Select all files, then select “open”

AIR MIL, AME, EFA

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)



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. Here's a hint to see some of these aircraft in action:



5. Troubleshooting

Problems addressed:

-
[“I’ve installed the package, but there are no Military AI aircraft at the airports”](#)
[“I’ve been watching the AI aircraft for simulated hours, and I haven’t seen them move”](#)
[“When I go to an airport, there are AI planes parked on top of one another”](#)
[“When I go to an airport, the military planes are parked at the gates”](#)
[“When I go to an airport, there are general aviation aircraft on the military ramps”](#)
[“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 75%.

Problem: “I’ve been watching the AI aircraft for simulated hours, and I haven’t seen them move”

Potential issue: Watching at the wrong times

Fix action: There is a lot of activity from throughout Monday to Friday.

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 identifiers:

CFR1
DEC1
DEC2
DEC3
DEC4
DEC5
ETAV
ETUN
HELC

LEMO
LFFS
REAL
SPA1
TAI1
VLIE
WRA1

Files may be named in several ways. The most common are “AF2_XXXX.bgl,” “AF2_XXXX_DEFAULT_XX.bgl” and “PAI_AF2_DEFAULT.bgl.”

Problem: “When I go to an airport, the military planes are parked at the gates”

Potential issue: Old AFCAD still active for the airport

Fix action: Using Windows Explorer, open the folder “Flight Simulator 9/Addon scenery/scenery.” Look for duplicate entries for the following airport identifiers:

CFR1
DEC1
DEC2
DEC3
DEC4
DEC5
ETAV
ETUN
HELC
LEMO
LFFS
REAL
SPA1
TAI1
VLIE
WRA1

Files may be named in several ways. The most common are “AF2_LEMO.bgl,” “AF2_LEMO_DEFAULT_XX.bgl” and “PAI_AF2_LEMO_DEFAULT.bgl”

Problem: “When I go to an airport, there are general aviation aircraft on the military ramps”

Potential issue: No parking type assigned to GA aircraft

Fix action: Add a “RAMP” parking type to all of your GA aircraft.cfg entries. Copy the following line into each [fltsim.x] entry for all GA aircraft used as AI.

atc_parking_types=RAMP

This entry can be anywhere, but needs to be placed in each individual [fltsim.x] section for each GA aircraft. If you are using the default GA aircraft, this includes the following aircraft folders within the "Flight Simulator 9/Aircraft" folder:

beech_baron_58
beech_king_air_350
c172
c182
c208B (c208 should be "DOCK")
lear45
pa28_180
Piper_J3Cub

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:

AIR MIL, AME, EFA

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

These flightplans are fictional and have been written with extensive internet research and investigation.

Flightplans were installed using Lee Swordy's [TrafficTools](#) freeware traffic compiler.

Callsigns:

The callsigns used in this package are based on Internet research.

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!



7. Permissions and Disclaimers

Credits:

Nick Black: For the excellent Eurofighter. Please check out his other models on AVSIM, including the first **true** AI F-15A/B/C/D/E

Stewart Pearson: For all the Spanish AFCAD'S and on-going support/advise. This package would not have been released without all the effort from Stewart

Andy Nott: For the Spanish Repaints

Gary Barker: For all the excellent European Weapons Waypoints

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:

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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.

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.

