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In cooperation with



Military AI Works United States Navy & United States Marine Corp Lockheed K/C-130 Complete Package



Version: 1.0
For FS 2004 / FS9
Initial Release Date: April 2007
Project Managers: Duncan MacKellar and Matt Downs

This freeware AI package, produced by [Military AI Works](#) in cooperation with [World of AI](#), contains everything needed to fully activate the United States Navy's and United States Marine Corps fleet of Lockheed K/C-130's in FS2004. Package contains AFCADs, Flight Plans (all current Lockheed K/C-130's in service) and custom voice pack call signs for each squadron. Also included are repaints for ALL Lockheed K/C-130's in service.

Table of Contents

(use hyperlinks to navigate)

1. [About MAIW](#)
2. [Credits](#)
3. [Units Included in This Package](#)
4. [Installation](#)
5. [Troubleshooting](#)
6. [Notes and Resources](#)
7. [Permissions and Disclaimers](#)

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

AFCADs:

- Duncan "CrazyDunc" MacKellar
- KADW and KNFW by Dan "Delta" Bourque

Models:

- C-130s by Henry Tomkiewicz

Repaints:

- Graham King

Voicepacks:

- Stewart Pearson

Flightplans:

- Matt "Matias" Downs
- Duncan "CrazyDunc" MacKellar

Effects

- Nick Needham

Excludes

- KSWF Excludes by Steve "FireBird" Holland

Beta Testing

- MAIW Beta Team

Easy-to-install packaging by [World of AI](#)



3. Units Included in this Package

Squadron	Callsign	Aircraft	Home Base	Service
VMGR-152	Sumo	KC-130F, KC-130R	MCAS Futenma, Japan	US Marine Corp
VMGR-234	Rangers	KC-130T, KC-130T-30	NAS JRB Fort Worth, TX	US Marine Corp
VMGR-252	Otis	KC-130J	MCAS Cherry Point, NC	US Marine Corp
VMGRT-253	Titans	KC-130F, KC-130J	MCAS Cherry Point, NC	US Marine Corp
VMGR-352	Raiders	KC-130R, KC-130J	MCAS Miramar, CA	US Marine Corp
VMGR-452	Yankees	KC-130T, KC-130T-30	Stewart Field ANGB, NY	US Marine Corp
VR-53	Navy Alpha X-Ray	C-130T	NAF Washington, MD	US Navy
VR-54	Navy Charlie Whiskey	C-130T	JRB New Orleans, LA	US Navy
VR-55	Navy Romeo Uniform	C-130T	NAS Point Mugu, CA	US Navy
VR-62	Navy Juliet Whiskey	C-130T	NAS Brunswick, ME	US Navy
VR-64	Navy Bravo Delta	C-130T	JRB Willow Grove , PA	US Navy



4. Installation

Step 1) Install this package

2a) Read the installer page regarding installation of this file: <http://www.world-of-ai.com/installer.html>

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:

KNKX
ROTM
KNXX
KSWF
KNHK
KNKT
KNBG
KNTD
KNHZ
KADW
KNFW

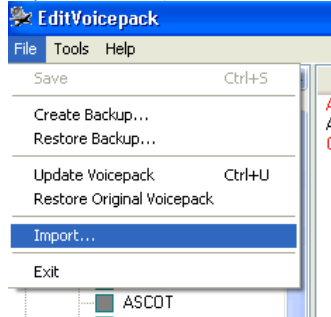
NOTE: Failure to remove these duplicate files may result in problems with AI aircraft parking and operation. It is recommended you move these to a temporary folder instead of deleting them; however, you should not need them again as the AFCADs included in this package are thoroughly researched and highly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

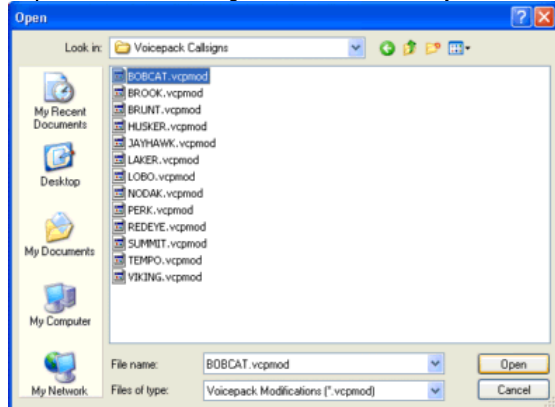
3a) If you don't have the EditVoicepack 3.1 freeware installed, download it and install it by [clicking here](#).

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

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



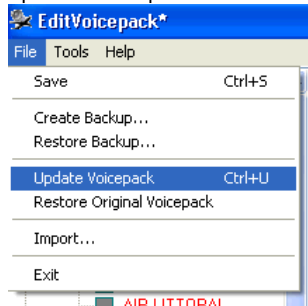
3d) Find the folder "Flight Simulator 9/Military AI Works\USN_USMC_C-130s\Voicepacks" in the "Look in:" window



3e) Click "open" for each file

Navy Romeo Uniform, Navy Juliet Whiskey, Navy Charlie Whiskey, Navy Alpha X-Ray, Navy Bravo Delta, Otis, Raider, Ranger, Sumo, Titan, Yankee

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:

KNKX
ROTM
KNXX
KSWF
KNHK
KNKT
KNBG
KNTD
KNHZ
KADW
KNFW

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.

The AFCAD for KNKX is called MAIW_KNKX_DEFAULT_DK.BGL

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:

Navy Romeo Uniform, Navy Juliet Whiskey, Navy Charlie Whiskey, Navy Alpha X-Ray, Navy Bravo Delta, Otis, Raider, Ranger, Sumo, Titan, Yankee

If any of these are missing, choose "File/import" and open the appropriate .vcpmo file in the folder:-
Flight Simulator 9\Military AI Works\USN_USMC_C-130s\Voicepacks"

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 United States Navy and Marine Corp do not publish their weekly C-130 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.

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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 or World of AI.

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.

Thanks to everyone who made this possible.

Hello Jackie

