

The RNZAF Package II: Airshow at Ohakea



This package is a make-believe airshow scenario at Ohakea Air Force base, situated in the central North Island of New Zealand New Zealand. It updates the previously released RNZAF Airshow Package 2 which may be deleted in its entirety.

It requires a little imagination, suspension of belief, and "What if??", as New Zealand never did take delivery of its F-16 fleet.

Some of it could be seen as airshow practice runs, complete with smoke.

I am not aware that this level of AI activity (e.g. 6-ship crossovers) has been done before in Flight Simulator, and probably with good reason.

Flight Simulator was never designed with the kind of timing accuracy required for an exercise like this: split-seconds are required to ensure high-speed aircraft meet at the right place for crossing manoeuvres, for example (amplified when sequential patterns are flown).

To give a better chance of seeing the action the way it was designed, I've created a series of flights which reset the sim's time and weather to an appropriate point, prior to the start of the choreography. Sometimes a bit of patience is needed, while the sim settles down to place the AI. I've generally used a spotter vehicle with a suitable radar, so you get a feel of where the AI is. Switching to spot view and successively using <Ctrl-W> will get you to various AI aircraft in the scenario.

To help you keep up with some of the fast-moving machines in here, Steve Jenks has created an Anniversary paint for Kirk Olsson's F-16 Viper:



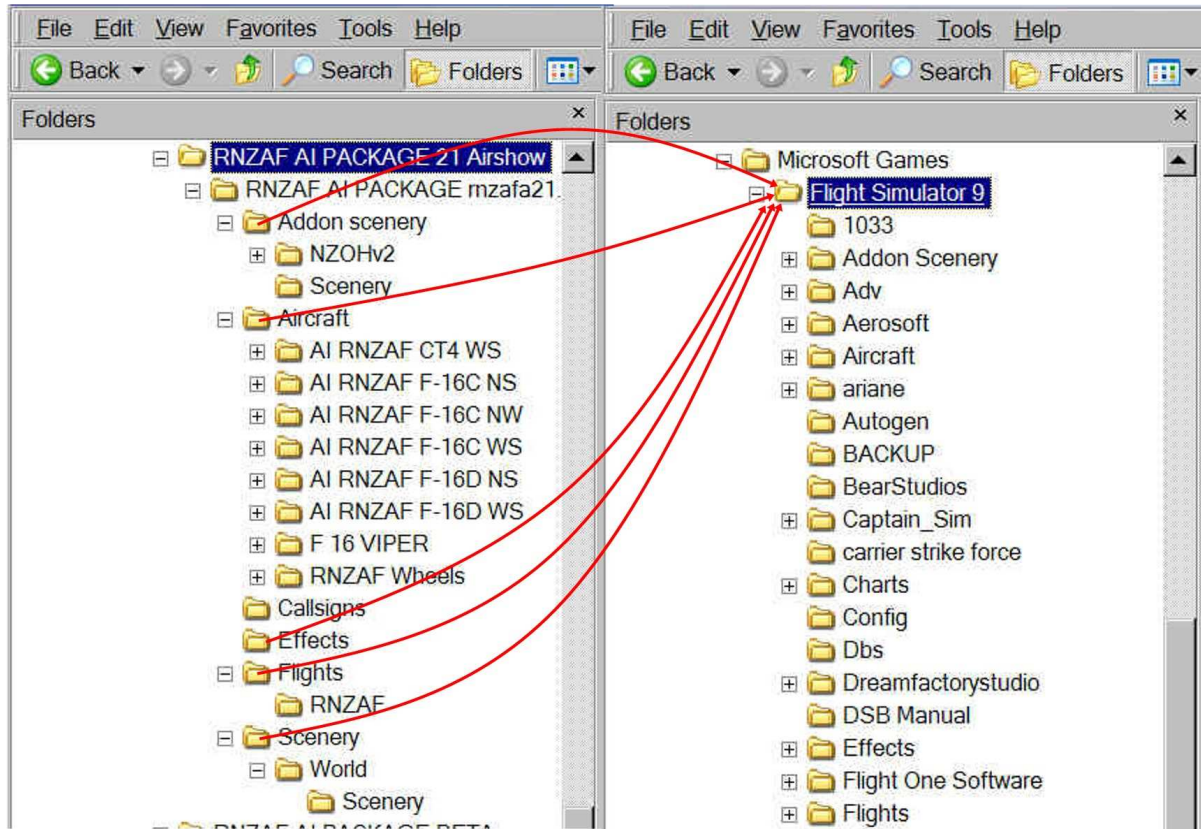
NOTE on flying along with AI: you affect the AI in strange ways when you fly with them. This can be an interesting (or sometimes a bad) thing. Something to avoid, however, is to join an AI plane on the downwind leg - the AI will give you landing preference, and just keep on going, until you turn to base. This will probably mess up the timing of the whole scenario.

One other point: for the preset takeoff flights, DO NOT tune in ATC as it will wreck the timing. ("...Kiwi 34, hold short, caution the Orion on the taxiway, Kiwi 34 continue taxi, Kiwi 35 hold short yadayadada...")

INSTALLATION

This is a standalone AI package which does not require any other installations to operate. You should remove all previous RNZAF packages (including AFCADs) from your system with the exception of the Companion Volume, RNZAF AI Package 1 Redux, file rnzafa11.zip, available at AVSIM.

1. Unzip to a temporary folder.
2. Copy and paste folders to your Flight Simulator folder as shown.
When asked to overwrite folders say “yes”, this will only update, and not alter any other existing content within the folders.



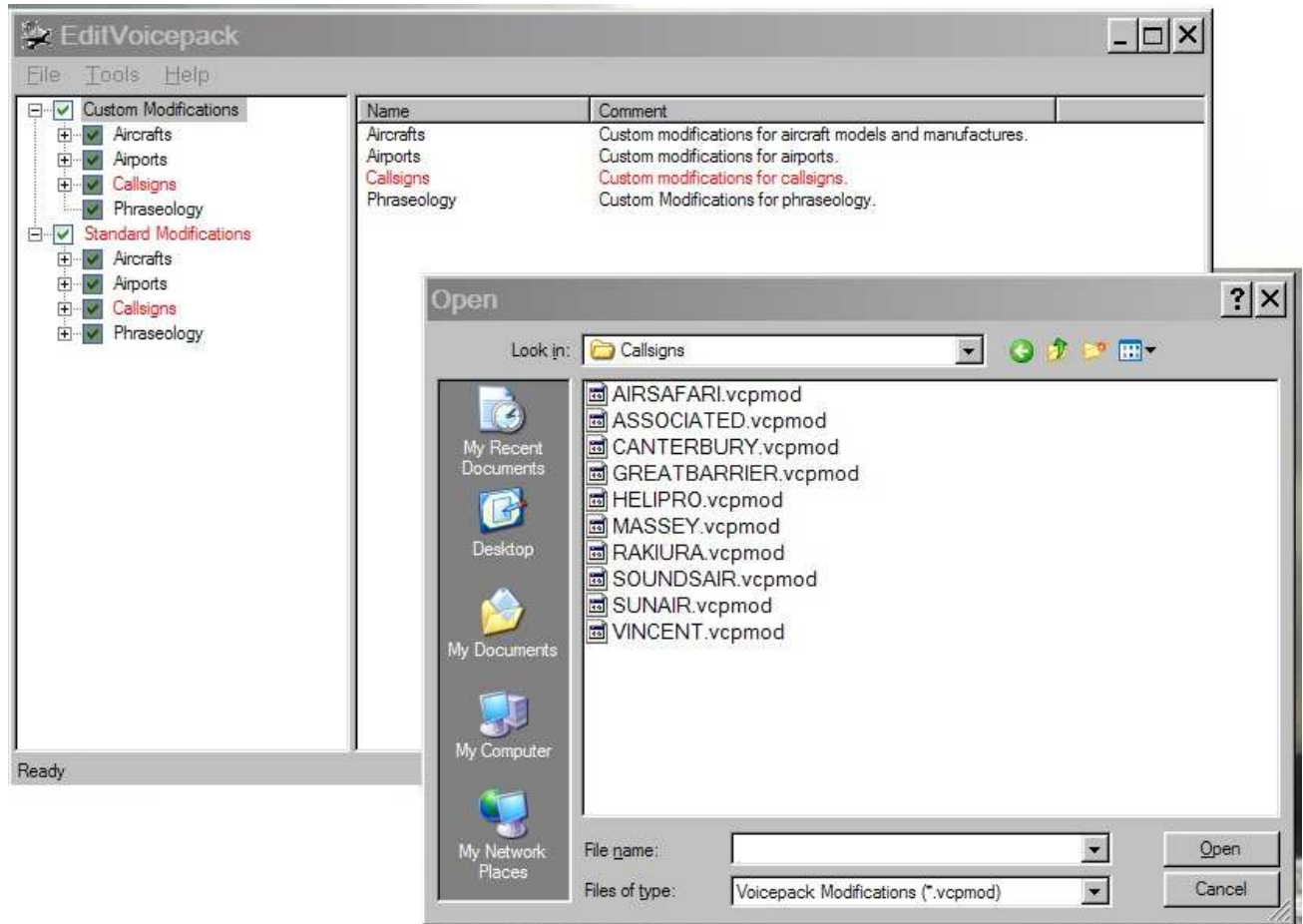
****The “Callsigns” folder need not be copied: - see below.****

Start the sim and go fly!

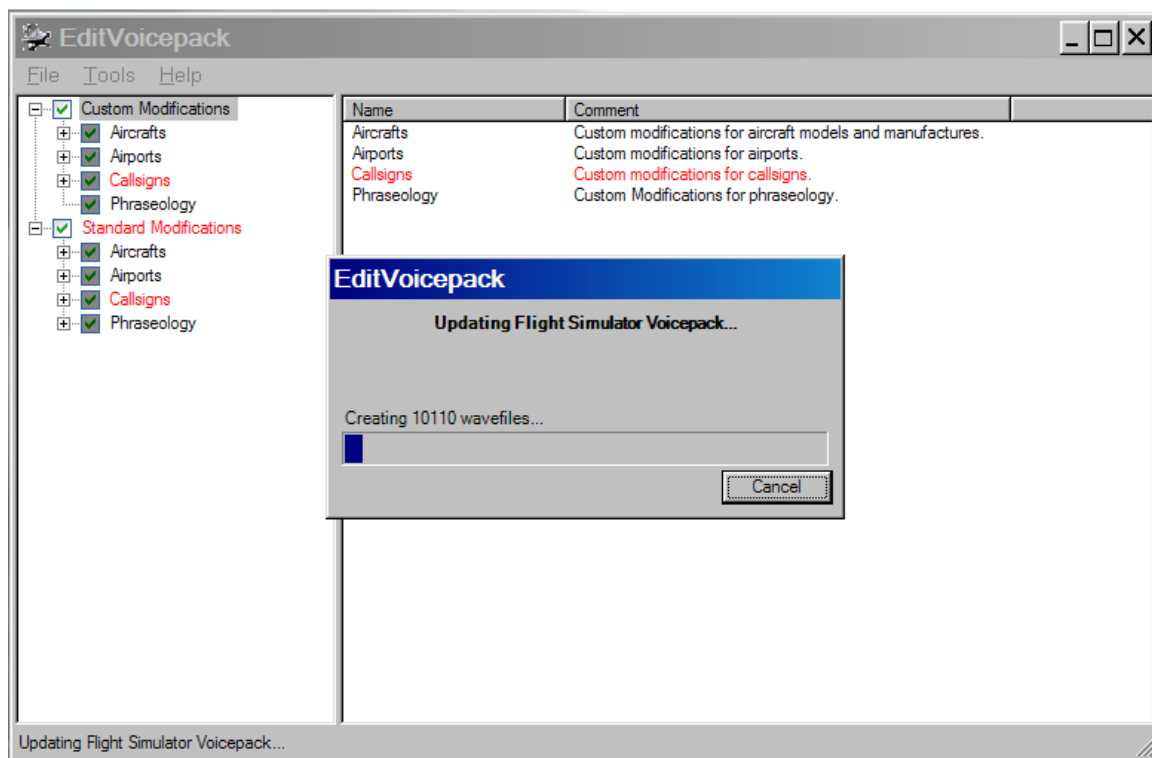
To install the callsigns

This will allow ATC to address the AI planes properly as “Kiwi 01” etc. rather than “Experimental Zero One”

1. If you don't have the EditVoicepack freeware installed, download and install it from www.editvoicepack.com
2. Run EditVoicepack and click “file...import” to import all vcpmod files from the “Callsigns” folder included here.



3. Update the Voicepack for FS9: Click “file...update” - make sure the “Custom Modifications” box is checked in the left hand window. This may take some time to complete.

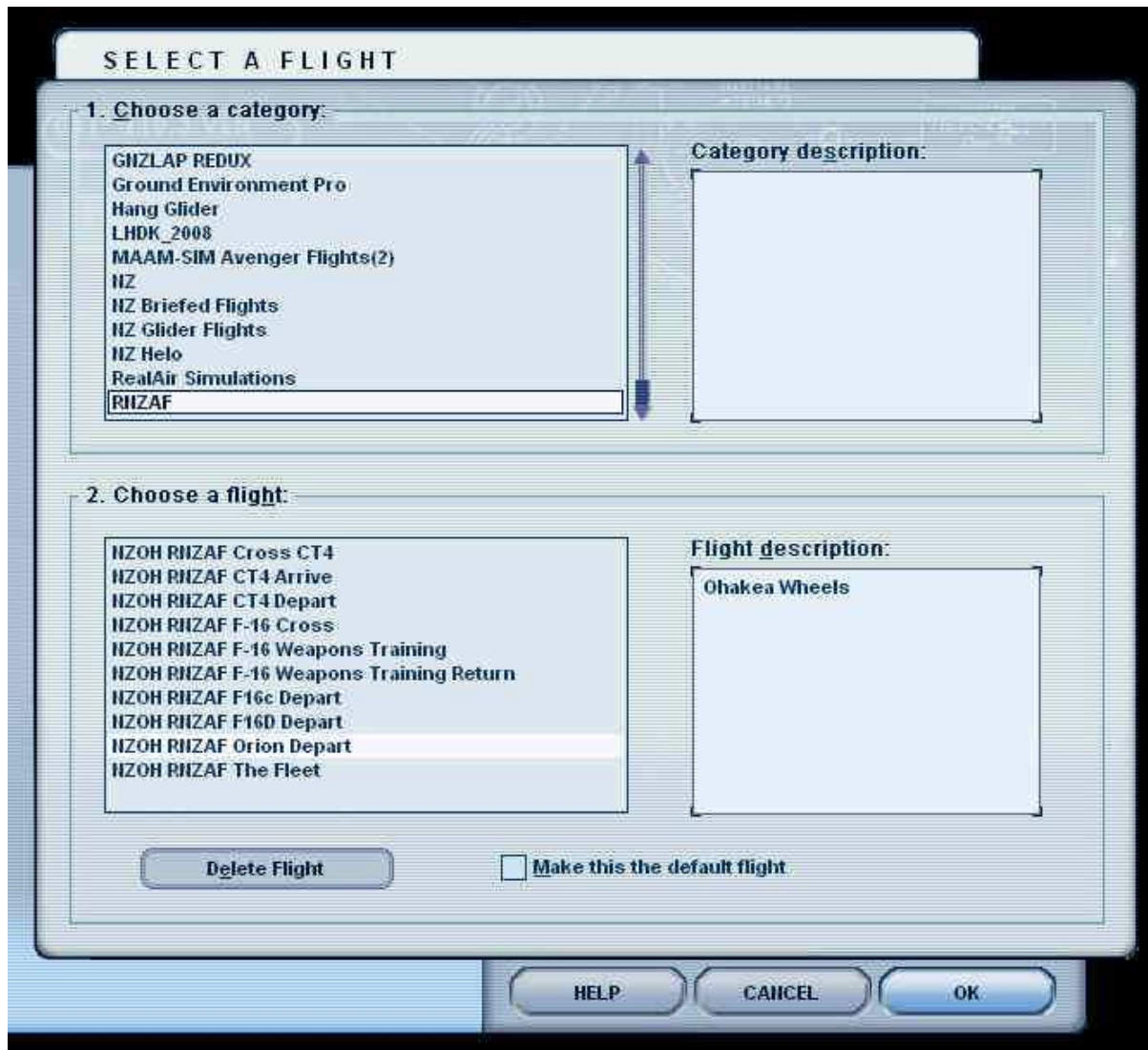


4. Finally, save the update: Click “file...save”

FLIGHTS

To give a better chance of seeing the action the way it was designed, a series of flights is included which reset the sim's time and weather to an appropriate point, prior to the start of the choreography. Sometimes a bit of patience is needed, while the sim settles down to place the AI. I've generally used a spotter vehicle with a suitable radar, so you get a feel of where the AI is. Switching to spot view and successively using <Ctrl-W> will get you to various AI aircraft in the scenario. Better still, install Traffic Toolbox from the FS2004 SDK which allows you to track and view any AI plane.

Flights will appear in the RNZAF section:



I'd suggest you try the enclosed flights, in this order:

NZOH RNZAF The Fleet.FLT

Early morning: Using the Ohakea Wheels vehicle, drive around the apron to familiarise yourself with the layout, and meet most of the fleet before they depart on their daily missions.

NZOH RNZAF F-16 Weapons Training.FLT

A sixpack single-seater flight departs for a little weapons training over the Tasman, via NZWP. Loadouts include agm65, jdam, and mk84. Who ever said F-16's were just air superiority fighters? They return late afternoon and can be seen in:

NZOH RNZAF F-16 Weapons Training Return.FLT

Of course they will now be clean aircraft, having scored maximum points in the A-G competitions!

NZOH RNZAF F16D Depart.FLT

The 2-seaters depart for a navigation run to NZWP. They are not nearly as disciplined as the single-seaters, being transition pilots. Hopefully they get away before the Orion runs them over. Some are carrying long-range tanks to get the feel of a heavy aircraft. 46 seems to have a systems failure every third takeoff.



NZOH RNZAF CT4 Depart.FLT

Mid-morning: using the Iroquois, chase the departing pairs of CT4's out over Rwy 15. It's relatively easy as the little trainers are not that fast.

NZOH RNZAF F16c Depart.FLT

Mid-day: Using the Ohakea Wheels vehicle, see the display F-16's depart in pairs for their holding points, alternately, to the east and west. Four Iroquois will take off for circuits while the jets are starting up. I sometimes change to a Viper and chase the eastbound jets, as they barrel out at only 100ft!

NZOH RNZAF Orion Depart.FLT

From the Ohakea Wheels vehicle, see the RNZAF heavies: P-3,757, C130 at Ohakea

NZOH RNZAF F-16 Cross.FLT

This is the one that never plays out the same, twice in a row. Seen from the Mobile tower, two sets of 4-ship F-16s fly in from east and west. They cross at or near NZOH with 100ft vertical separation. Place side bets as to whether they cross before, over, or after the runway.



CREDITS AND THANKS

Mike MacIntyre started the whole train of thought with his excellent Otis AFB package. (File name at AVSIM: ai_tb_demo.zip)

This features USAF Thunderbirds doing show routines, complete with smoke, flyby's and crossovers. With Mike's permission, I drew heavily on his files to do something similar, and perhaps add a bit, at Ohakea. I also got some help over at the **PAI Forums**, a goldmine of AI information and expertise. My grateful thanks to all.

Callsigns are by **Keagan Garkeuken**

Deane Baunton stripped out bits of his FS2000 Ohakea airbase scenery to fit better with FS9. This is the included scenery.

Aircraft courtesy of **Mike Cronin** (CT4), and **HTAI Models**.

Steve Jenks, master painter, created the RNZAF colours on the aircraft.