*Texas 1962 AI MilitaryTraffic*

Texas 1962 Scenery contains a large amount of backdated USAF/USN/SAC military bases, to enhance those airports we have created a traffic package to populate them with a wide variety of aircraft such as basic/advanced trainers, reconnaissance aircraft, refueling tankers, bombers, helicopters, light transports, etc.

Included aircraft are \*textures only \*…… **DO NOT** drop the included folders to your FS9 aircraft main folder, to make it easier we have provided the websites, links and zip file names for each base model or package found at flighfsim.com / Avsim.com or Calclassic / MAIW communities… each aircraft folder includes a txt file with the aircraft cfg entries so you can manually add the repaints just as any other repaint found on the web…. see below master list depicting each aircraft included.

The necessary traffic bgl files are included on the Texas 1962 scenery folder and have no negative effect if any of the planes is not installed…

This AI package is purely **optional**….. in regards to the required packages; if you are not used to have AI military aircraft installed you may think some of the packages and files are quite large on their size for a single repaint or plane included here (especially those at MAIW), …..I invite you to first take a look at the “TX62\_AI Images” folder and see all the images, locate the required files at the websites, analyze the size and make your best decision …. the advantage of all these repaints being provided separately is to allow the user install whatever he wants or only what he wants to see.

Enjoy!

LEGAL STUFF  
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THESE FILES ARE FREEWARE!!

YOU`RE NOT AUTHORIZED TO INCLUDE THEM IN ANY PACKAGE  
THAT REQUIRES A CHARGE TO DOWNLOAD.

FILES CAN BE RE-PACKAGED INTO ANY FREEWARE PACK PRIOR  
PERMISSION FROM THE AUTHORS.  
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Questions, comments or suggestions????  
Feel free to drop an email!

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**AI Models found at Calclassic.com Traffic Packages**



Sikorsky S-62 USCG

Repaint by Juan Martinez

Calclassic.com “AI Helicopter Package”



Sikorsky H-19 (S-55) USAF/ARMY

Repaint by Jorge Rechani / Juan Martinez

Calclassic.com “AI Helicopter Package”



Convair T-29 (Convair 240)

Repaint by Juan Martinez

Calclassic.com AI cv240 (Ai Traffic package File #4)



Beech C-45 Expeditor / Beech 18

Repaint by Juan Martinez

Calclassic.com AI Beech 18 (Ai Traffic package File #4)

**AI and non-AI base models for included repaints**



\*Grumman F11F-1\*

Base model by Italo D'Attomo and Giovanni Quai

Repaint by Juan Martinez

flightsim.com (f11tiger.zip)



\*Grumman F9F-2\*

Base Model by Jerry Beckwith

Repaint by Jorge Rechani

http://mudpond.org/fs2002\_aircraft\_index.html (fs9\_f9f2.zip)



AI Model by Pascal Suls

Repaint by Juan Martinez

MAIW "United States Air Force T-37 Tweet" package

http://www.militaryaiworks.com/Released\_Packages/woamil7.zip



\*Nortrop T-38A Talon\*

AI Model by Kevin Reed

Repaint by Juan Martinez

MAIW "Sheppard Talons" Package

http://www.militaryaiworks.com/Released\_Packages/maiw\_sheppard\_talons.zip



\*Lockheed U-2\*

AI Model by Kevin Reed

Repaint by Jorge Rechani

MAIW "Beale AFB" Package"

http://www.militaryaiworks.com/Released\_Packages/maiw\_beale\_afb.zip



\*Republic F-84 Thunderstreak\*

AI Model by Massimo Taccoli & Ralf Kreibich

Repaint by Juan Martinez

flightsim.com (airepf84.zip)



\*Douglas A-4 Skyhawk\*

AI Model by Nick Black

Repaint by Juan Martinez

MAIW "NAS Miramar Top Gun" package

http://www.militaryaiworks.com/Released\_Packages/maiw\_top\_gun.zip



\*Boeing KC-97L\*

AI Model by Dee Waldron

Repaint by Juan Martinez

Flightsim.com (dwai\_c97.zip)



\*DHC-2 Beaver Mk1 (U-6)\*

AI Model by Mike Cronin

Repaint by Jorge Rechani

flightsim.com (4gadhc2.zip)



\*Cessna 310Q (U-3)\*

AI Model by Dee Waldron\*

Repaint by Jorge Rechani

http://htai-models.com/downloads/dwai/fs\_projects/ (AI\_Cessna\_310Q.zip)



\*Boeing KC-135A Stratotanker

AI Model by MAIW

Repaint by Jorge Rechani

http://www.interkultur.de/gossmann/fsx/aiaircraft.php (MAIW\_MGAI\_KC-135A.zip)



\*Aeronca 11C Chief\*

Model by Mike Stone

Repaint by Jorge Rechani

flightsim.com (schief.zip)



\*North American T-6 Harvard\*

AI Model by Mike Cronin

Repaint by Jorge Rechani

Flightsim.com ( 4\_ga\_t6\_harvard.zip )



\*North American T-28 Trojan\*

AI Model by Ray Parker

Repaint by Jorge Rechani

http://rayparker-repaints.jimdo.com/downloads-2/ (JAI T-28 Trojan.zip)



\*Lockheed P-2V Neptune\*

AI Model by Jaap de Baare and Harry Biard

Repaint by Juan Martinez

Flightsim.com (aipkdtch.zip)



\*Noth American F-86 Sabre\* - Texture to represent USN F3J Fury

AI Model by John Young

Repaint by Juan Martinez

Flightsim.com (acg\_ai\_pack3\_fs9.zip)



\*Martin RB-57 Canberra\*

AI Model by John Young

Repaint by Jorge Rechani

Flightsim.com (jy\_b57\_ai\_fs9\_1.zip)

**Other AI and Non-AI Aircraft configured on the AI flight plans; not included on this package**



\*Grumman S-2 Tracker\*

Model by Willy McCoy

Flightsim.com (ts2anavy.zip)



\*Convair F-102 Delta Dagger\*

AI Base model Michael Pearson

Avsim.com (mpai\_f102\_traffic.zip)



\*Lockheed T-33A\*

Base model By Tim Conrad

Flightsim.com (T-33\_PPP.ZIP)

--> USAF Laredo AFB repaint by Damian Radice \*required\*

flightsim.com (t33pack.zip)



\*Lockheed F-104 Starfighter\*

AI Model by Mike Pearson

AVSIM.com (mpai\_f104ab\_usaf.zip)



\*Boeing B-52 Stratofortress\*

AI Model by Michael Pearson

Avsim.com (jmai\_b52\_traffic1.zip)