



MAIW MGAI SIAI-Marchetti S.211A - Pack-1 V.1.0

For FSX and P3D (compiled for FSX)



Contents

1. About
2. Installation
3. Permissions and Disclaimers

1. About

About this package

This freeware package, produced by [Military AI Works](#), contains the MGAI SIAI-Marchetti S.211A, created by Mark Griggs and converted for FSX by the team of Henk Schuitemaker. The converted model should give you better frame rates in FSX and P3D and ensures that the MGAI SIAI-Marchetti S.211A displays correctly in P3Dv4.

Together with the converted models, this package also contains converted textures for all related paints that MAIW ever released. We have converted the textures to DDS format with DXT5 compression and mipmaps for the best possible performance.

About the model

Mark Griggs originally created the MGAI SIAI-Marchetti S.211A as an AI aircraft for FS9. MAIW has the approval to convert this model to FSX native format or use a conversion done by another party. Mark Griggs remains the sole author and copyright owner of the original model as well as of any derivate created or used under the umbrella of MAIW.

These people created the flight dynamics and effects used in this package:

- Steve Holland
- Andrew Hall
- Michael MacIntyre
- Henry Tomkiewicz

About the model conversion process

Our thank goes to the author of ModelConverterX: Arno Gerretsen of the [FSDeveloper forum](#). Without his tool, no conversion of aircraft would be possible!

Aside from some performance impact, FS9 models were perfectly usable in FSX and P3D until the advent of P3Dv4 that broke compatibility with FS9 models. We can consider ourselves lucky that about the same time Arno introduced the ability to convert aircraft models.

FS9, FSX and P3D differs in the way they interpret the aircraft flight dynamics specified in the air file. Originally designed for FS9, the flight dynamics either mirror the real aircraft behavior extremely close or they were tailored to allow specific behavior like carrier landing or runway optimization.

The creation of these flight dynamics took usually months to reach the level of perfection. It was impossible to redo this work in course of the conversion project.

Therefore, converted aircraft may behave differently as originally designed.

With few exceptions most air files are either done or are based on the work of Mike MacIntyre and Steve Holland.

About this model conversion

This model has been converted by Henk Schuitemaker.

The reason that only few people do the conversions is that you cannot just pick up Arno's tool and convert a model. Without detailed knowledge of the old and new model standard, you would at best end up with an aircraft that has lost all animations. The people involved in the conversion process have been learning this process over the last two years, always given feedback to Arno who could improve his tool. To convert one model is a tedious and time-consuming process. MAIW is extremely thankful towards the people who allow us to carry over our AI heritage into the new P3Dv4 world.

The compilation of this package from the original MAIW packages, the documentation and the texture conversion were done by Martin Gossmann.

After the initial package release we realized that by combining all traffic files into one mega pack we were creating a big problem for the release of updated flight plans consisting of other aircraft types. Bases were becoming overcrowded with retro and current aircraft and it was not possible to disabled specific squadrons selectively.

Steve Holland came up with a system that serves the flight plans individually. We will successively convert all flight plans to that system. This means that you may have to wait some time until the flight plans for an aircraft conversion pack become available.

Acknowledges

Out thank goes to Don Grovestine for his excellent [AI Flight Planner](#) tool we use for all work on flight plans.

Our thank goes to Martin Wright who has provided us with the ability to do the texture conversion from BMP to DDS.

About the paints

All paints are copyright of the original authors who have given MAIW the approval to convert them into another format. The original authorship also extends to and includes any conversions done under the umbrella of and by MAIW.

These painters created the liveries used in this package:

- Mark Griggs

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 Microsoft Flight Simulator and Lockheed Martin Prepar3D.

Our goals:

1. Produce only high-quality, freeware packages and products
2. Create military AI traffic accurately within the bounds of MS Flight Simulator and LM Prepar3D
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, visit our website at <http://www.militaryaiworks.com>.

2. Installation

How to install this package

Please note that some packages contain an alpha channel bitmap. We provide it for your convenience in case you want to convert additional paints yourself. For this package, all alpha channels are already applied.

While FSX and the first versions of P3D followed a strict folder structure, later versions of P3D allow you to separate AI Aircraft, scenery etc. from your main sim installation. We highly encourage you to make use of that functionality. It allows for easy re-installation / update of your simulator and keeping things together.

Example

Create a folder “Military-AI” that contains the following subfolders:

- Effects
- Scripts
- SimObjects
- Texture
- Traffic

Now make these folders known to your simulator (make sure you do that correctly!). Which content goes where is self-explaining. This would be ideal setup to keep all your military AI in one structure separated from anything else.

1. In case you have already installed any of the related original MAIW packages or an older version of this package please make sure you remove the following folders / files:
 - aircraft folders
 - global textures in bmp format (in the main texture folder of your sim)
2. Move the MGA1 SIAI-Marchetti S.211A aircraft folders to your sim’s “SimObjects\Airplanes” folder or the specific folder you have created for your AI (see above). Some packages contain a second aircraft.cfg file named **aircraft.cfg.fsx**. We do this when we have disabled the FSX effects for P3D because they are looking bad. ***Make sure you rename and use this file for FSX.***
3. Move the contents of the “Effects” folder to your sim’s main Effects folder or the specific folder you have created for your AI (see above). Overwrite older files but **do not** overwrite newer files. Some packages offer different sim specific effects (**Effects.FSX** and **Effects.P3D**).
4. Move the contents of the “Texture” folder to your sim’s main Texture folder or the specific folder you have created for your AI (see above). Overwrite older files but **do not** overwrite newer files.

3. Permissions and Disclaimers

Adverse Effects

The contents of this package should not adversely affect your FSX, P3D or computer operation. 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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Any questions, suggestions and feedback on the contents may be directed to the forums at www.militaryaiworks.com.

Thanks to everyone who made this possible.