

CYYJ (2011) - VERSION HISTORY

- 5.05** Re-released as CYYJ (2011) adding:
- wig-wags recently-installed at each intersection with Runway 09/27,
 - fixtures/support towers for each (set of) runway, taxiway, threshold and approach light(s),
 - airport lighting on during daytime (Transponder code 0066),
 - optional animated jetways at main terminal (FSX only),
 - updated ground markings, and
- replacing numerous static AI with more-efficient SAMM-generated static models.
- 5.04** Adds compatibility for the recently-released ORBX FTX NA Blue Pacific Northwest
- 5.03** Re-release as CYYJ (2010), adding another building in the new industrial park, updating the new Operations Center, replacing all fences, walls and hedges with versions created with FenceBuilder PRO (sloping where appropriate) and partitioning the scenery to allow easier customization.
- 5.02** resolved several minor issues
- 5.01** resolved a flickering problem on the main terminal apron
- 5.0** aka CYYJ (2009), added the new industrial park on former airport lands, other changes at the real CYYJ and a more faithful representation of the airfield approach and guidance facilities (approach, runway, taxiway and apron lighting, ILS, PAPI/VASI and "wig-wag" housings modeled.
- 4.0** aka CYYJ (2008), added several new buildings that had been constructed at the real CYYJ during the previous year (Viking hangar, museum extension), as well as some changes necessary to accommodate Acceleration Pack/SP2.
- 3.0** aka CYYJ (2007), featured a further-improved AFCAD (based on aerial photos) and detailed apron markings, added some missing buildings, introduced "featured" terrain, perimeter fencing, "drive-through" parking, custom AI and an automatic installer.
- 2.0** A re-release of CYYJ (2006) that replaced the generic building with highly-detailed Gmax models "painted" with hand-drawn textures.
- 1.0** aka CYYJ (2006), was the first release of this series of CYYJ. It included a new AFCAD eliminating the errors in the stock airport and realistic taxiway signs. The main buildings, while accurately placed and sized, were created using compound generic buildings.

A second version release late in 2006 replaced the generic building with highly-detailed Gmax models "painted" with hand-drawn textures.