

# **CYYJ (2008)**

**for FS9/FS2004 and FSX**

## **USER MANUAL**

**An Add-On Covering the Victoria, British Columbia, Canada International Airport  
and Surrounding Area as it Appeared at mid-2008.**

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### **1. INTRODUCTION**

CYYJ (2008) is a Microsoft® Flight Simulator ("MSFS") add-on that portrays the Victoria, British Columbia, Canada international airport (CYYJ) and surrounding area, including the Coast Guard complex at nearby Pat Bay, as they appeared at mid-2008. It operates standalone with both Flight Simulator 2004 (FS9) and Flight Simulator X (FSX) and is also part of Jon Patch's and Holger Sandmann's Victoria+ for FSX.

#### **Features** - CYYJ (2008) features:

- an airport definition (AFCAD) based on high-resolution aerial photos that:
  - accurately places all runways and taxiways,
  - provides realistic taxiway and apron markings,
  - eliminates the rounded automatically-generated taxiway/runway intersection fillets and inserts triangular turning "gussets" where the latter exist at the real CYYJ, and
  - specifies representative taxiway, runway and approach lighting,
- a terminal building and about sixty-five other very detailed buildings - all modeled with GMax and "painted" with hand-drawn textures,
- realistic terrain profiles at both ends of Runway 09/27 and on the Runway 13 approach,
- taxiway and apron signage accurate as to both position and content,
- fencing from the fire station in West Camp, past the terminal and around to the east end of Runway 09/27, and
- "drive-through" parking for airlines at the terminal and for GA throughout East Camp and West Camp (if your AI includes ACA, JZA, WJA, QXE, PCO or the other smaller airlines that serve CYYJ, the aircraft will take their usual positions around the main terminal), and
- when the companion CYYJ (2008) Custom AI and/or BC Regional AI packages are loaded, AI airline traffic based on actual schedules, representative military and civilian AI and

“static” AI portraying vintage aircraft on display at the BC Air Museum. (The Vickers Viscount at the BC Air Museum has been restored to its former Trans Canada Airlines colors. Texture files to replace those in CYYJ Custom AI are included with CYYJ (2008))

What’s New in CYYJ (2008)? – Most of the changes between CYYJ (2007) and CYYJ (2008) were necessitated by technology changes in FSX SP2 and X-pack, specifically the need for a different approach to ground illumination at night and the treatment of crash boxes. As well, several of the static AI aircraft at the BC Air Museum developed missing parts. CYYJ (2008) restores night-time ground illumination, eliminates crash boxes around buildings and provides texture updates for the problem AI (provided originally in the companion add-on CYYJ Custom AI).

But, for all users, there’re a few new buildings, in particular, the recent, unfinished extension at the museum and the new Viking hangar still under construction, not to mention the completed restoration of the Vickers Viscount at the museum. As well, I have significantly simplified the “afcad” which should improve the taxiing performance of AI as well as yielding a minor improvement in FPS.

Also included is an update for Vic Plus for FSX which removes the crash-boxes around the floatplane docks at CYWH (Victoria Harbour).

Compatibility - CYYJ (2008) is fully compatible (once the necessary compatibility files are installed and/or enabled - see below) with:

- Ultimate Terrain Canada/Alaska for FS9 and Ultimate Terrain X - Canada for FSX (generally referred to as “Ultimate Terrain” or, simply, “UT”),
- Jon Patch’s and Holger Sandmann’s Victoria+ (vicenh06.zip) for FS9 and with their payware add-on Vancouver+ for both FS9 and FSX,
- Joel Gill’s BC Roads for FS9 (british\_columbia\_road\_system.zip),
- Harvey Janszen’s East Vancouver Island and Gulf Island Coastlines and Landclass, or EVI Shorelines, for short, (evi04\_v13.zip)

but none of them need be installed for proper operation of CYYJ (2008). Regarding Victoria+ for FSX, CYYJ (2008) is an integral part of that add-on, hence, compatibility is not an issue.

The add-ons noted in the immediately preceding paragraph include roads and/or shorelines that may differ from one another both in position and textures. Consequently, in order for it to integrate seamlessly with these add-ons, it is necessary to adjust the positions of CYYJ (2008) connecting roads and shorelines to match those in the specific add-on and to use the appropriate textures.

The distribution archive contains a set of compatibility files for each of those add-ons in a folder entitled *Compatibility Files*, which will be installed to your top-level CYYJ folder. There is a sub-folder for each add-on entitled *Enable for ...* which contains a single *lscenery* sub-folder. The files reside in the *lscenery* sub-folders.

These compatibility files may be used in either of two ways:

- If you always run MSFS with the same set of add-ons, the simplest way to configure the compatibility files is to install them in the *CYYJ\lscenery* folder. The installer will do this for you.
- However, if you want the ability to quickly reconfigure the set of active add-ons, you should install the compatibility files in the same folder configuration as in the archive file (again, the installer will do this for you), create a Scenery Library entry for each set of compatibility files

you expect to use – in addition to the entry for CYYJ (2008) itself - and enable or disable these Scenery Library entries as necessary. The relative priority of these Scenery Library entries is not important.

Viva Base – CYYJ (2008) is also compatible with VIVA base, both the original version by Lars Hoyer, Jesse Wheeler and Ken Peters ([viva\\_cyyj.zip](#)) and the more recent version by Peter Ham and Sidney Schwartz. (Please note, however, that certain aspects of the original VIVA Base are not compatible with FSX.) CYYJ (2008) replaces the AFCAD in the add-on and modifies the roads in the vicinity of VIVA Base to reflect its layout. Further information on configuring VIVA Base is given in the next section

## **2. INSTALLATION**

Automatic Installation - CYYJ (2008) includes an installer. This installer is a Microsoft NET.Framework application. If NET.Framwork is not already installed on your computer, the “redistributable” can be downloaded from the Microsoft website at no charge.

If you are upgrading from an earlier release of CYYJ, the installer will save and re-load any AI traffic files it finds in the CYYJ\scenery folder.

Installation of CYYJ (2008) is performed as follows. (It will take you far longer to read this than to perform the automatic installation!)

- (a) Unzip the file *CYYJ\_vnn.zip* to a temporary older (“folders” option enabled). DO NOT UNZIP TO THE INSTALLATION FOLDER and DO NOT REMOVE ANY FILES FROM THE TEMPORARY FOLDER.
- (b) Run (double-click on) *CYYJ (2008) Installer.exe* from the temporary folder. An installation control dialog will appear. (Vista users must have and, depending on circumstances, others may require, administrator privileges when running the installer. If you need, but do not have, administrator privileges, the installer will “complain” when you attempt to install. To run the installer with administrator privileges, right-click on *CYYJ Installer.exe*, select “Run As ...” and select “administrator”).

For those users who cannot or choose not to use the installer, a manual installation procedure is detailed below.

- (c) Select the main installation parameters (new/update and FS9/FSX) using the two sets of radio buttons near the top of the dialog box. If you need to install more than once, e.g., for both FS9 and FSX, perform the installation procedure twice.

Upon selection of the target flight simulator version, the installer attempts to locate the main folder for that version. If successful, the path will be shown in the FS Base Folder text box. If not successful, you will be advised and will have to locate it manually using the FS Base Folder “Select” button before the installation can proceed further. If you select a new install, the installer will “recommend” *Addon Scenery\CYYJ (2008)* as the installation folder (provided the folder does not already exist.) However, you may install in any folder. If an update, the installer will scan the relevant *Addon Scenery* folder in an attempt to locate any previously installed versions of CYYJ (2007). (The scan may take a few seconds, depending on the number of installed add-ons on your system.) If it finds more than one previous installation, it will “invite” you to choose one.

- (d) In addition to installing CYYJ (2008), the installer will:

- update the textures of several static aircrafts originally provided with CYYJ Custom AI, and/or
- update CYWH crash-boxes in Vic+ for FSX.

Check none, one or both checkboxes, as desired.

- (e) The installer automatically saves all compatibility files to folders named *VIVA Base* and *Compatibility Files* in the designated CYYJ (2008) top (Install) folder. In addition, it will (if you so direct) configure these files for the selected set of add-ons. If you make no selections, the system will be configured for default operation.

If you chose to have the installer configure the files, check the checkboxes for the add-ons for which you want the compatibility files configured. Only those checkboxes that are applicable to the version of CYYJ (2008) being installed are enabled. (The checkbox for each installed add-on is automatically checked, so your task may be to uncheck certain boxes.) **Please note that the EVI and UT checkboxes should not be checked unless the relevant version of EVI or UT is already installed and enabled. Otherwise, Flight Simulator may CTD (crash-to-desktop) during startup if CYYJ (2008) is enabled in the Scenery Library.** Note also that certain add-ons are incompatible with each other. For example, if either UT or Vic+ (for FS9) is installed, EVI Shoreline is unuseable; so, the installer will disable the EVI checkbox. If UT is installed, the BC Roads checkbox is likewise disabled. If you intend to use CYYJ (2008) in association with VIVA Base, check the “VIVA Base” checkbox and select the applicable version of VIVA Base.

Please note that only the compatibility files for the selected add-ons are installed. It is up to you to obtain and install the add-ons themselves. Please see the discussions below regarding configuring VIVA Base for use with CYYJ (2008) and adding other add-ons later.

- (f) If you have previously installed CYYJ Custom AI and have not updated the textures, check the “Update CYYJ Custom AI Aircraft Textures” checkbox. The standard location for aircraft files for the relevant version of MSFS will be shown in the associated text box. If the files are installed elsewhere, you may use the “Select” button to change the location. While most the changes were prompted by FSX SP2/X-Pack, a new texture to reflect the completed restoration of the Vickers Viscount at the Air Museum is included.
- (g) If you are updating Vic+ for FSX and are using FSX SP2 or Acceleration, you should also check the Eliminate CYWH “Crash Boxes” checkbox
- (h) When all selections have been made, click the “Install” button. The installer will ask you to confirm the installation folders and compatibility selections, upon which it will install and configure CYYJ (2008) accordingly. If installation is to a folder containing an earlier version of CYYJ (2007/2008), that earlier version will be overwritten. If you retain an earlier version of CYYJ (2007/2008) by installing to another folder, ensure only one of them is enabled at a time in your Scenery Library.
- (g) Should you change your mind about an installation option or wish to change the installation mode, simply select the desired new option(s) and click the “Install” button again. When finished, click the “Finish” button. This will delete all the temporary files without putting them in your Recycle Bin. The installer may be run as many times as necessary prior to “Finish”ing.

Manual Installation - Users who do not wish to install the NET.Framwork redistributable or who otherwise have difficulty in using the installer may manually install and configure CYYJ (2008) as follows. However, you are advised not to not attempt manual installation of CYYJ (2008) for use with Vic+ for FSX.

- For a new installation, create a folder called *CYYJ (2008)* or another name of your choice in your Flight Simulator's *Addon Scenery* folder. If upgrading a previous installation, delete everything in the old CYYJ top folder except traffic files and the VIVA Base add-on should it be installed there. If VIVA Base was installed in the CYYJ folder, its name should be changed to something other than *VIVA Base*. The traffic files should be moved elsewhere temporarily.
  - Copy the temporary *VIVA Base* and *Compatibility Files* folders to, and create a new \CYYJ sub-folder in, the CYYJ top folder.
  - Copy the \scenery and \texture subfolders and their contents from the temporary *FS9 Unique* or *FSX Unique* folder(s) to the applicable *CYYJ (2008)\CYYJ* folder.
  - Add the contents of the *Common\scenery* and *Common\texture* folders to the *CYYJ\scenery* and *CYYJ\texture* folders, as appropriate.
  - For FS9 only, copy the temporary *CYYJ Landclass* folder to the *CYYJ (2008)* folder
  - Copy the contents of the *Effects* folder to your FS9 or FSX *Effects* folder.
  - If compatible add-ons other than VIVA Base are installed for the target (FS9/FSX) version(s) of Flight Simulator, it may be necessary to copy additional files as follows:
    - if you intend to use the “Scenery Library method” to configure the compatibility files (as discussed in the previous section), simply copy the temporary Compatibility files \CYYJ (2008)\Compatibility Files folder;
    - otherwise, for FS9, copy the files (just the files) from the *Enable for Default\scenery* sub-folder into your *CYYJ\scenery* folder, followed by the files from the \scenery sub-folder of the applicable *Enable for ...* folders, overwriting any files of the same name. If more than one set of compatibility files are to be copied, apply them in following order:
 

<i>Enable for Default</i>	default roads and shoreline
<i>Enable for BCRoads</i>	replaces roads only
<i>Enable for EVI Shoreline</i>	replaces shoreline only
<i>Enable for UTCANAK</i>	replaces roads and shoreline
<i>Enable for VicPlus</i>	replaces shoreline only
- For FSX, just copy one or the other set of files.
- |                             |                                      |
|-----------------------------|--------------------------------------|
| <i>Enable for DefaultX</i>  | default roads and shoreline          |
| <i>Enable for UTXCanada</i> | replaces default roads and shoreline |
- Be sure to copy only the files for the installed and enabled other add-ons.
- If you saved any AI traffic files as suggested above, they should now be copied back to the *CYYJ\scenery* folder.
  - Finally, if CYYJ Custom AI is installed and you have not already updated the textures, copy the four folders in the temporary *ACUpdates* folder into the applicable main aircraft folder, overwriting files of the same name.

This completes the installation of CYYJ (2008). Now go flying!

Viva Base – If you used the installer and configured VIVA Base compatibility files, the procedure in the next paragraph will already have been performed for you.

There are two sets of VIVA Base compatibility files for each version of MSFS – one for systems with Ultimate Terrain installed and the other for non-UT systems. These files are stored in

separate sub-folders in the *\\VIVA Base* folder. Create a *\\VIVA Base\\scenery* sub-folder and in it place the appropriate set of compatibility files. Then, copy one of *ADE\_CYYJ (Viva-Original).bgl* or *ADE\_CYYJ (Viva-Pete&Sid).bgl* from the temporary *\\VIVA Base\\AFCADs* folder into your *CYYJ\\scenery* folder and disable the file *ADE\_CYYJ.bgl* already there. Note, the FSX versions of these *ADE...* files will be suffixed with *\_X*.

Whether you used the installer or the manual procedure, the following additional steps are necessary. Either:

- install the VIVA Base addon into your *CYYJ (2008)\\VIVA Base* folder; or
- copy the compatibility files from your *CYYJ (2008)\\VIVA Base\\scenery* sub-folder to the *\\scenery* sub-folder of your VIVA Base add-on.

In either case, delete (or disable) the AFCAD from the VIVA Base add-on (probably named *AF2\_CYYJ.bgl* or *AF2\_VIVA.bgl*). Finally, create or edit as necessary a Scenery Library entry “pointing” to the merged folder, which should be placed at a higher priority than *CYYJ (2008)*. To restore basic *CYYJ (2008)* operation, re-enable *ADE\_CYYJ.bgl* and disable the VIVA Base Scenery Library entry. While it will operate satisfactorily, for ease of later reconfiguration, it is recommended you do not install the VIVA Base add-on in the *CYYJ (2008)\\CYYJ* folder.

Management of add-on compatibility files - If you plan to use the “Scenery Library method” to manage add-on compatibility (as previously discussed), it will be necessary for you to delete from your *CYYJ\\scenery* folder the files:

for FS9: 0_CYYJ_Roads_VTPX.BGL	CYYJ_Shoreline_LWM2.BGL
0_CYYJ_Shoreline_VTPX.BGL	CYYJ_Shoreline_VTPL.BGL
for FSX: CVX_CYYJ_Roads_x.BGL	

If you later install other products that affect the *CYYJ* area, you may need to copy the applicable set of compatibility files from the *CYYJ\\Compatibility Files* folder to the relevant *CYYJ\\scenery* folder or create an additional Scenery Library entry as discussed under the heading “Compatibility” in Section 1. Alternately, re-run the installer to have it configure the compatibility files for you.

### **3. SCENERY LIBRARY**

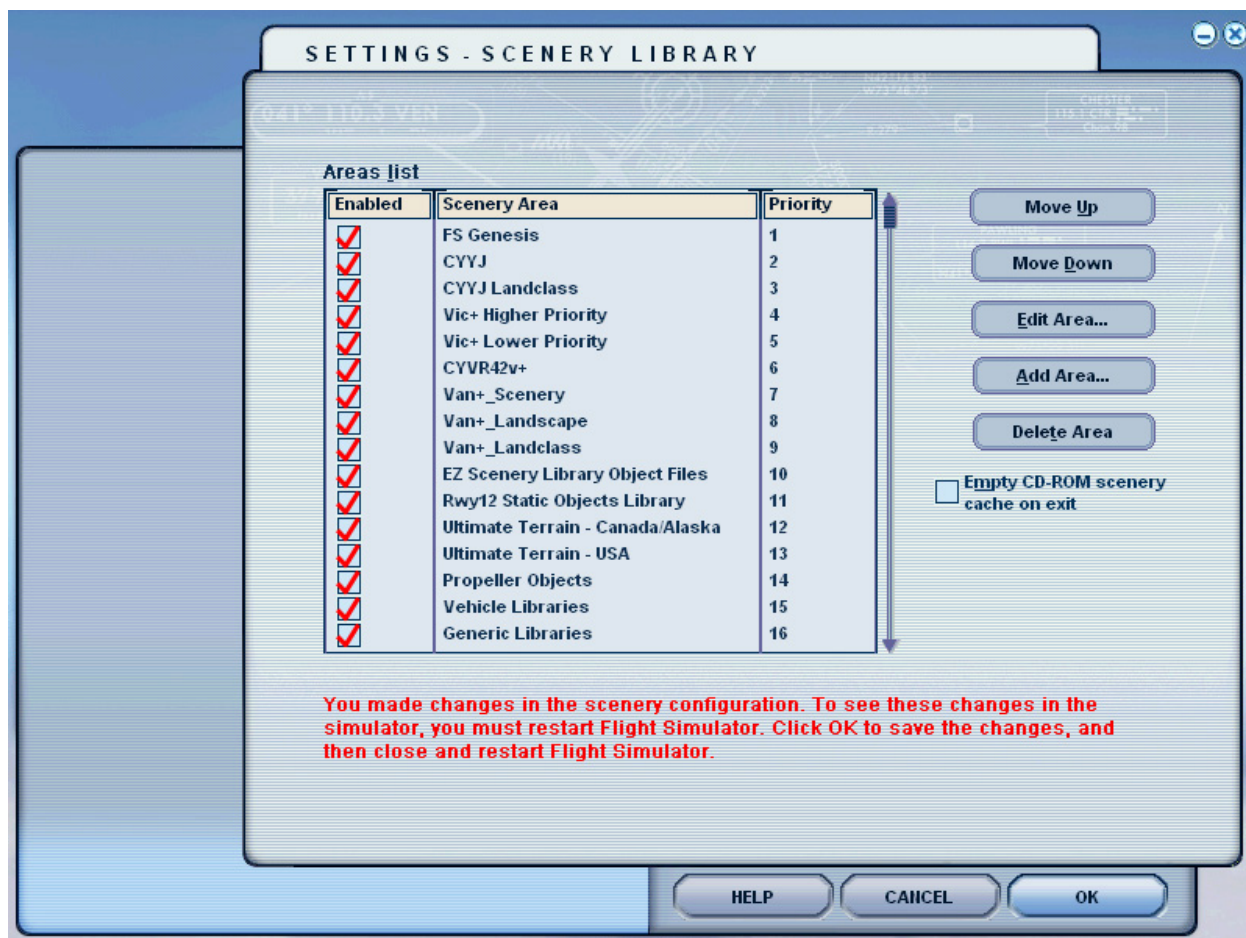
Add to your Scenery Library the folder *CYYJ* and, for FS9 only, if desired, *CYYJ Landclass* and enable this/these entries. (*CYYJ Landclass* replaces a few landclass tiles around the airport. If you’re happy with your current FS9 landclass, you don’t need *CYYJ Landclass*.)

The recommended Scenery Library configuration for FS9/FS2004 is shown on the next page. The FSX Scenery Library configuration should be similar.

The *CYYJ (2008)* Scenery Library entry(ies) **must** be placed above *Victoria+* (FS9) and *Vancouver+* (FS9 and FSX) if either is installed. You must also place them above *Ultimate Terrain* or any other scenery that includes terrain, roads and/or shorelines. If you have other *Victoria*-area add-ons not shown below, their position in the Scenery Library relative to *CYYJ (2008)* will depend on what they do. Please refer their documentation. In general, unless they are intended to affect *CYYJ (2008)* specifically, they should be of lower priority than, i.e., be below, *CYYJ (2008)*.

### **4. MESH/TERRAIN/TMVL SETTING**

The default terrain mesh in both FS9 and FSX around CYYJ is “lacking”. Victoria+ includes 19m. mesh that covers the CYYJ area. For FS9 only, if Victoria+ is not installed, you may obtain the Vancouver Island portion of FS Genesis’ Cordillera Canada 38 m. mesh at no charge from [http://files.fsgenesis.net/freefiles/dem38m\\_can\\_vancouver.zip](http://files.fsgenesis.net/freefiles/dem38m_can_vancouver.zip). The standalone version of CYYJ (2008) for FSX includes 19m. mesh for the northern portion of the Saanich peninsula; you will, however, see a discontinuity in elevation a couple of miles south of the airport. Victoria+ for FSX includes both a high-resolution mesh as well as the CYYJ implementation from CYYJ (2008).



### Recommended Scenery Library Configuration

With FS9, if you use 38m. mesh, you should set the *fs9.cfg* TERRAIN\_MAX\_VERTEX\_LEVEL (TMVL) entry to 20. If either Victoria+ or Vancouver+ is installed or other 19m. mesh for the general area is used, set TMVL to 21. (The default setting is 19.) CYYJ (2008) will run irrespective of which TMVL setting you use. However, unless you use the recommended setting, the terrain profiles - especially on the approaches to Runways 09 and 31 and around the CCGS complex - may not be very realistic. (*fs9.cfg* is located in the folder *C:\Documents and Settings\<your user name>\Application Data\Microsoft\FS9*. To change TERRAIN\_MAX\_VERTEX\_LEVEL:

- **close FS9,**
- locate *fs9.cfg* and open it with Notepad or another text editor,
- find the section named [TERRAIN],



- change the TERRAIN\_MAX\_VERTEX\_LEVEL setting as appropriate,
- save the file, and
- restart FS9.)

For FSX, all terrain controls are available under “Settings”.

If you do use FS Genesis’ or any other medium-resolution third-party mesh, you should include an entry for it at the top of your Scenery Library. This will ensure it is automatically replaced by any higher-resolution mesh covering that area that might also be loaded as part of an add-on (such as the 19m mesh in Victoria+ or Vancouver+).

## **5. SCENERY DENSITY**

The Flight Simulator Scenery Density setting causes display of CYYJ (2008) scenery as follows:

- VERY\_SPARSE – airfield facilities only,
- SPARSE – main terminal and main taxiway/apron-side buildings ,
- NORMAL – all buildings, apron markings and illumination,
- DENSE –ground-handling equipment and additional CYYJ facilities such as the VFC fueling station and the main terminal parking lot walkways and “flowers”,
- VERY\_DENSE – fencing and static aircraft, and
- EXTREMELY DENSE – people and parked cars.

The FPS impact from VERY SPARSE to EXTREMELY DENSE is about 30%, with the greatest interim impacts being, not unexpectedly, between VERY SPARSE and SPARSE and between SPARSE and NORMAL.

## **6. LIBRARY-BASED SCENERY/STATIC DISPLAYS**

CYYJ (2008) uses library-based scenery for its static aircraft, ground and baggage handling equipment, vehicles and certain airfield facilities. In addition to Flight Simulator’s generic libraries, CYYJ (2008)’s static-display objects come from the following third-party libraries:

- *add\_SeevKahn.bgl*, contained in *rwyl2\_lib1\_v1.2.zip*, by Seev Kahn (also available in EZ\_Scenery format under the filename *ga\_planes-01.zip*),
- *206B.bgl* and *500D.bgl*, contained in *rwyl2\_lib1\_v1.2.zip*, by Chris O’Donnell and M. Allen Richards,
- *FinneyGround\_VERT\_GSE.bgl*, contained in *fg\_vert\_gse.zip*, by Robert Finnegan and Gary Mills,
- *gw\_People*, contained in *rwyl2\_lib2\_v1.2.zip*, by Geoff Williams and Martin Strong, and
- *extra\_objects.bgl*, contained in *rwyl2\_lib3\_v1.2.zip*, by Lars Hoyer and Irvin McIntyre.

However, with the permission of their respective authors, all the required models and textures from these libraries are incorporated in CYYJ (2008), so you need not have those libraries installed on your system. (But, no problem if you do.) The resolution of many of the associated textures have also been reduced to improve performance. Thanks to the various library providers for allowing this.

## **7. CUSTOMIZATION OF CYYJ (2008)**

My goal was to have CYYJ (2008) be a faithful representation of the Victoria International Airport as it existed in mid-2008. But, there are certain aspects of CYYJ (2008) that have little to do with that principle. There is no reason why those aspects, primarily static scenery, could not vary

widely from my implementation. Indeed, user satisfaction in these areas is highly subjective. As well, depending on skills and inclinations, certain users may wish to replace individual buildings with more detailed versions.

The design of CYYJ (2008) is highly partitioned. Every building is (or, in few cases, groups of related buildings/facilities are) contained in a separate *.mdl* file which, together with the files of related/nearby buildings, are compiled into a “regional” *.bgl*. The individual *.mdl* files are accessible by de-compiling the relevant regional *.bgl*. Ground illumination for night flying is in a separate *.bgl* file for each building. File names are largely self-explanatory.

Other static scenery is split across five separate files in the *CYYJ\scenery* folder:

- terminal ground-handling equipment (*obj\_GroundHandling.bgl*),
- static aircraft (*obj\_StaticAircraft.bgl*),
- airport vehicles (*obj\_AirportVehicles.bgl*),
- other vehicles (*obj\_Cars-Trucks.bgl*), and
- people (*obj\_People.bgl*).

These files, in any combination, may be supplemented or replaced with additional user-created files generated with such tools as EZ-Scenery, Rwy 12 or the like – or, for more skilled users, other FS9 development tools. To do so, disable (add the file suffix *.XXX*) in, or delete from, the *CYYJ\scenery* folder the affected CYYJ (2008) files. Replacement or supplementary files may be named as you wish. Those files too may be placed in the *CYYJ\scenery* and *texture* folders. However, for ease of future upgrade of CYYJ (2008), you may wish to place them in another folder enabled in your Scenery Library.

Several areas of the CYYJ (2008) design required significant compromise. Generally, these compromises are “hard-wired” and not adjustable by users. One that is, however, and that will be of interest to night flyers is the size of the obstruction lights. In order for the obstruction lights to be seen at a realistic distance, they had to be very large – appearing quite artificial close-up. Making them of a size that looked reasonable (to me) close-up significantly limited their visible range. If you don’t like my choice of light diameter (1.5m), feel free to adjust it by changing the *X Scale* and *Y Scale* values under the header *[Particle.0]* in the included effects file *fx\_ObsLight\_CYYJ.fx*. (Note: the new value must be entered twice, separated by a comma.) However, unless you are very familiar with effect parameters, I recommend you don’t attempt to change anything else in that file. As well, you should back-up the file before changing it.

Some users may be tempted to modify my airport definition files. I strongly recommend you do not modify *AF2\_CYYJ.bgl* - *AF2\_CYYJ\_X.bgl* in the FSX version of CYYJ (2008). Instead, make a copy of the original file, name it something else and enter your changes into that file. Delete from the new file, completely, those parts of the original airport definition that are to continue to be used; then, with “[DeleteAirport]” statements in the new file, override the sections of the original file to be replaced. So long as the replaced sections are properly overridden and there is no other duplication, the original definition and your new file should co-exist nicely. If you intend simply to add to CYYJ (2008) in a manner that doesn’t require changes to the current airport definition (e.g., adding a new taxiway or apron not for general use), I recommend you define your additions as a new airport with a fictitious ICAO identifier. Otherwise, if I change the airport definition in future CYYJ (2008) upgrades, you’ll have to re-enter all your modifications.

## **8. IDIOSYNCRACIES / KNOWN ISSUES**

Design/performance considerations dictated the following intentional omissions or operating idiosyncracies in CYYJ (2008):

- Lamp standards for streetlights, for the floodlights at the fuel tank farm or for the parking illumination in the main terminal parking lot have not been modeled. I felt that the FPS impact of including these lamp standards would far outweigh the marginal benefit of the extra scenery in the daytime.
- There is a significant discontinuity in ground elevation in the CCGS area in Pat Bay along the eastern edge of the large paved area. This is unavoidable, being required to minimize flickering/shimmering of the very large ground plane in the area.
- As at the real CYYJ, all AI aircraft parking is “drive-through”, implemented using two invisible, overlay taxiway networks - one for arriving traffic, the other for departures. Consequently, even though arriving and departing AI traffic in close proximity may appear to be on the same taxiway and you would expect one to give way, they are not on the same taxiway as far as Flight Simulator is concerned. Hence, they may appear to collide. This is the price for drive-through parking.
- If you do decompile *AF2\_CYYJ.bgl* and later re-compile it with *BGL\_Comp.exe*, *BGL\_Comp.exe* will report an error of the nature “INTERNAL COMPILER ERROR: #\_\_\_\_: Taxi path #\_\_\_ references a non-existent Runway #\_\_\_ at airport CYYJ”. This is due to the short section of type “Runway” taxipath just west of the threshold of Runway 13. That section of taxipath is required to stop AI destined for the terminal turning right up Taxiway “K” (as the first exit). The error message is a warning only; the file will have compiled normally. Also, after re-compiling with BGLComp, many of the apron edge lights will no longer work. Those lights may be turned back on by opening the newly-compiled .bgl with ADCAD 2.21 and slightly changing the position of each inoperative light. This latter problem is due to the default taxiway light separation imposed by the FS9 and FSX BGL\_Comp compilers. (AFCAD 2.21 uses its own compiler which avoids this problem.)
- The single parking spot to the south-west of the military hangar in West Camp is not connected to the taxiway system. I use this for a Sea King helicopter (eye candy) in static display. Neither are the parking spots for the “static” AI at the BC Air Museum.

## **9. SUPPORT**

CYYJ (2008) is freeware. Consequently, support will be limited. Nonetheless, I would like to be made aware of any problems you discover in CYYJ (2008) and will make reasonable effort to respond. As well, I welcome your comments suggestions for improvements and, where warranted, your criticisms.

The website <http://members.shaw.ca/cyyj2007> is the primary mechanism for delivering support for CYYJ (2008). Among other things, it documents known problems with the most current release and, where available, provides workarounds and, where appropriate, full or partial interim releases. As well, it lists features that are currently planned for the next release. Please check the site before reporting any problems or suggesting new features.

## **10. VERSION HISTORY**

CYYJ (2008), when first introduced in early 2006, was entitled CYYJ (2006). CYYJ (2006) Version 1 included an extensively revised stock AFCAD and most of the buildings in the current version but modeled using compound generic buildings.

In late 2006, CYYJ (2006) was re-released as Version 2. In it, all buildings had been replaced with, in some cases highly-detailed, Gmax models. The basic airport was now complete

Version 3.0, CYYJ (2007), was released in late-February 2007 to replace CYYJ (2006). Its AFCAD and other features were extensively tweaked to reflect high-resolution aerial photos that had become available to the author. It also added very realistic Gmax apron markings at the main terminal and in East and West Camps.

A couple of month later, Version 3.0 was replaced with Version 3.1 which added apron markings for North Camp, resolved a few minor issues in Version 3.0, added AI based on the schedules of the airlines service CYYJ and introduced CYYJ (2007) for FSX. This was the first version to feature an automatic installer/configurator. Unfortunately, that installer/configurator was found to be incompatible with the new Vista operating system. An updated installer/configurator was the sole change in Version 3.2.

In the spring of 2007, to address the special AI requirements of FSX, the AI introduced in Version 3.1 was enhanced and split off into a separate add-on CYYJ Custom AI. The balance of Version 3.2 was re-released as version 3.3

In late summer 2007, Version 3.4 was released. It

- added several new structures that had "appeared" on and around the airport during the first half of 2007;
- added the small structures at mid-field that were missing from the earlier releases;
- fixed all known problems except for Vista 64 issues with the installer and cleaned up a few other "odds and ends";
- improved compatibility with UT - Canada/Alaska for FS9; and
- introduce full compatibility with FS9 add-ons: BC Roads, East Vancouver Island shorelines and Victoria+ and with UT X - Canada for FSX.

Shortly thereafter, Version 3.5 corrected a serious bug in 3.4 that escaped notice during the beta trial. Release 3.6 in the spring of 2008 fixed a problem in the installer

Which brings us to Version 4, CYYJ (2008), introduced at mid-2008. CYYJ (2008) depicts several significant physical changes at the real CYYJ, most notably, the extension to the BC Air Museum and the new Viking hanger (still under construction). As well, it::

- removes the crash-boxes for all buildings (FSX makes the crash-boxes much larger than the buildings themselves, resulting in crashes when taxiing near buildings); and
- changes the scheme for implementing ground illumination in FSX (Acceleration Pack /SP2 caused the old scheme to become unworkable).

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Enjoy,  
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