

## AIFPC – AI Flight Plan Compiler/Decompiler for FS9 and FSX

---

### Compiling

---

AIFPC is a program for compiling flight plans in the TTools txt format to the native BGL format used by FS9 or FSX.

Because there is a difference in the format of the FS9 BGL files and the FSX BGL one needs to choose the compile target (FS9/FSX) before compiling.

The main difference between the FS9 and FSX BGL files is the way the times are stored. Although FS9 BGL files work in FSX you cannot use FS9 and FSX BGL files at the same time in FSX. FSX BGL files do not work in FS9.

Another difference between FS9 and FSX is the numbering of the days. In FS9 the week starts on Sunday which has the number 0. In FSX the week starts on Monday with the number 0. So when using FS9 compiled flight plans there is a shift in the days. Flights that would depart on Sunday in FS9 will depart on Monday in FSX.

For this AIFPC has the possibility to renumber the days when compiling the flight plan.

To distinguish between the different BGL files AIFPC can automatically add FS9 or FSX to the end of the BGL file name.

When FS9 or FSX is present on your system (AIFPC looks for the registry key) one can set the output folder to the scenery folder. But also a custom output path can be chosen.

Another feature is the possibility to batch compile flight plans. Just select more than one flight plan in the selection window.

### Decompiling

---

AIFPC also can decompile FS9 and FSX BGL files to the TTools txt format files.

Just select one or more BGL files and an output folder and AIFPC will produce the txt files.

In this case it does not renumber the days.

### Installation

---

AIFPC uses the .NET Framework 2.0 so that must be present on your system.

Furthermore it's only unzipping the contents of the zip file in a folder of your choice and running the program by double clicking.

## Bugs and Comments

---

This is a first Release Candidate. So there still can be bugs present and maybe one have comments or wishes for the final version.

When finding a bug in the compilation/decompilation process please provide me with the flight plan or BGL file so I can check/solve it more easily.

Bugs and comments can be send to [aifs@pvdveen.net](mailto:aifs@pvdveen.net)

## Disclaimer

---

AIFPC – AI FLIGHT PLAN COMPILER/DECOMPILER FOR FS9 AND FSX MAY NOT BE DISTRIBUTED FOR COMMERCIAL PURPOSES ON CD OR ANY MEDIUM FOR ANY KIND OF FEE, INCLUDING THE COST OF PRODUCTION, MATERIALS OR POSTAGE OR POSTED IN THE PUBLIC DOMAIN WITHOUT THE AUTHOR'S CONSENT.

This software is provided 'as is', and usage of it is the responsibility of the user. I accept no responsibility for any damage this program might cause.

Copyright © 2007 Peter van der Veen