

User Manual

CYYJ (2007) CUSTOM AI TRAFFIC SCHEME

1. GENERAL

This document provides information to allow you to implement and enjoy realistic AI with the FS9 and FSX add-on CYYJ (2007). CYYJ Custom AI is also compatible with Victoria Plus for FSX, scheduled to be released in the fall of 2007.

CYYJ (2007) Version 3.2 and earlier releases included a great deal of information pertaining to a comprehensive AI scheme. But, because of the need to download, install and configure numerous aircraft-related files, implementing that scheme would have required a lot of effort on the part of the user. This release includes all the files you need to implement a comprehensive AI scheme for use in association with CYYJ (2007). Simply install CYYJ (2007) Custom AI and, thanks to the efforts of a number of aircraft modelers and repainters, see CYYJ come to life.

If you already have an AI traffic add-on such as MyTraffic, it would be reasonable for you to ask "Why would I want CYYJ (2007)'s custom AI?" The answer is simple. Realism!

CYYJ (2007) custom airline AI accurately depicts the scheduled airline traffic in mid-summer 2007. It includes the full schedule to/from Victoria of:

- Air Canada/Jazz from/to Vancouver, Calgary, Edmonton and Toronto
- WestJet from/to Calgary, Edmonton and Kelowna
- Pacific Coastal from/to Vancouver
- Horizon Air from/to Seattle
- SkyWest from/to Salt Lake City, and
- Airspeed Aviation from/to Abbotsford.

Aircraft and airline liveries are those in use at mid-2007. These aircraft will assume their normal gate positions at the terminal. If you have the HTAI Cessna Single Props package (available from htaimodels.com at a modest cost), all twelve of the Victoria Flying Club Cessna 152s and 172s in accurate repaints will be parked on the apron in front of the clubhouse. If you don't have that package, default C172s will be substituted. (Due to texturing limitations of the default FS9 C172 and the fact that I couldn't find a suitable freeware C-152, I turned to HTAI's Cessna Single Props payware package.) If you wish, the C172s will do touch-and-gos for three one-hour periods each day - one aircraft in each period. At other times, they are in static display, as are the C152s. Other general aviation aircraft are mostly small-to-medium-size corporate jets parking at the Aerocenter. The apron in front of the 443 Maritime Squadron hangar will, from time-to-time, feature one or more of: SeaKing helicopter, C-130 Hercules, CC-150 Polaris, CC-115 Buffalo, a CP-140 Aurora, CC-144 Challenger and a pair of CF-18 Hornets. The bizjets and military AI are essentially static scenery. They arrive in the morning - the bizjets aircraft from Vancouver and other nearby airports, the military aircraft from Comox - stick around for the rest of that day, or perhaps a day or two, and then depart. Finally, the vintage aircraft on static display around the BC Air Museum include a Douglas A26, Canadair T-33, Sikorsky S55, Vickers Viscount and Douglas Super DC-3. It doesn't get much better than that!

The included aircraft and texture files are, for the most part, proprietary to others (who have given me permission, either expressly or through compliance with their licenses, to redistribute those files). Those other authors are acknowledged, with my thanks, in Appendix "A". A special thanks also to David "Opa" Marshall who spent many hours watching AI land, taxi and take-off to make sure I'd "done it right".

As a bonus, you will be able to use the included AI aircraft to populate your other airports simply by creating appropriate flight plans.

2. INSTALLATION

CYYJ (2007) Custom AI includes an automatic installer and a setup tool. This installer and setup tool are Microsoft NET.Framework applications. If NET.Framwork is not already installed on your computer, the “redistributable” can be downloaded from the Microsoft website at no charge.

1. Before commencing installation of CYYJ Custom AI, if you have not already done so, you should upgrade your version of CYYJ (2007) to version 3.4 or later. Also, if any of the following CYYJ Custom AI Version 1.0 folders still exist in your CYYJ (2007) folders or elsewhere, they are no longer required:
 - *AI,*
 - *for TTools,* and
 - *forTrafficDatabaseBuilder.*
2. Unzip the CYYJ Custom AI archive file to a temporary folder.
3. Execute (click on) *CYYJ Custom AI Installer.exe* in the temporary folder. The installer dialog will be displayed. For all but Vista 64 users, the installer should have located FS9 and/or FSX. Vista 64 users will have to locate the relevant version(s) of Flight Simulator manually.
4. Check the version(s) of Flight Simulator for which you wish to install CYYJ Custom AI. The installer will attempt to locate any earlier versions of CYYJ Custom AI and, if it doesn't find any, will suggest *Addon Scenery\CYYJ CustomAI* as the installation folder. If the installer finds more than one earlier version, you will be invited to locate manually the one you wish to overwrite or to select a new installation folder.
5. Once your selection(s) has(have) been made, click the “Install” button. The installation will take a few seconds because of the large volume of AI aircraft information to be installed. (No hourglass is displayed.) The installer will, however, display a message on the screen when it is finished advising you of its success or of any problems encountered.
6. Following completion of the installation for each add-on, the set-up tool (see the following section) will be run automatically which will allow you to configure the newly-installed CYYJ Custom AI. Upon completion of the setup, installation/setup for any additional selected add-ons will take place in sequence.

Once the installation is complete, all files related to any earlier version of CYYJ Custom AI remaining in your CYYJ (2007) top level folder or in the *CYYJ\scenery* folder may be deleted. However, if you have modified any of the flight plans from the earlier version, you will want to transfer them and the corresponding traffic files to the newly installed version of CYYJ Custom AI.

For those who are unable or unwilling to use the automatic installer, CYYJ Custom AI may be installed manually as follows:

1. Unzip the installation archive to a temporary folder.

2. If it does not already exist, create a folder named *CYYJ Custom AI* in your *Addon Scenery* folder or elsewhere and create in it a sub-folder named *Traffic Files*.
3. Copy the following files into the relevant *CYYJ Custom AI/Traffic Files* folder:
 - for FS9, all the *Traffic_CYYJ (xxx)_FS9.bgl* files from the temporary *FS9 Traffic Files* folder, and/or
 - for FSX, all the *Traffic_CYYJ (xxx)_FSX.bgl* files from the temporary *FSX Traffic Files* folder.
4. Copy all the *CYYJ-AI_xxx* folders from the temporary *AI Aircraft* folder to:
 - for FS9, your *Flight Simulator 9/Aircraft* folder, and/or
 - for FSX, your *FSX\SimObjects\Airplanes* folder.
5. Copy the *Flight Plans* and *AIFPC* folders and the User Manual from the temporary folder to your *CYYJ Custom AI* folder or elsewhere of your choosing. These folders contain the underlying text files and software required to modify the AI traffic scheme. Even if you have both FS9 and FSX, only one copy of these folders is required unless you wish to have different traffic for each.
6. Copy the file *CYYJ Custom AI Setup.exe* to your *CYYJ Custom AI* folder.
7. Create a two-line text file using Notepad or another text editor as follows:

AircraftFolder=the fully qualified path to the FS9 *Aircraft* or the FSX *Simobjects\Airplanes* folder

FSVersion=*FS9* or *FSX*, as applicable

The completed file should look like the following:

AircraftFolder=F:\Flight Simulator 9\Aircraft

FSVersion=*FS9*

Save this file in your *CYYJ Custom AI* folder with the name *CYYJ Custom AI Setup.ini*.

The installation of *CYYJ Custom AI* is finished, but you won't see any AI until you complete the AI setup as described in the following section

3. SETUP OF CYYJ CUSTOM AI

An automatic (NET Framework application) tool is also provided for the (re)configuration of *CYYJ Custom AI*. To start the setup tool other than when in the installation mode, double-click on the file *CYYJ Custom AI Setup.exe* in your *CYYJ (2007)\CYYJ Custom AI* folder. The setup dialog will be displayed.

CYYJ Custom AI allows you to select any combination of the five types of traffic: Airline, Military, GA, Victoria Flying Club and Museum using the indicated checkboxes. For VFC traffic only, you may elect to use HTAI models (if you own the HTAI Cessna Single-Props package), in which case the usual complement of C152s and C172 will be parked on the apron in VFC livery. As well, you may select the VFC traffic to do periodic touch 'n gos. As well, the setup tool will overwrite the default traffic files with your current set of active traffic files. The selection checkboxes are obvious on the setup dialog.

Once you have made your selection, click in the “Setup” button.

It is strongly recommended you use the automatic setup tool to configure your CYYJ Custom AI. But, if you insist on doing it manually, the balance of this section will be of some help.

The default traffic files are located in the *CYYJ Custom AI\Traffic Files* folder. Generally, the name of a traffic file is sufficient for you to understand its purpose. But, for the Victoria Flying Club traffic, two sets of files are provided for each of FS9 and FSX, one for those users who have the HTAI Cessna Single Prop package named *Traffic_CYYJ (VFC-HTAI)_FSn.bgl* files and the other for those who don't, *Traffic_CYYJ (VFC)_FSn.bgl*. In each set there are two files, one with the file name suffixed with *_tng*, standing for “touch-and-go” and one that has no suffix. In the set you intend to use, if you want the VFC C172s to do touch-and-gos, copy the one with *_tng* in the file name into the *CYYJ Custom AI\scenery* subfolder. If you don't want the C172s to do touch-and-gos, copy the other one. You should not copy both files in a set, since this would result in twice the traffic.

To use the models from the HTAI Cessna Single Prop aircraft package:

- copy from its:
 - *Aircraft\HTAI Cessna 152* folder the sub-folder *Model* and the files *aircraft.cfg* and *HTAI Cessna 152.air* into the *CYYJ-AI_C152 (HTAI)* folder, and
 - *Aircraft\HTAI Cessna 172 Skyhawk* folder the sub-folders *Model* and *Model.wheel_pants* and the files *aircraft.cfg* and *HTAI Cessna 172 Skyhawk.air* into the *CYYJ-AI_C172 (HTAI)* folder

in either your *Flight Simulator 9\Aircraft* or *FSX\SimObjects\Airplanes* folder;

- delete all the sections headed by *[fltsim.n]* (i.e. everything beginning with the *[fltsim.n]* header down to but not including the next section header, i.e., *[General]*) from the *aircraft.cfg* file in both the *CYYJ-AI_C152 (HTAI)* and *CYYJ-AI_C172 (HTAI)* folders and replace the deleted sections with the contents of the *CYYJ-AI_aircraft.cfg* file from the respective folder; and
- if you have both FS9 and FSX, copy the *CYYJ-AI_C152 (HTAI)* and *CYYJ-AI_C172 (HTAI)* folders you just modified into the *Aircraft* or *SimObjects\Airplanes* folder, as applicable, of the other version, overwriting the folders of the same name.

CYYJ Custom AI is intended to operate in a standalone mode, that is, it requires a separate Scenery Library entry, the location of which is not critical. Should you wish, however, you may copy the traffic files from the *CYYJ Custom AI\scenery* folder to your *CYYJ (2007)\CYYJ\scenery* folder and dispense with the separate Scenery Library entry.

4. USING CYYJ (2007) CUSTOM AI

Mixed FS9/FSX Traffic Files - Please be aware that FSX *Traffic_xxx.bgl* files have a different format from their FS9 counterparts. FSX will accept either FS9- or FSX-format files, but not a mix. If there is a FS9-format *Traffic_xxx.bgl* in any enabled add-on, all FSX-format *Traffic_xxx.bgl* files will be ignored. Many of the early *Traffic_xxx.bgl* files for FSX were in FS9-format. If you are using FSX and the CYYJ custom AI still does not display, chances are you've got a FS9-format *Traffic_xxx.bgl* file somewhere. That/those files must be found and either deleted/disabled or converted to FSX format by decompiling and then re-compiling them using AIFPC.

Naming of AI - All the AI aircraft provided in CYYJ (2007) Custom AI have titles prefaced with CYYJ-AI. Hence, there should be no conflict with any aircraft already in, or that you may add, to your "stable". Neither will any of them appear in your Select Aircraft list.

FPS "Hit" - All this "eye candy" does not come for free, however. While (with one exception) the cost is not monetary, there is an FPS "hit". The "hit" on approach to Runway 09 appears to be about 50% with all custom AI enabled. Depending on your computer system, this may or may not be problematic. You can minimize the FPS "hit" by unchecking "Aircraft casts shadows" in the Traffic section of the SETTINGS menu.

Traffic Density Settings - In FSX, custom airline AI is enabled at an airline traffic density setting of 1%. (This avoids the default Orbit Airlines 737 and the Airwave Airlines Dash 8, and others, occupying your parking spaces.) Military traffic is enabled at an airline traffic density setting of 30%. (Think of the military as a large airline.) To avoid default airline traffic taking up the parking in front of the terminal, you probably won't want to run with your "airline" slider much higher than 30%. The general aviation AI category is enabled at a general aviation traffic density setting of 1%, the Victoria Flying Club C152s and C172S will appear and do touch-and-gos at a setting of 30%, and the static display aircraft at the BC Air Museum are enabled at a setting of 60%. In FS9, the various categories are enabled at the same density settings but, of course, in FS9 there is only a single traffic slider.

Daylight Savings Time - With respect to the AI flight schedule, please note that arrival/departure times are specified in GMT. During the winter, there is an eight hour the difference between GMT and the Pacific Time Zone. However, during the summer when daylight savings time is in effect, the difference is only seven hours. Typically, airline schedules refer to local time. Consequently, when daylight savings time is in effect, AI will operate one hour earlier than the published schedule – unless you go to the trouble of revising the flight plan information.

Known Issues and Other Idiosyncrasies – Following are the known problems/issues that may be encountered:

- The airplanes used as AI with CYYJ (2007) are mainly FS9 version AI aircraft – due to their wide availability and the lack of suitable AI aircraft updated for FSX. Generally, these FS9 aircraft work well with FSX – with two exceptions:
 - at long distances, these aircraft are no longer textured and appear black, and
 - the FS9 night textures do not display, leaving the model black.
- This is a consequence of the way FSX handles small polygons and can only be overcome by using aircraft models updated to FSX – which requires access to the Gmax models.
- When you start FS9, any AI flights scheduled to be in progress at that system time, that were due to depart more than fifteen minutes earlier and that have more than five (VFR) or ten (IFR) minutes until their ETA are placed in the "enroute" state and the flight completes from that point. When you start FSX, only those flights whose ETD occurs later than about fifteen minutes prior to startup are processed; they depart immediately.
- In FSX, some AI originating from distant airports never arrives and never appears in the Traffic Toolbox Explorer. Instead, the aircraft spawns at the destination airport approximately one hour before the ETD of the onward flight. AI from Calgary, Edmonton and Toronto are so affected.
- There is a "bug" in FSX whereby the parking node property "pushback=none" has no effect; pushback always occurs. A workaround has been implemented which can limit the length of

the pushback – but not completely eliminate it. Consequently, when AI depart in FSX, you may notice a short pushback or, sometimes, just a jerk.

- Departing and arriving AI may “collide” on taxiways. While both departing and arriving AI appear to be on the same taxiway, they are, in act, on different ones. This is the price of “drive-through” parking. Also, in the vicinity of the terminal apron, wide-bodied jets have a separate taxiway system and, hence, “collisions” may also occur. Fortunately, nobody gets hurt. Finally, if two arriving AI meet, head-to-head, on the same taxiway in the vicinity of parking, one may “duck through” a vacant parking spot to avoid the other. When that happens, the AI ends up on the departure “network”, will park incorrectly when it reaches its parking spot and will not depart. This shouldn’t happen often.

5. MODIFYING CYYJ (2007) CUSTOM AI

You are not restricted to the AI aircraft listed in Appendix “A”. These are simply the ones I selected. “Mix and match” as you see fit. Each “[fltsim.n]” section in an aircraft’s *aircraft.cfg* files pertains to a particular AI aircraft. (If there’s more than one such section, it means there are several variants of that aircraft available.) The title of the aircraft variant is noted in the “[fltsim.n]” section. You may directly substitute one AI aircraft for another simply by changing the title of the replacement aircraft to that of the replaced aircraft and then changing the title of the replaced aircraft to something else. (If two aircraft share the same title, neither will be displayed.) An AI aircraft may be deleted from the scenario by deleting its *CYYJ-AI_* folder or, less permanently, by changing its title to some unused name. Adding additional aircraft or otherwise changing the AI scenario is somewhat more complex and is addressed below.

To allow experienced users to adjust the AI to suit their own preferences, the *Flight Plans* folder contains the underlying AI source files. These files are in TTools format. There is one set of files (*Aircraft_CYYJ (xxx).txt*, *Airport_CYYJ (xxx).txt* and *Flightplans_CYYJ (xxx).txt*) for each category of AI. These files may be modified with an ordinary text editor.

TTools is a widely-available FS9 utility used to generate AI traffic.bgl files. Unfortunately, TTools has not been (and is unlikely to be) updated for FSX. But another utility named AIFPC which reads TTools-format files and generates traffic.bgl files for both FS9 and FSX has been developed by Peter van der Veen. AIFPC also decompiles FS9 and FSX traffic.bgl files back into their original TTools format. Peter expects to make a general release of AIFPC in the near future. For the meantime, the final beta version of AIFPC is included with CYYJ (2007) Custom AI. Creation and modification of TTools-format files is beyond the scope of this manual. Please refer to the TTools and AIFPC documentation for syntax and format.

While on the topic of AI modification, please note that FSX uses a different AI parking algorithm than FS9. FS9 uses the radius stored in the aircraft’s *.mdl* file to determine the minimum size for parking spot. That radius can be examined and edited using ADCAD 2.21. Generally, the *.mdl* radius is somewhat larger than the radius of a circle that would encompass the aircraft. This allows for, among other things, adequate separation at hold short points. FSX uses as the minimum required parking radius half the wingspan value stored in the AI’s *aircraft.cfg* file, rounded up to the nearest meter. As well, FSX will not park an aircraft in a parking spot that is far too large for that aircraft. It appears the limit is 10m. oversize for airline traffic and 5m. for all others. When you download an aircraft for use as AI in FSX, you should check that the specified wingspan is correct. (Several of the AI aircraft I have downloaded had *aircraft.cfg* wingspan values varied widely from actual. In one case, I had a large biz-jet parking among the C172s!). So, if your FSX AI don’t park as they did in FS9 or they park in spots of the wrong

size, check their *aircraft.cfg* wingspan value. Appendix "A" shows both the *.mdl* radius and the proper *aircraft.cfg* wingspan for all the aircraft used in the CYYJ (2007) AI traffic scheme.

6. SUPPORT

The CYYJ (2007) traffic scheme has been developed to be realistic in the context of actual traffic at CYYJ. However, save for the flight plan source files and a few of the textures, the contents of this package have been authored by others. Consequently, I will not likely be able to provide much in the way of support. If you follow the installation procedure, everything should work. If you don't, if you substitute aircraft or if you modify flight plans, you're on your own. That being said, if you have reason to believe that CYYJ (2007) is contributing to a problem, please let me know.

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End User License Agreement (EULA)

You are granted a free, non-exclusive right solely to install and use CYYJ (2007) Custom AI on your computer system(s).

You may not:

- upload CYYJ (2007) Custom AI, whether or not modified, in whole or in part, to any file distribution system,
- reverse engineer, disassemble or decompile any part of CYYJ (2007) Custom AI for any purpose other than to implement improvements for your own personal use, or
- incorporate CYYJ (2007) Custom AI in whole or in part into any "freeware", "shareware" or product or facility for which there is a charge of any kind

without the my express written permission, which permission will only be available in respect of the repaints I have made.

Your use of CYYJ (2007) Custom AI is entirely at your own risk. Neither I nor any of the other authors whose works are included accept any liability whatsoever for any damage arising from its use no matter how caused.

By downloading and installing this software, you are deemed to have agreed to the foregoing.

All rights in the aircraft and texture files authored by others are retained by their authors. All other parts of CYYJ (2007) Custom AI - © 2007 - Don Grovestine

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APPENDIX A – CYYJ (2007) CUSTOM AI AIRCRAFT

The following table identifies the AI aircraft used in the CYYJ (2007) AI scheme. All required files are provided as part of CYYJ (2007) Custom AI except for those from *htaicsep12.exe* which is a payware package. (Absence of *htaicsep12.exe* will have no effect on CYYJ (2007) other than the relevant models not being displayed.) Most of these files are proprietary to others. They are included in CYYJ (2007) Custom AI with the permission of their authors and are provided solely as a convenience to users. Under no circumstances are these files to be decompiled or reverse engineered, or uploaded to any file distribution system except as expressly permitted by their authors. Terms of distribution for these files may be found in the “readme.txt” files included in noted archives (.zip file).

Folder Name (prefaced by “CYYJ-AI_”)	AI Title (prefaced by “CYYJ-AI ”)	M o d	T e x	Archive File	Available From	Author(s)	.mdl Radius (m.)	aircraft.cfg Wingspan (ft.)
Airbus A320V2	A320 Air Canada	x	x	AI_Airbus_A320.zip dwai_airbus_a320.zip	htaimodels.com	Dee Waldron Andrew Langille	22	111.85
Beech 1900v2	B1900D Pacific Coastal	x	x	cdai_b1900v2_pco.zip	avsim.com	Charles Dayhuff Tony Fosler	10	57.9
Boeing 727-200	B727-200 Purolator	x	x	aia722p2.zip aia722w_kfa_125135.zip	ai-aardvark.com ai-aardvark.com	David Rawlins Jan van Hecke	26	108.0
Boeing 737-500	B737-500 (P4-PHS)	x	x	aia735bl.zip CYYJ (2007)	ai-aardvark.com	David Rawlins Don Grovestine	20	94.75
Boeing 737-700W	B737-700W WestJet	x	x	aia_737w.zip ai737wja.zip	ai-aardvark.com ai-aardvark.com	David Rawlins Ryan Adams	23	117.4
Bombardier CL-604	CL-604-1 CL-604-2 CL-604-3 CL-604-4 CC-144	x	x x x x x	ai_cl601.zip (drag scalars reduced to 0.65 to eliminate porpoising) corporate_challenger_c-fund.zip corporate_challenger_c-gawh.zip corporate_challenger_c-gdpf.zip corporate_challenger_c-gwll.zip cl604caf.zip	avsim.com avsim.com avsim.com avsim.com avsim.com	Hrvoje Kovacevic Gregory Putz Gregory Putz Gregory Putz Gregory Putz Gord Broten	13	64.4
Bombardier CRJ2	CRJ2 Air Canada Jazz Red CRJ2 Air Canada Jazz Orange CRJ2 Air Canada Jazz Green CRJ2 SkyWest	x	x	cdai_crjv2_aca_jazz.zip (use updated Model and .air file from CDAI_crj200_ual_nc.zip)	avsim.com	Charles Dayhuff Al Percy Tony Fosler Jonathon Barton	15	69.6
Canadair T-33	CT-133 Silver Target	x	x	T-33A.zip CYYJ (2007)	sim- outhouse.com	Tim Conrad Don Grovestine	7	38.83
CC-115 Buffalo	CC-115 DHC5 Buffalo	x	x	comox042.zip (comment out station_load.2 in .cfg)	avsim.com	Vern Opperman	16	96.0
CC-150 Polaris	CC-150 Polaris	x	x	ai_airbus_complete_120685.zip canforce_a310.zip	avsim.com avsim.com	FS Painter Al Percy	32	144.0
Cessna 152	VFC C152 (C-FLDB) VFC C152 (C-GUZR) VFC C152 (C-GZSC) VFC C152 (C-GIMH) VFC C152 (C-GJTM)	o	x	htaicsep12.exe All textures CYYJ (2007)	htaimodels.com	Henry Tomkiewicz Don Grovestine	7	36.1

Cessna 172 FS9 only	VFC C172 (C-GGSN)	o	x	htaicsep12.exe	htaimodels.com	Henry Tomkiewicz Don Grovestine	7	36.1	
	VFC C172 (C-GTQQ)			All textures CYYJ (2007)					
	VFC C172 (C-GPFW)								
	VFC C172 (C-FMEK)								
	VFC C172 (C-GKMY)								
	VFC C172 (C-GZXP)								
VFC C172 (C-GLJR)		x	c172_blue&yellow.zip	avsim.com	Gunes Karatepe				
C172 Yellow&Blue		x	c172_burgundy_gold.zip	avsim.com	Gunes Karatepe				
C172 Burgundy&Gold		x	c172_green.zip	avsim.com	Gunes Karatepe				
C172 Green C172		x	c172_red.zip	avsim.com	Gunes Karatepe				
Navy&Charcoal		x	c172sp_navy_charcoal_nr.zip	avsim.com	Gunes Karatepe				
C172 Red									
Cessna 208B	C208B-CP Fedex	x	x	ai_cessna_c208b_grand_caravan.zip	htaimodels.com	Henry Tomkiewicz	8	52.1	
				aic208fe.zip	avsim.com	Tony Fosler			
Cessna 402B	C402B Airspeed Aviation	x	x	ai_cessna_402c.zip	htaimodels.com	Henry Tomkiewicz	7	37.8	
				CYYJ (2007)		Don Grovestine			
Cessna Citation-II	Citation-1	x	x	utlimate_citation550_ai.zip	avsim.com	Dee Waldron Michael Carr	10	52.2	
	Citation-2								
	Citation-3								
CF-18 Hornet	CF-18 Hornet	x		caf_ai.zip	avsim.com	Mikko Maliniemi & Kari Virtanen Brian Burger	10	37.5	
			x						
CP-140 Aurora	CP-140 Aurora	x	x	comox042.zip	avsim.com	Vern Opperman	16	99.6	
DeHavilland Dash8A	DH8A Air Canada Jazz Red	x		pai_install_model_bombardier_dh8a.	projectai.com	FS PAinter	16	85	
	DH8A Air Canada Jazz Green			zip					
	DH8A Air Canada Jazz Orange			x	Texture.JZA-Air Canada color DH8B	projectai.com	Jeff Sargent		
	DH8A Air Canada Jazz Yellow			JAZZ.zip					
DeHavilland Dash8B	DH8B Horizon Air	x	x	pai_install_model_bombardier_dh8b.	projectai.com	FS Painter	16	85	
				zip	Texture.QXE-Horizon Air DH8B	projectai.com	Todd Disrud		
				HORIZON AIR.zip					
DeHavilland Dash8C	DH8C Air Canada Jazz Red	x	x	pai_install_model_bombardier_dh8c.	projectai.com	FS Painter	16	90	
	DH8C Air Canada Jazz Green			zip	Texture.JZA-Air Canada color DH8c	projectai.com	Jeff Sargent		
				JAZZ.zip					
DeHavilland Dash8D	DH8D Horizon Air	x	x	pai_install_model_bombardier_dh8d.	projectai.com	FS Painter	16	93.2	
				zip	Texture.QXE-Horizon Air DH8D	projectai.com	Todd Disrud		
				HORIZON AIR.zip					

Douglas A26 Invader	Douglas A-26B Conair FBMS	x	x	a26-soh.zip a26bms.zip	sim- outhouse.com sim- outhouse.com	Milton Shupe Damian Radice		70
Douglas Super DC-3	Douglas Super DC-3	x	x	CYYJ (2007)		Rey Lopez & Guenter Kirschstein Don Grovestine	19	90
Embraer ERJ 190	ERJ 190 Air Canada	x	x	pai_install_model_embraer_E190.zip Texture.ACA- Air_Canada_EMB190_AIR_CAN ADAv2.zip	projectai.com projectai.com	Jeff Dobbing Ton van Bochove Frank Bass	22	94.2
Gulfstream GIIIB	Gulfstream G-IIB-1 Gulfstream G-IIB-2 Gulfstream G-IIB-3	x	x	ai_gulfstream_g-iib.zip gii-gen.zip	htaimodels.com avsim.com	Henry Tomkiewicz Ralf Maylin	11	68.8
Gulfstream GIV	Gulfstream G-IV	x	x	ai_gulfstream_g-iv.zip aussiegiv.zip	htaimodels.com avsim.com	Henry Tomkiewicz David Carter	13	77.8
Lockheed C-130	CC-130E	x	x	ai_lockheed_c-130e.zip htai_cc130h_cfc_435.zip	htaimodels.com avsim.com	Henry Tomkiewicz Graham King	21	132.6
Sea King_Mk48		x	x	rafgrey78sk.zip CYYJ (2007)	avsim.com	Willy Vervaecke Don Grovestine	10	62.0
Shorts SH3-60	SH3-60 Pacific Coastal	x	x	ai_shorts_sd3-60.zip CYYJ (2007)	htaimodels.com (adjust c/g and payload)	Henry Tomkiewicz Don Grovestine	15	75.0
Sikorsky S55	Sikorsky S55 RCN	x	x	s_br55.zip CYYJ (2007_	avsim.com	JR Lucariny Don Grovestine	9	53.0
Vickers Viscount	ACA Viscount 700	x	x	Visc700.zip	simviation.com	Rick Piper	15	88.3